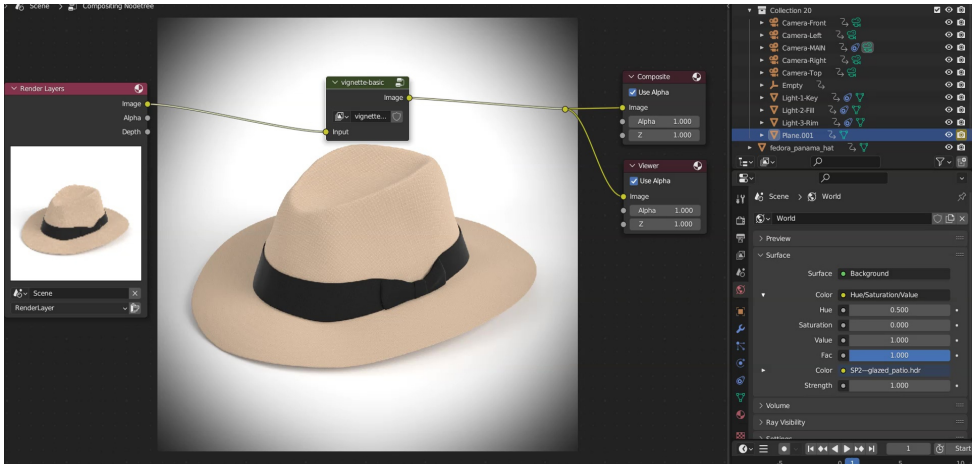


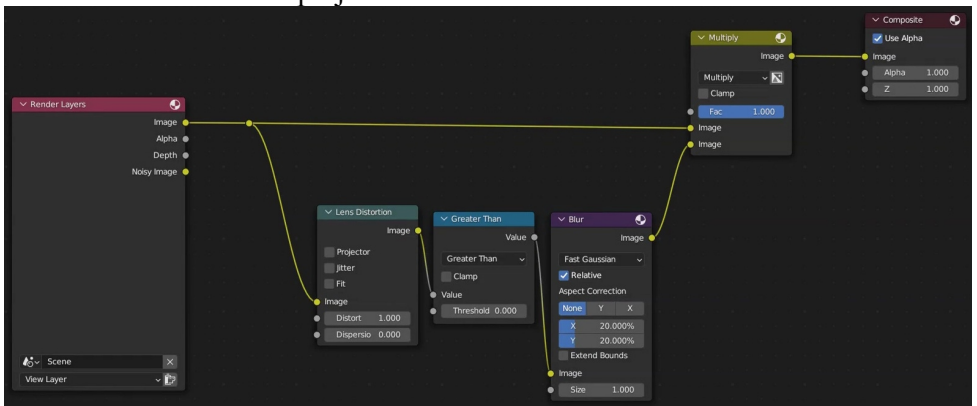
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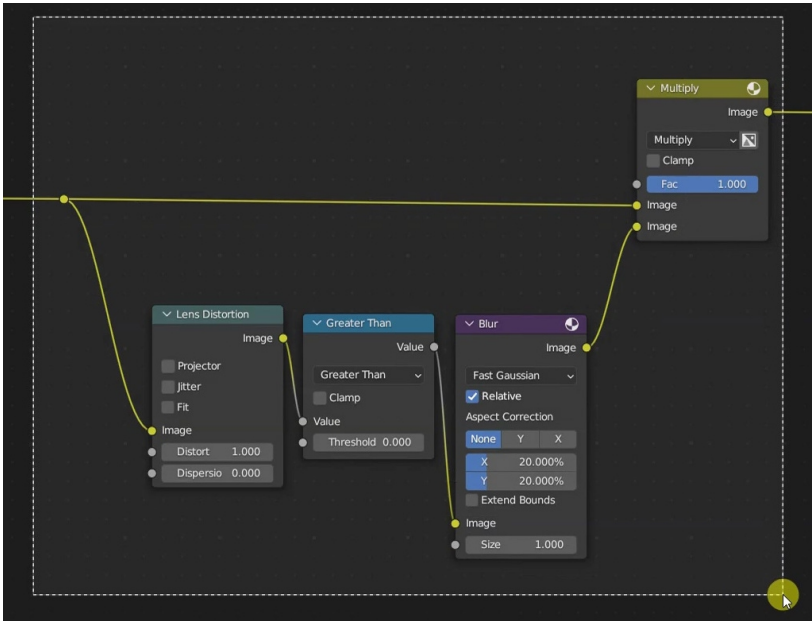


To import a Compositing node setup from one Blender project into the current one, by performing an Append, it is necessary **to group the node setup** in the project that contains it and, if possible, give it a meaningful name, to distinguish it from others. Let's see a practical example right away.

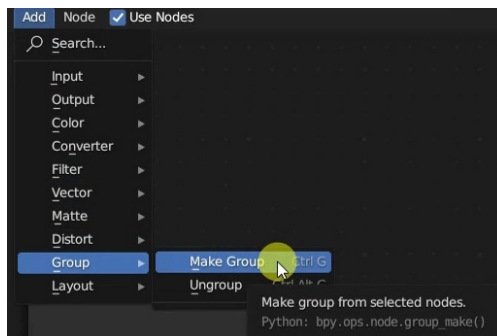
Let's start with the project containing the Compositing node scheme that I want to make available for other projects.



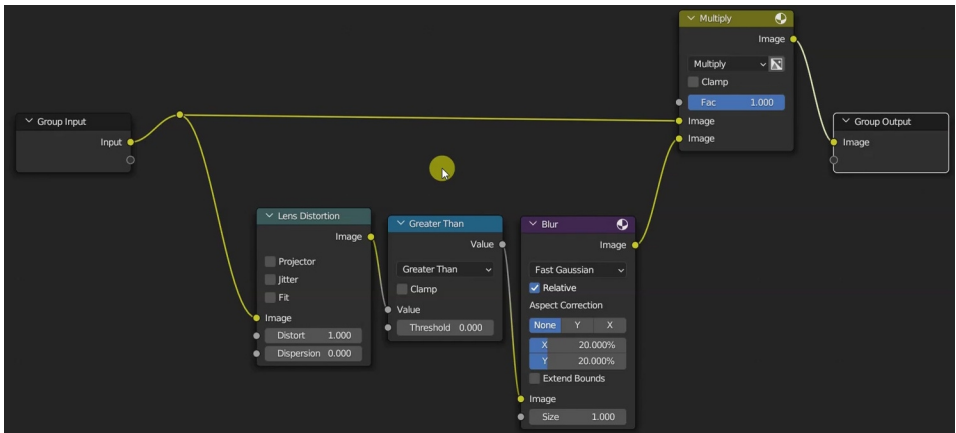
To create a **Node Group** from these nodes, first, I **select** them with Border Select, whose shortcut is the B key. As you can see, I **am including the initial Reroute object** in the selection, so the group will have a single Input which will then be internally divided.



Once the selection is made, I **create the group** using **Add Group - Make Group**, whose shortcut is **CTRL G**.



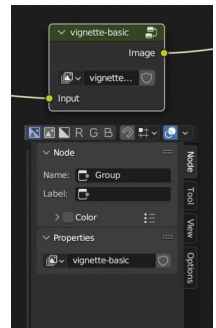
The screen will change to show **the structure of the group**, as we can see from the presence of the two nodes Group Input and Group Output.



We can return to the general node scheme by pressing the **TAB** key. To examine and modify the structure of this or other node groups, we just need to select the group in the scheme and press the TAB key again.

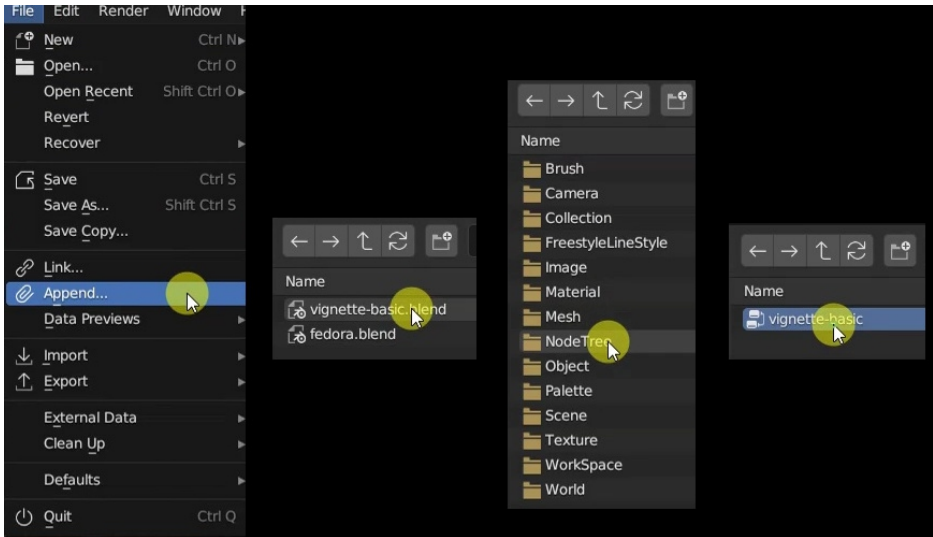
To give a **meaningful name to this group**, we select it and open the **Transform** panel by pressing the **N** key, then we open the **Node Properties** section and change the **NodeGroup** string to something more significant. Since the node scheme is for a basic Vignetting effect, I am calling it **vignette basic**.

At this point, we need to **save the current file**, so as to keep a copy of the group just created. You could create, for example, a Blender project containing multiple post-production node schemes, each grouped and with its own name, so as to create your library of effects ready to be imported, via Append, into your projects.



So **let's open another Blender project** to see how to import the Compositing node group from our library file.

All we need to do is select **Append** from the **File** menu, choose the file with the **Node** group, and look for the group in the **NodeTree** section.



Finally, to insert a copy of the group into the scheme, we need to **choose it from the Group section of the Add menu**.

