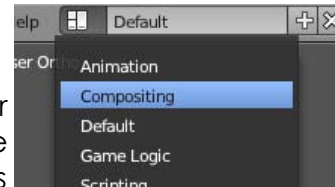
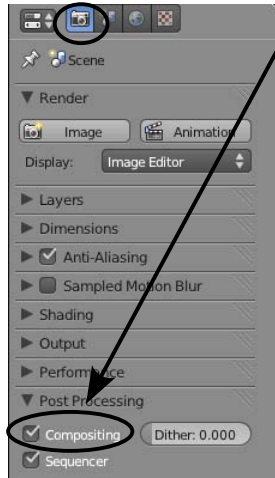


Chapter 19- Working With Nodes

Nodes are relatively new to Blender and open the door to new rendering and post-production possibilities. Nodes are used as a way to add effects to your materials and renders in the final output. Nodes are changing quickly. For the most up-to-date information and detailed discussions of nodes, review the information at www.blender.org on the wiki.

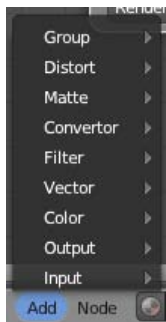
Accessing Nodes:

In order to use nodes, you could always set one of your viewports to the *Node Editor* window, but it's easier to use the pre-made window layout in the drop down. To see your results when you render an image, you will also need to press the “*Compositing*” button in the *Render* panel under *Post Processing*. At this point, you will see a big blank area in the nodes window. To turn nodes on, click on the “*Compositing Nodes*” button and “*Use Nodes*” at the bottom of the window.

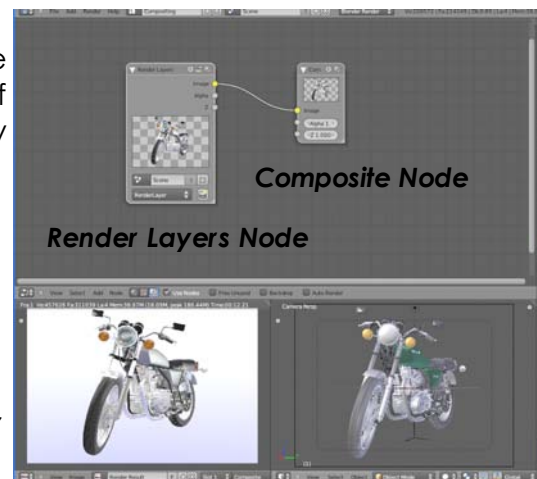


If you have rendered a picture (**F12**-if not, do so now), you will see 2 boxes displayed in the window. A *Render Layer* block and a *Composite* block with a line connecting the two. This is showing how the render connects to the composite output. Right now, you won't see any difference because we haven't done anything yet. The job is to add blocks between the two, modifying the output to what you desire. *The options are limitless so here we will just review some basics.*

If you press the “*Add*” button at the bottom of the Nodes window, you will see several categories of nodes that can be placed in the sequence. They are:



Group- user-defined blocks of nodes
Distort- changing the shape of the image
Matte- mattes that can mask off image areas
Convertor- change formats, separates colors
Filter- enhance or blur images
Vector- changes intensity and reflections
Color- color, brightness, contrast, transparency settings
Output- displays results as a small image
Input- adds an image or a value to the node map.



New nodes are being added with every new release with greater potential for quality renderings. It's now time to break the connection between the “*Render Layers*” node and the “*Composite Node*” to look at some examples by adding more nodes.



RoboDude Asks: How do I erase the connection lines between blocks?

Just grab the line from the right-hand connection with the LMB, drag it off the node and release. The line will disappear.