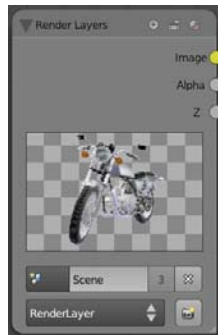


## Chapter 19- Working With Nodes

Before we begin making changes, you will see several "connection" points on the blocks. The basic output connections on the render layer block are:

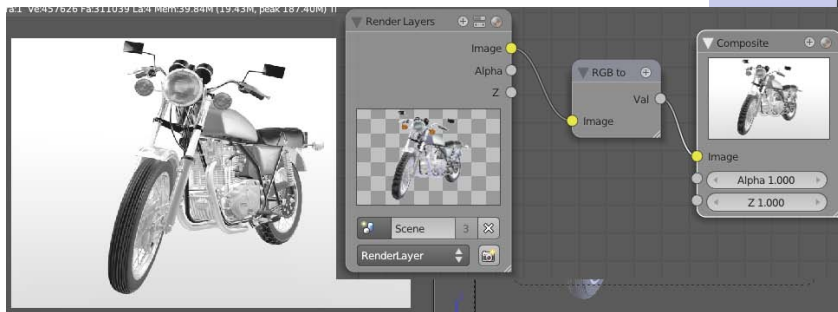


**Image**- this is the output connection from the render to the node composite.

**Alpha**- represents the transparency settings of the render.

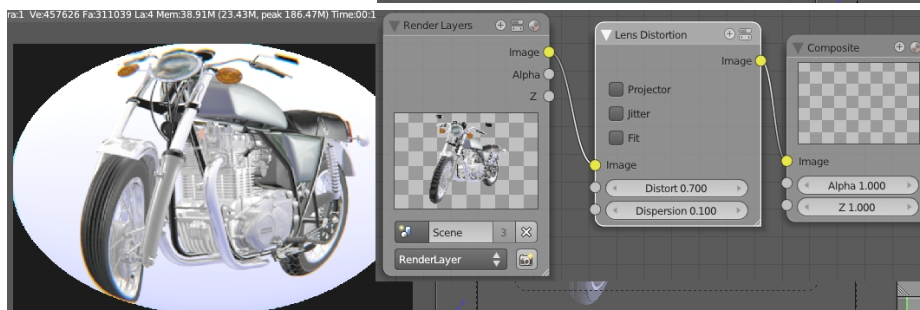
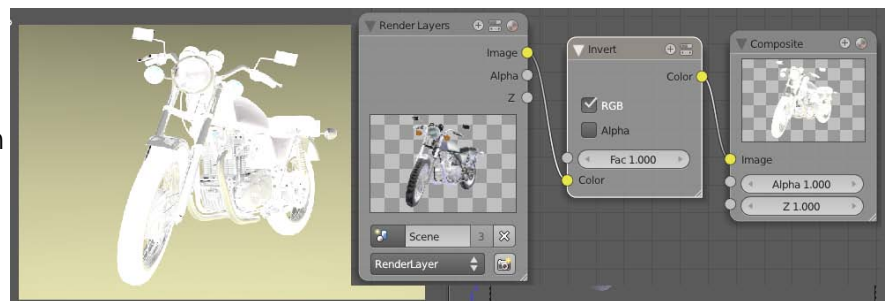
**Z**- represents depth of pixels from the camera.

To the right is a basic rendered view without any special nodes applied. Below are some sample nodes settings:



Black and White output using an **RGB to BW Converter** Node.

Inverted output using an **Invert Color** Node.



Camera lens output using a **Lens Distortion Distort** Node.

The possibilities are limitless using nodes. You can also create material effects with nodes. Search for some creative tutorials using nodes on the web.