

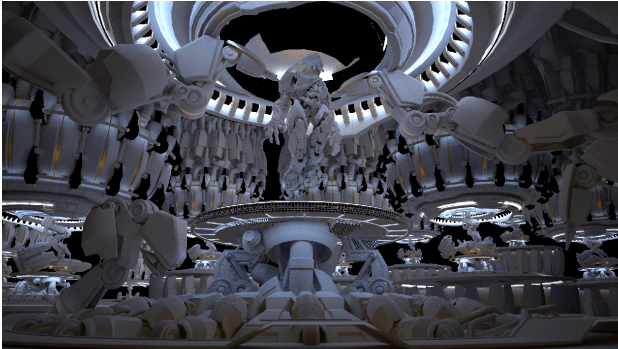
Raw GI

This page gives an overview of the Raw Global Illumination render channel and how it may be used in compositing.

Overview

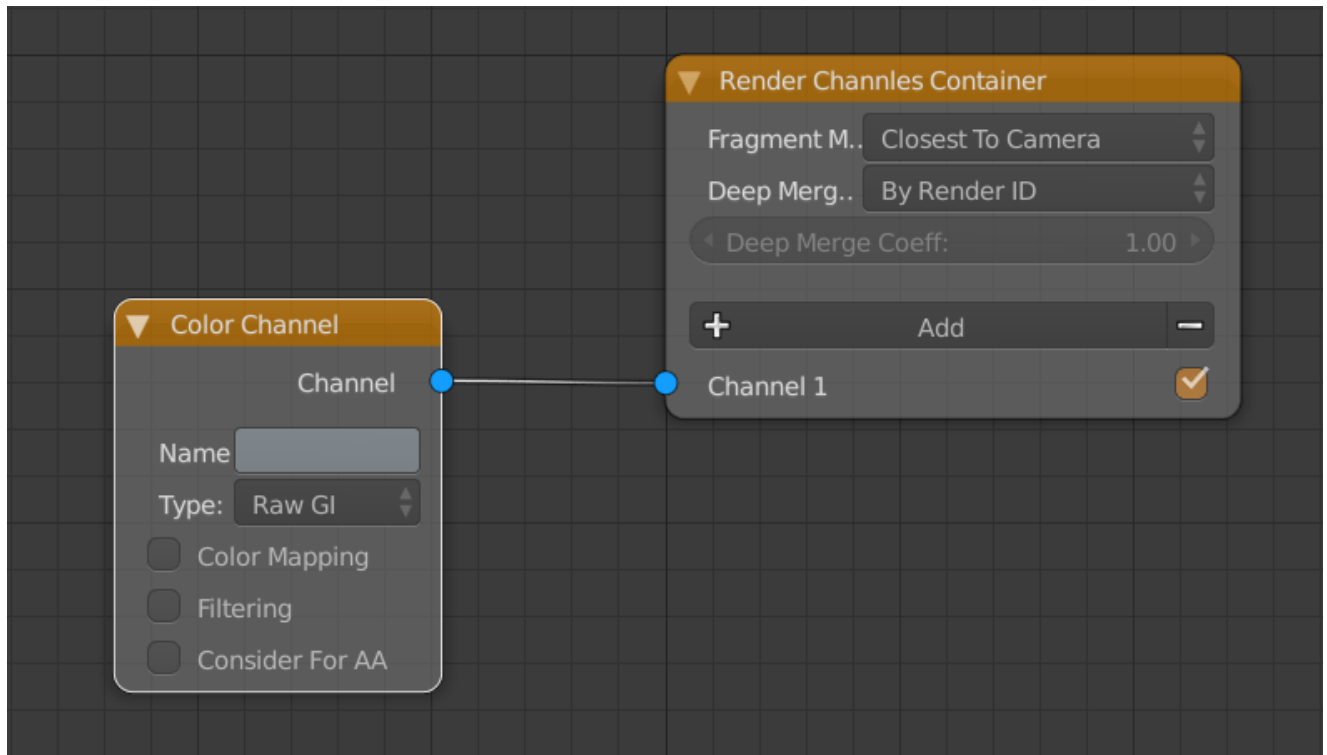
The Raw Global Illumination Render Channel stores how much indirect lighting (reflected diffuse light) is received by surfaces in the scene. This raw element is useful for fine-tuning indirect lighting in the compositing process.

The Raw GI pass is untouched by the diffuse colors of the scene and represents the pure indirect lighting contribution. You can use this raw element to reconstitute the GI by multiplying the Raw GI with the Diffuse.



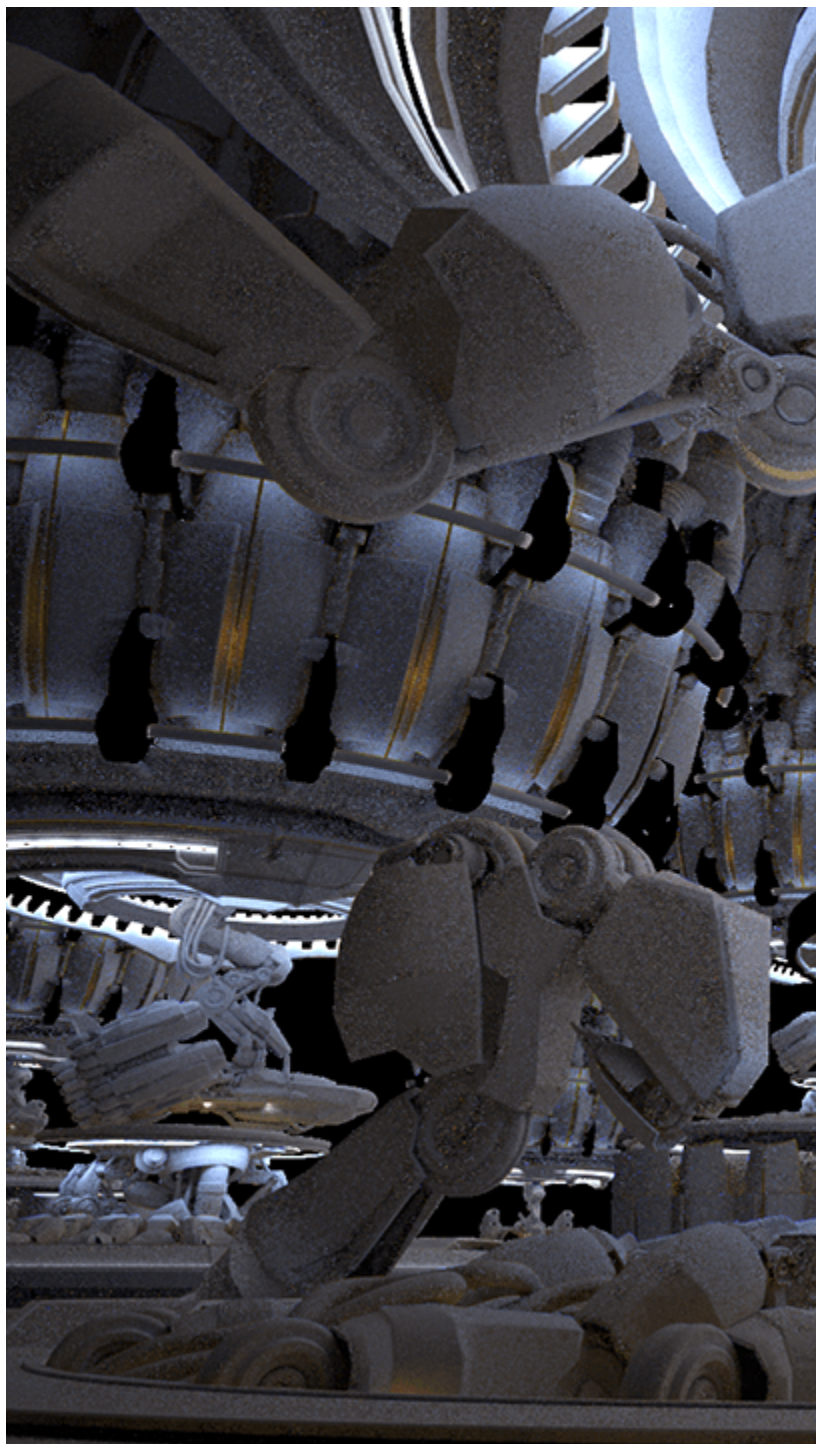
UI Path

||Node Editor|| > **Add** > **Render Channels** > **Color Channel** > **Type** > **Raw GI**

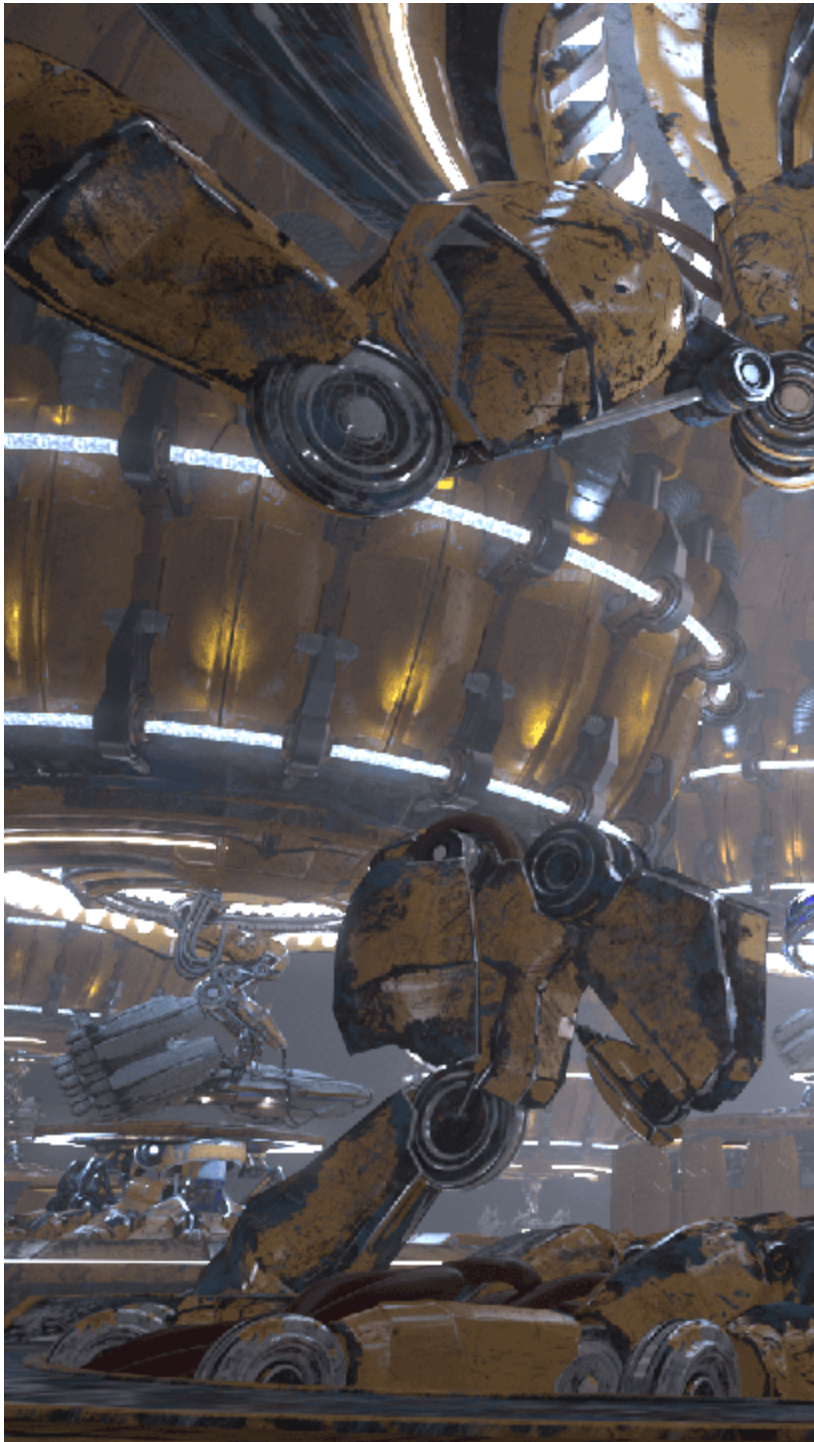


Common uses

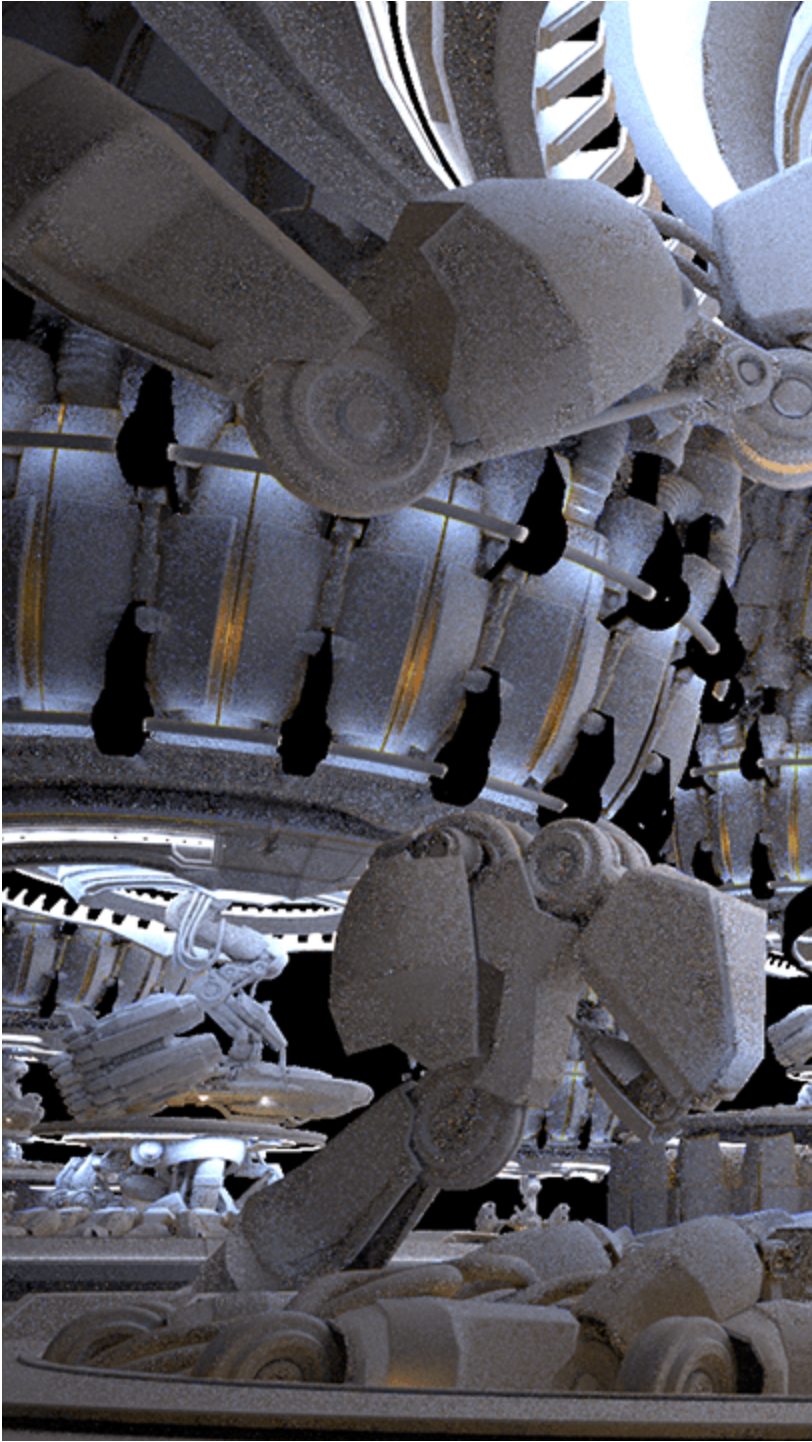
Once the scene is rendered, the Raw Global Illumination Render Channel is useful for changing the appearance of indirect lighting in a compositing or image editing application. Below are examples of its use.



Raw Global Illumination Render Element



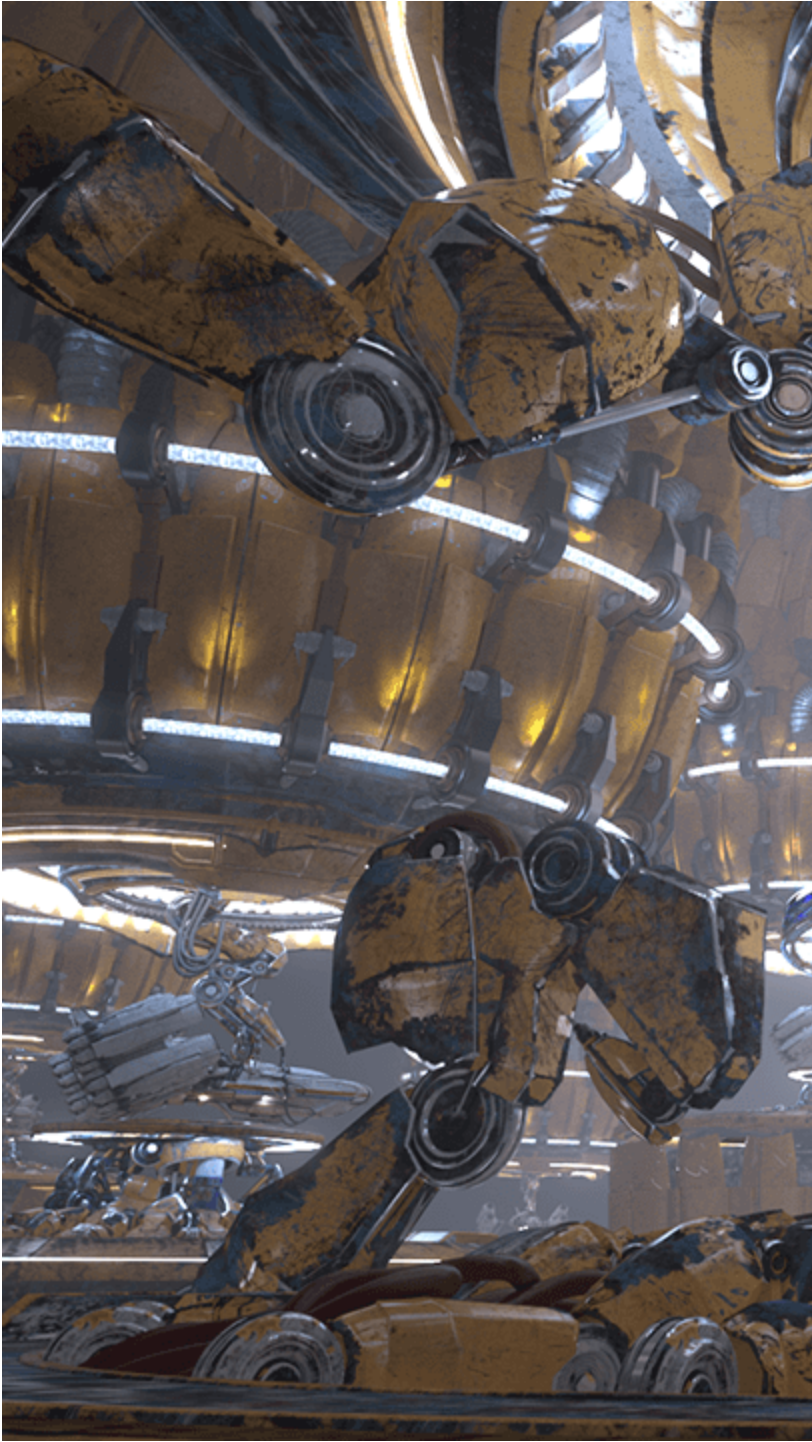
Original Beauty Composite



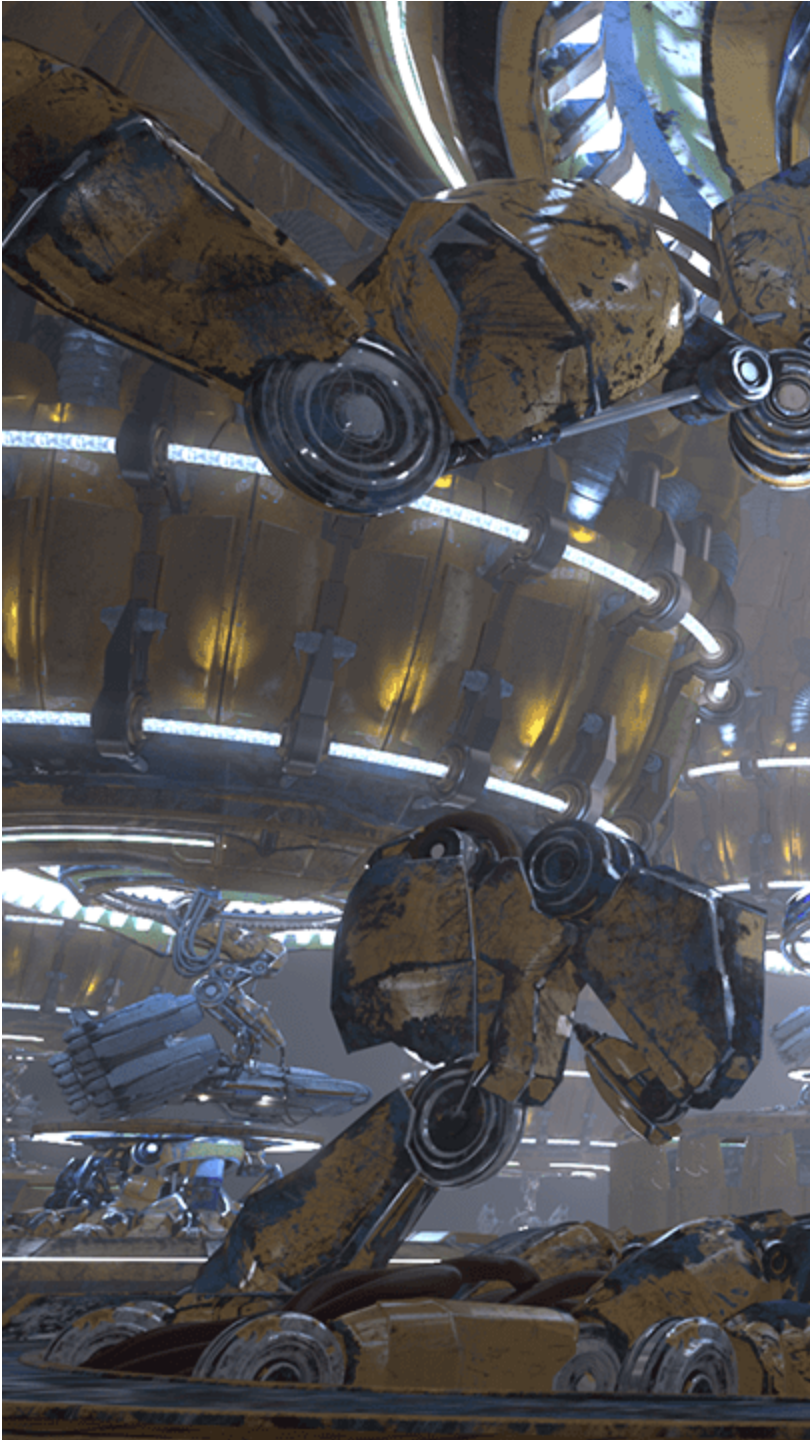
Raised Raw Global Illumination Render Element



Raised and tinted Raw Global Illumination Render Element



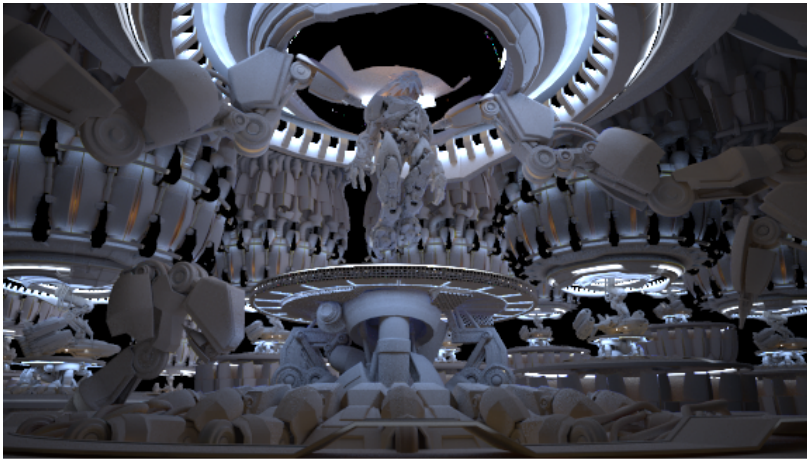
Brightened GI



Tinted and Brightened GI

Underlying Compositing Equation

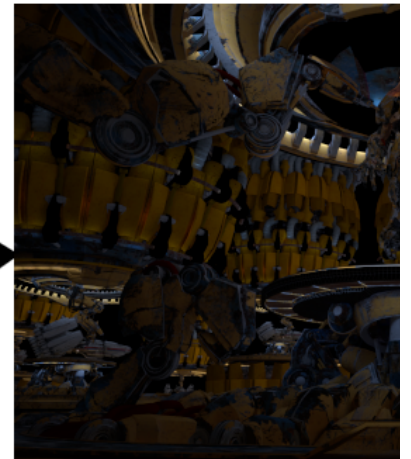
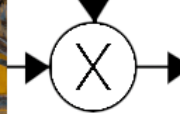
$$\text{Raw GI} \times \text{Diffuse} = \text{GI}$$



Raw Global Illumination



Diffuse Filter



Global II