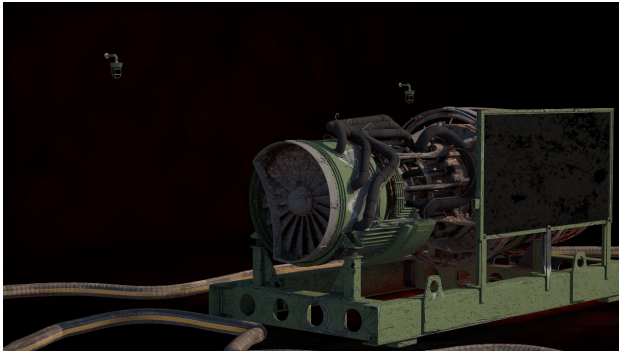


Light Total

The Light Total Render Element stores all direct and indirect lighting in the scene.

Overview

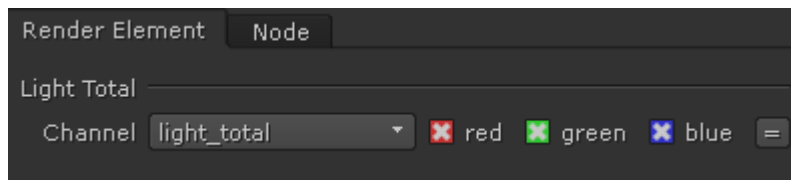
The Light Total Render Element, also known as Total Lighting, is a color image that includes the effects of both direct and indirect lighting on materials in the scene, including the diffuse component. It is a result of adding the [Lighting](#) and [GI](#) render elements, or of multiplying the [Light Raw Total](#) and [Diffuse](#) Render Elements.



UI Path: ||Toolbar|| > **V-Ray Menu icon** > **Render** > **VRayRenderElement** > **Type: Light Total**

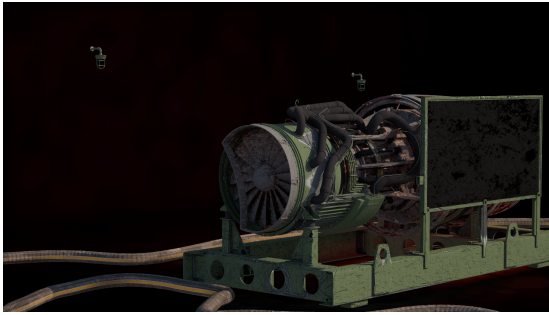
Properties

The Light Total render element has no controllable properties.



Common uses

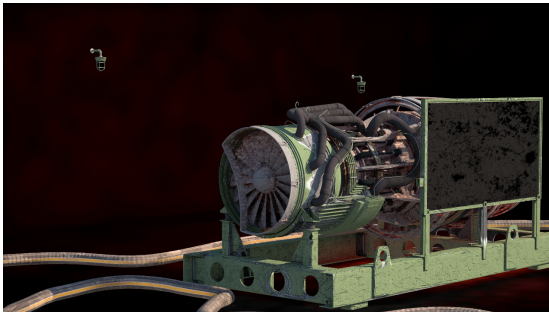
The Total Lighting Render Element is useful for brightening or dimming all lighting during compositing. Below are a couple of examples of its use.



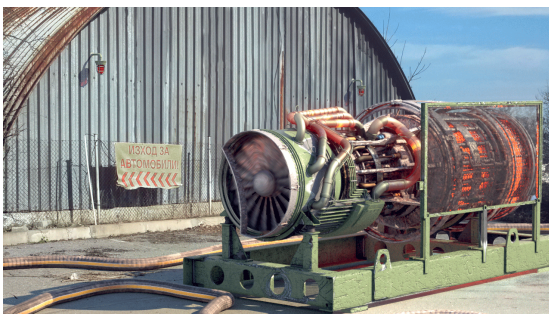
Total Lighting Render Element



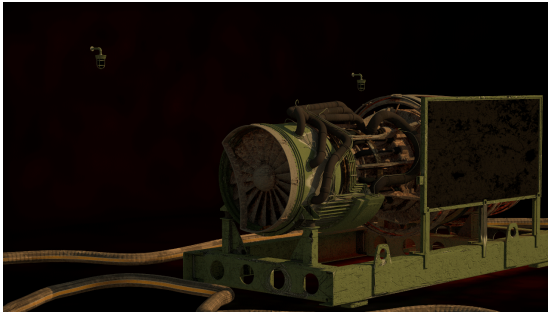
Original Beauty Composite



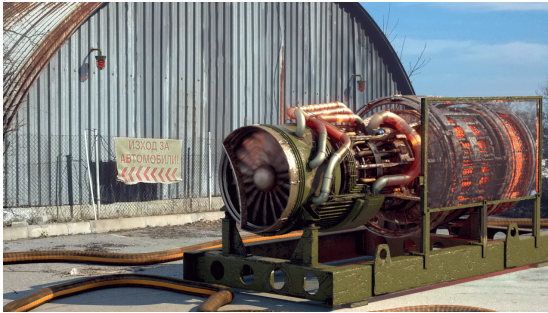
Brightened Total Lighting Render Element



Beauty composite with brightened Total Lighting Render Element



Tinted Total Lighting Render Element



Beauty composite with tinted Total Lighting Render Element

Compositing Formulas

$$\text{Lighting} + \text{GI} = \text{Light Total}$$

