

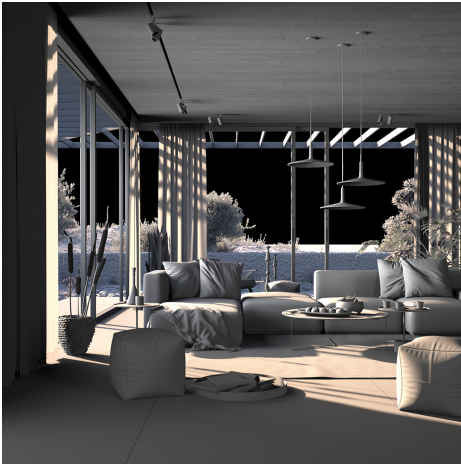
Raw Direct Light

This page provides information on the Raw Direct Light Render Element.

Overview

The Raw Direct Light Render Element stores the effects of direct light on scene objects with no diffuse components or GI contribution.

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



Attributes

The parameters for this render element appear in the [V-Ray RenderChannelColor](#) render channels node.

Deep Output – Specifies whether to include this render element in deep images.

Color Mapping – When enabled, the [Color Mapping](#) options in the render settings are applied to the current render channel.

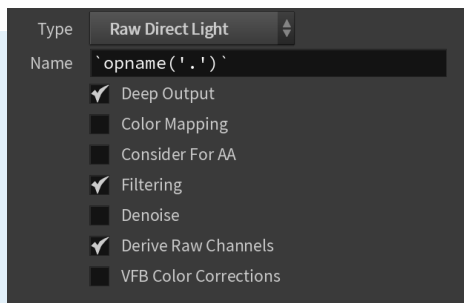
Consider For AA – When enabled, anti-aliasing is used where possible.

Filtering – Applies the image filter to this channel. Image filter settings are in the [Image Sampler](#) tab of the [Sampler](#) tab of the [V-Ray Renderer](#) node.

Denoise – Enables the render element's denoising, provided the [V-Ray Denoiser](#) render element is present.

Derive Raw Channels – Generates data in the raw channels by combining the respective color and the filter color channels.

VFB Color Corrections – Applies the post render color adjustments made from the VFB.



This render element is not supported with V-Ray GPU rendering.

Common uses

The Raw Direct Light Render Element is useful for changing the appearance of direct light in a compositing or image editing software. In this example, you can see how the image looks before and after post-production.

Before
After





Underlying Compositing Equation

Raw Direct Light x Diffuse = [Direct Light](#)



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