

Reflection Node

This page provides information on the Reflection Node in V-Ray for Blender.

Overview

The Reflection node allows better physically correct illumination (energy distribution) in the scene and more convenient reflection parameters.

UI Path

||Node Editor|| > Add > BRDF > Reflection

Node

Color Tex – Specifies the color of the material.

Transparency Tex – Specifies the transparency of the material.

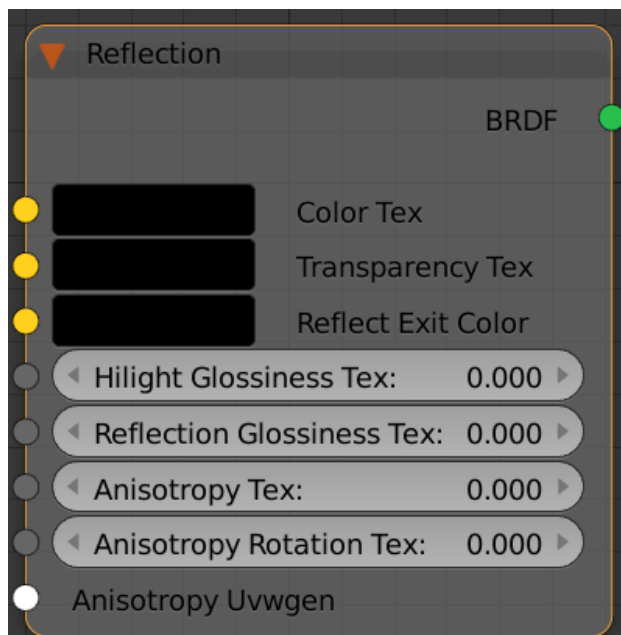
Reflect Exit Color – If a ray has reached its maximum reflection depth, this color will be returned without tracing the ray further.

Highlight Glossiness Tex – Determines the shape of the highlight on the material. Normally this parameter is locked to the Reflection glossiness value in order to produce physically accurate results.

Reflection Glossiness Tex – Controls the sharpness of reflections. A value of 1.0 means perfect mirror-like reflection; lower values produce blurry or glossy reflections. Use the Reflection Subdivs parameter below to control the quality of glossy reflections.

Anisotropy Tex – Determines the shape of the highlight. A value of 0.0 means isotropic highlights. Negative and positive values simulate "brushed" surfaces.

Anisotropy Rotation Tex – Determines the orientation of the anisotropic effect in a float value between 0 and 1 (where 0 is 0 degrees and 1 is 360 degrees).



Parameters

Affect Alpha –

Anisotropy – Determines the shape of the highlight. A value of 0.0 means isotropic highlights. Negative and positive values simulate "brushed" surfaces.

Anisotropy Local Axis – Determines how the anisotropy axis is derived.

Anisotropy Map Channel –

Anisotropy Rotation – Determines the orientation of the anisotropic effect in a float value between 0 and 1 (where 0 is 0 degrees and 1 is 360 degrees).

Anisotropy Rotation Tex Mult –

Anisotropy Rotation Mult –

Anisotropy Use Map Channel –

Back Side – When disabled, V-Ray calculates the reflections only for the front side of the objects. When enabled, V-Ray calculates the reflections for the back sides of the objects too.

Color – Input for the coloration.

Color Multiplier – A multiplier for the **Color** parameter.

Cutoff – A threshold below which reflections/refractions will not be traced. V-Ray tries to estimate the contribution of reflections/refractions to the image, and if it is below this threshold, these effects are not computed. Do not set this to 0.0 as it may cause excessively long render times in some cases.

Fix Dark Edges – **Enable** to fix dark edges with glossy reflections, disable for compatibility with older versions.

Glossy As GI – Determines if the glossy rays are treated by V-Ray as GI rays: 0 - never; 1 - only for rays that are already marked as GI rays; 2 - always

Never – Glossy rays are never treated as GI rays.

GI – (Default) Glossy rays will be treated as GI rays only when GI is being evaluated. This can speed up rendering of scenes with glossy reflections.

Always – Glossy rays are always treated as GI rays. A side effect is that the Secondary GI engine will be used for glossy rays. For example, if the primary engine is irradiance map and the secondary is light cache, the glossy rays will use light cache (which is a lot faster).

Highlight Glossiness – Determines the shape of the highlight on the material.

Highlight Glossiness Tex Mult – Multiplier for the **Highlight Glossiness** parameter.

Imap Color Thresh –

Imap Max Rate –

Imap Min Rate –

Imap Norm Thresh –

Imap Samples –

Interpolation On – Turns caching on. V-Ray can use a caching scheme similar to the irradiance map to speed up rendering of blurry reflections. The options for the interpolation of blurry reflections are also very similar to the options for the irradiance map. Note that it is not recommended to use interpolation for animations, since this may cause severe flickering.

Reflect Dim Distance – Specifies a distance after which the reflection rays will not be traced.

Reflect Dim Distance Falloff – A fall off radius for the dim distance.

Reflect Dim Distance On – Allows you to stop tracing reflections after a certain distance.

Reflection Glossiness Tex – Controls the sharpness of reflections. A value of 1.0 means perfect mirror-like reflection; lower values produce blurry or glossy reflections. Use the Reflection Subdivs parameter below to control the quality of glossy reflections.

Shader Type – Set to 0 for Blinn highlight/reflections, set to 1 for Phong highlight/reflections, set to 2 for ward highlight/reflections.

Soften Edge – Softens the edge of the BRDF at light/shadow transitions.

Subdivs – Controls the number of samples to use when calculating reflections. Note that this parameter is available for changing only when **Use local** subdivs is enabled in the Global DMC Settings.

Trace Depth – Represents the maximum number of bounces that will be computed for reflections and refractions. The individual material reflection /refraction depth settings are still considered, so long as they don't exceed the value specified here.

Trace reflections - If this is off, reflections will not be traced, even if the reflection color is greater than black. You can turn this off to produce only highlights. Note that when this is off, the diffuse color will not be dimmed by the reflection color, as would happen normally.

Transparency – Specifies the **transparency of the material**.

Transparency Tex Mult – Multiplier for the Transparency parameter.

▼ Properties

◀ Affect Alpha:0 ▶

◀ Anisotropy:0.000 ▶

◀ Anisotropy Local Axis:2 ▶

◀ Anisotropy Map Channel:1 ▶

◀ Anisotropy Rotation:0.000 ▶

◀ Anisotropy Rotation Tex Mult:1.000 ▶

◀ Anisotropy Tex Mult:1.000 ▶

☒ Anisotropy Use Map Channel

☐ Back Side

Color:

◀ Color Tex Mult:1.000 ▶

◀ Cutoff:0.010 ▶

☒ Fix Dark Edges

◀ Glossy As G I:1 ▶

◀ Highlight Glossiness:0.800 ▶

◀ Highlight Glossiness Tex Mult:1.000 ▶

◀ Imap Color Thresh:0.250 ▶

◀ Imap Max Rate:1 ▶

◀ Imap Min Rate:-1 ▶

◀ Imap Norm Thresh:0.400 ▶

◀ Imap Samples:20 ▶

◀ Interpolation On:0 ▶

◀ Reflect Dim Distance:99999984306749440.000 ▶

◀ Reflect Dim Distance Falloff:0.000 ▶

☐ Reflect Dim Distance On

◀ Reflection Glossiness:0.800 ▶

◀ Reflection Glossiness Tex Mult:1.000 ▶

◀ Shader Type:0 ▶

◀ Soften Edge:0.000 ▶

◀ Subdivs:8 ▶

◀ Trace Depth:-1 ▶

☒ Trace Reflections

Transparency:

◀ Transparency Tex Mult:1.000 ▶