# Object ID RE

This page provides information about the Object ID Render Element in V-Ray for Cinema 4D.
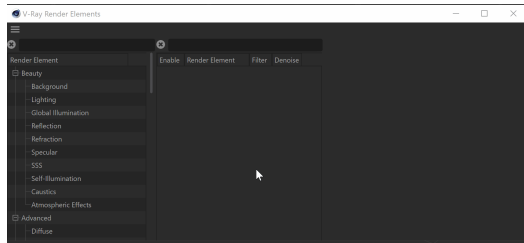
## Overview

Two or more objects in the scene can share the same Object ID.
The **Object ID** Render Element creates selection masks based on Object ID that shows
each object (by Object ID) in a solid unshaded color.

**UI Path**: ||V-Ray|| > **Render Elements** > **Object ID**



*How to add a render element to a scene*

## Properties

**Enable Deep Output** – When enabled, the rendering channel is rendered in the V-Ray
Virtual Frame Buffer.