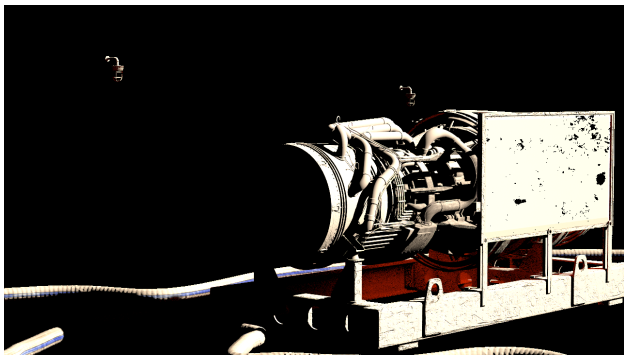
Light Raw

This page provides information on the Light Raw Render Element.

Overview

The Light Raw Render Element, also known as Raw Lighting, stores the effects of direct lighting on scene objects with no diffuse components or GI contribution.

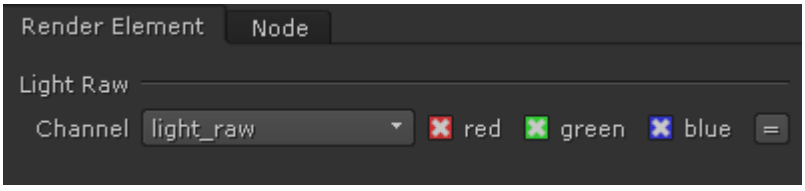
This is useful for adjusting the brightness of direct lighting during compositing.



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

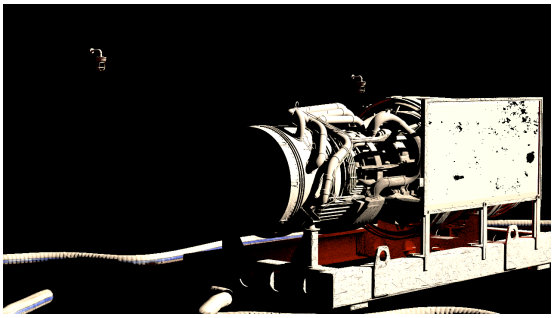
Properties

The Light Raw render element has no controllable properties.

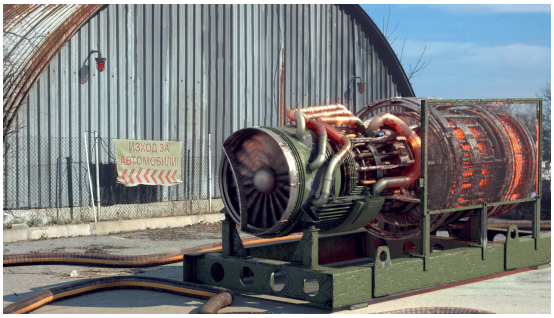


Common uses

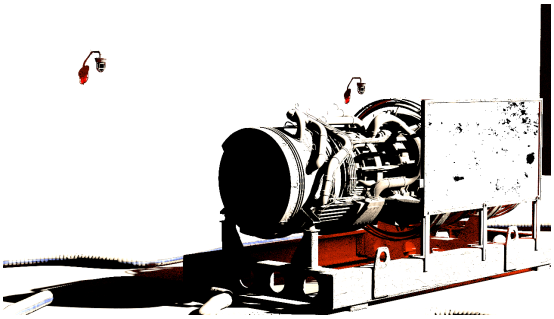
The Raw Lighting Render Element is useful for changing the appearance of direct lighting after rendering in a compositing or image editing software. Below are a couple of examples of its use. In this set of render elements, direct lighting affects the engine and its frame mount the most due to a strong sunlight in the scene.



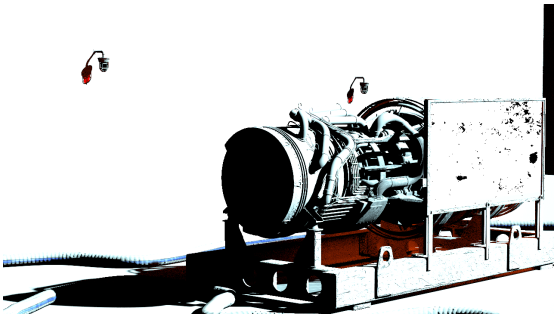
The Raw Lighting Render Element



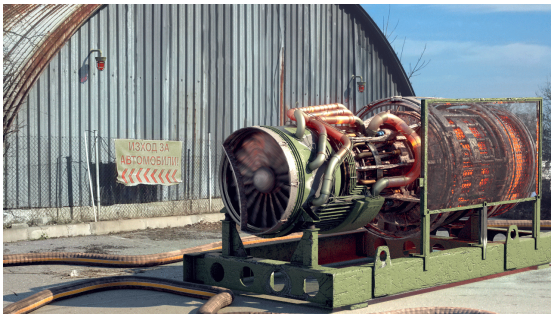
The Original Beauty Composite



Brightened Lighting Render Element



Brightened and tinted lighting Render Element

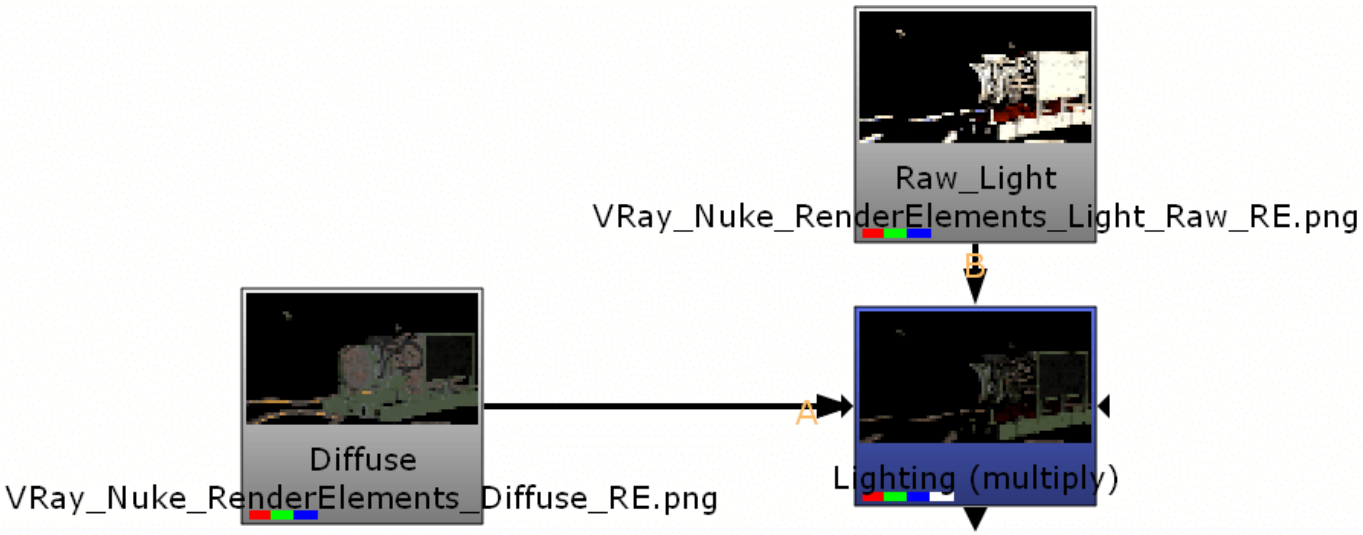


Brightened Lights

Raised and tinted Lights

Underlying Compositing Equation

Light Raw x Diffuse = Lighting



Notes

- This element is affected by matte surfaces which can produce unintended effects during compositing. The above compositing equation can be reversed to manually produce a Light Raw element without the effects of matte surfaces.