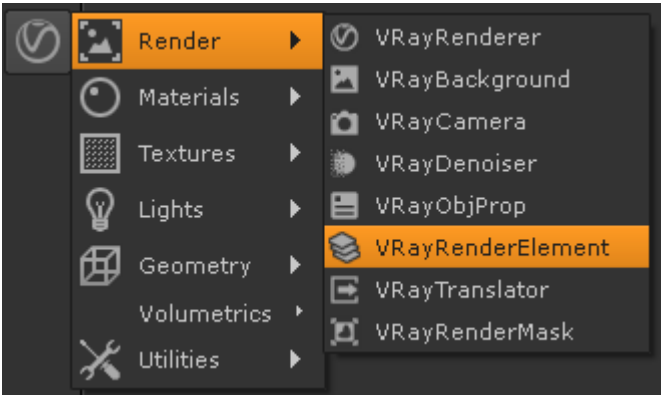


VRayRenderElement

Overview

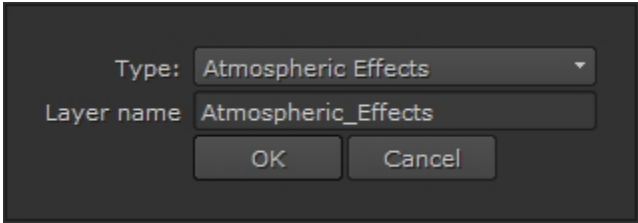
The VRayRenderElement node allows the user to add different render elements to the render output that can be later used for compositing. To use the VRayRenderElement node, connect it to the Scene node and pick the render element you want from the drop down menu.

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



Render Element Types

When creating a VRayRenderElement node, a prompt allows users to specify which render element to create.



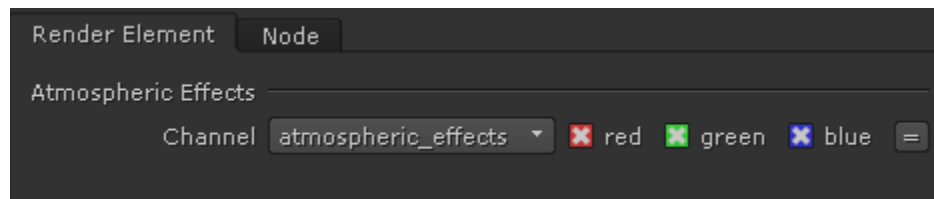
Layer name – Specify the name for the render element that will show up in the channels list.

The following render elements can be created:

Render Element Name	Category	Description
Atmospheric Effects	Beauty	Atmospheric effects such as VRayEnvironmentFog .
Background	Beauty	Image background, such as any background textures specified using the Environment Settings VRayBackground .
Bump Normals	Geometry	Normals generated by bump maps from the camera view.

Caustics	Beauty	The caustics of the material. These caustics are present only when the Caustics option is enabled. This channel does not include GI caustics.
Coverage	Utility	For each pixel, the final values for the render element are taken from the object that makes the largest contribution to that pixel.
Cryptomatte	Matte	Uses the Cryptomatte convention by Psypop to encode mattes into multichannel OpenEXRs
Diffuse	Beauty	Pure diffuse surface color.
Denoiser	Utility	Used to apply a denoising operation to an existing render after the image is completely rendered out.
ExtraTex	Utility	Renders the entire scene with one texture mapped on all objects.
GI	Beauty	The diffuse surface global illumination. Only present if Global illumination is enabled.
GI Raw	Beauty	Raw diffuse global illumination (not multiplied by the diffuse surface color). Only present if Global illumination is enabled.
Light Select	Beauty	Extracts the contribution of a light or a set of lights to the scene to a separate render element.
Lighting	Beauty	Diffuse direct surface lighting.
Light Raw	Beauty	Raw diffuse direct illumination before it's multiplied by the diffuse surface color.
Light Total	Beauty	Total lighting in the scene, both direct and indirect.
Light Raw Total	Beauty	Sum of all raw lighting, both direct and indirect.
Matte Shadow	Beauty	Matte shadow part of the image.
Multi Matte	Matte	Creates selection masks based on an object ID or material ID .
Normals	Geometry	Surface normals in camera space.
Object ID	Matte	Object ID (set through the VRayObjProp node).
Reflection	Beauty	Reflections on the surface.
Reflection Raw	Beauty	Pure surface reflection before it is multiplied by the reflection filter color.
Reflection Filter	Beauty	Reflection filter (the color by which the raw reflections are multiplied to give the final surface reflection). This can be considered an alpha channel for reflections.
Reflection Glossiness	Beauty	Returns a float value that corresponds with the Reflection Glossiness value of an object's material.
Reflection Highlight Glossiness	Beauty	Returns a float value that corresponds with the Highlight Glossiness value of an object's material.
Refraction	Beauty	Refractions of a surface.
Refraction Raw	Beauty	Pure surface refraction before it is multiplied by the refraction filter color.
Refraction Filter	Beauty	The refraction filter mitigates the raw refraction layer. This render element returns the color by which the raw refractions are multiplied to give the final surface refraction. This can be considered an alpha channel for refractions.
Refraction Glossiness	Beauty	Returns a float value that corresponds to the Refraction Glossiness value of an object's material.
Render ID	Matte	Node render ID of the object that contributes most to the pixel value.
SSS	Beauty	Renders just the subsurface part of the VRaySSS2 material on a separate layer.
Sample Rate	Utility	Displays the work being done on the image as it is rendering, and will show the job done when the render completes.
Self Illum	Beauty	Self-illumination of the surface.
Shadow	Beauty	Diffuse light blocked by other objects.
Shadow Raw	Beauty	Raw light blocked by other objects.
Specular	Beauty	Surface specular highlights.
Velocity	Geometry	Surface velocity of an object. This render element is useful for generating motion blur in post-production.
ZDepth	Geometry	Z-depth of the surface.

Parameters



Channel – Specifies the channel to store the render element.

Additional parameters become available depending on the current render element. See the individual render element pages for additional information.