

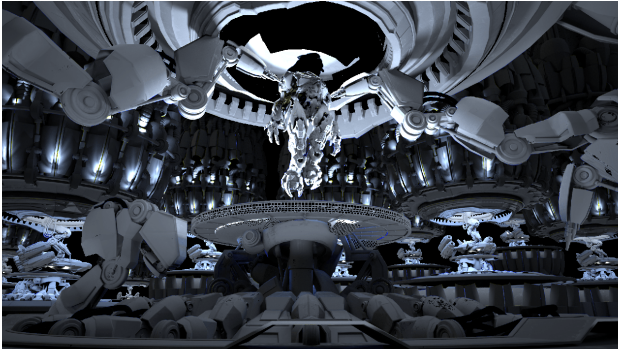
Raw Lighting

This page provides information on the Raw Lighting Render Channel.

Overview

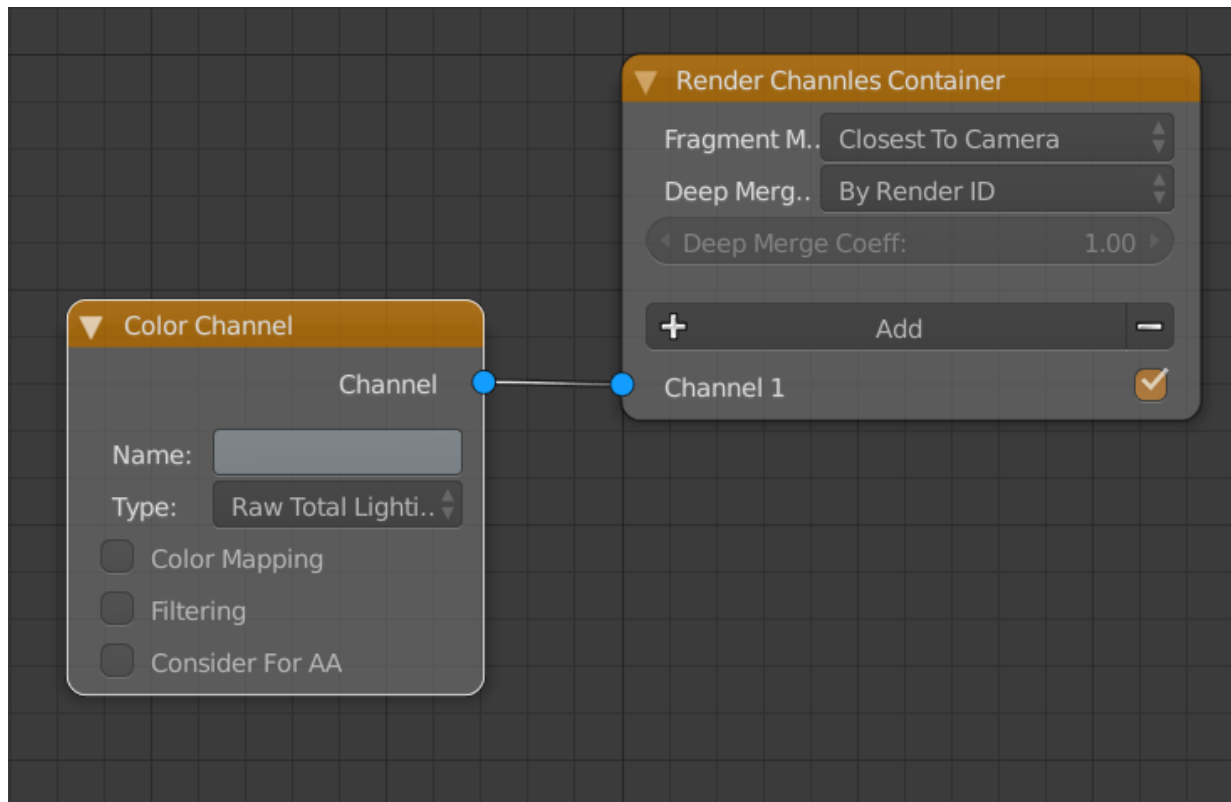
The Raw Lighting Color Channel stores the effects of direct lighting on scene objects with no diffuse components or GI contribution.

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



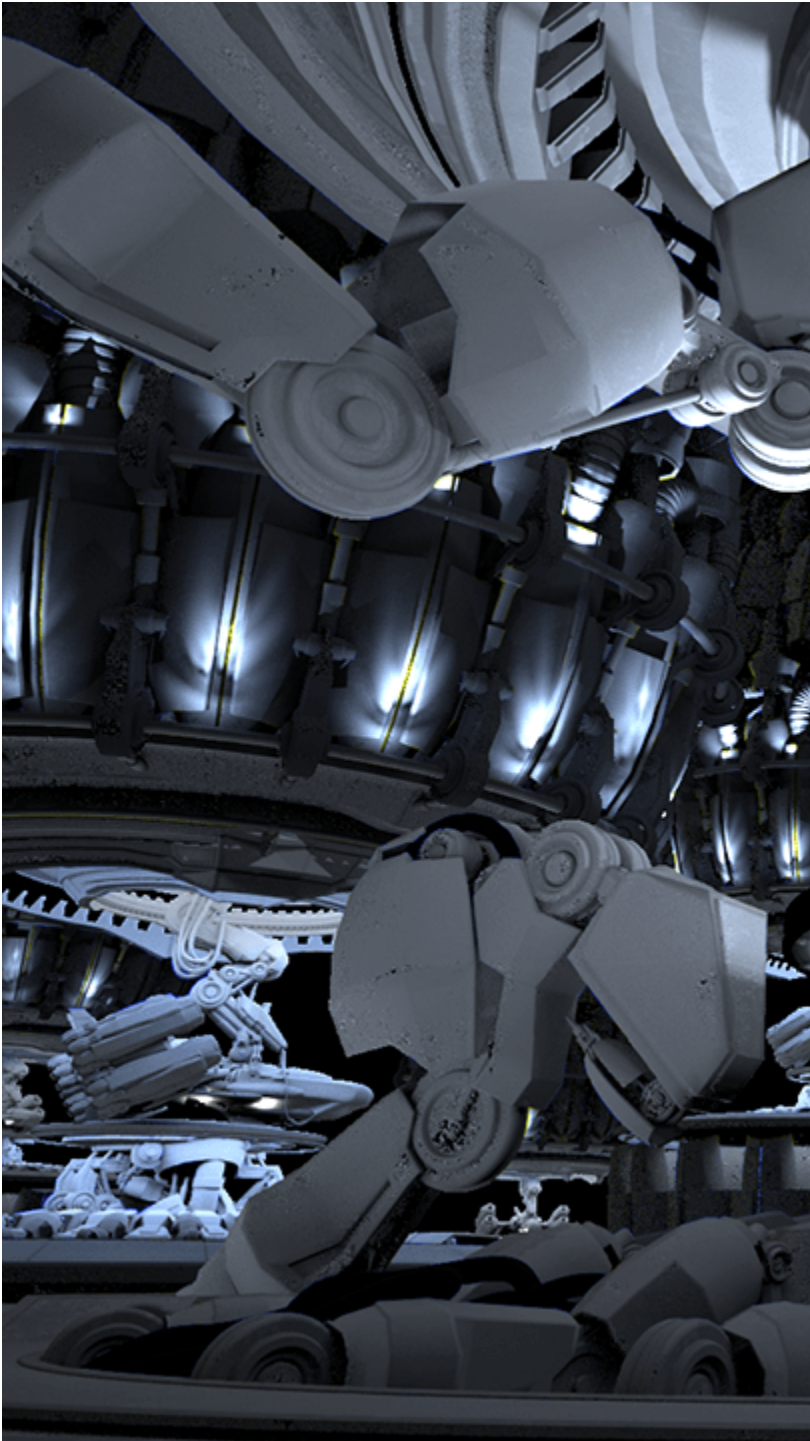
UI Path

||Node Editor|| > Add > Render Channels > Color Channel > Type > Raw Lighting

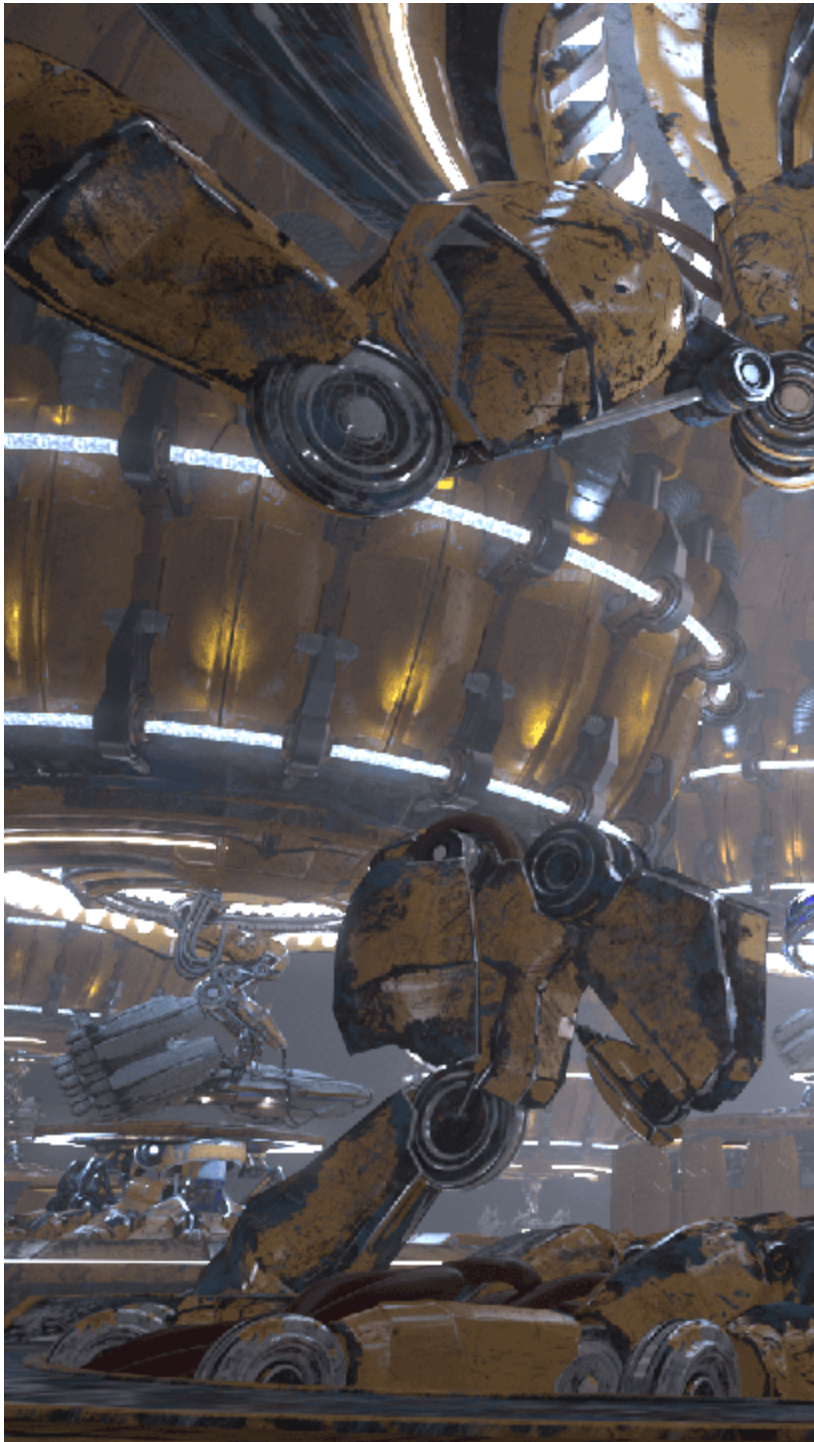


Common uses

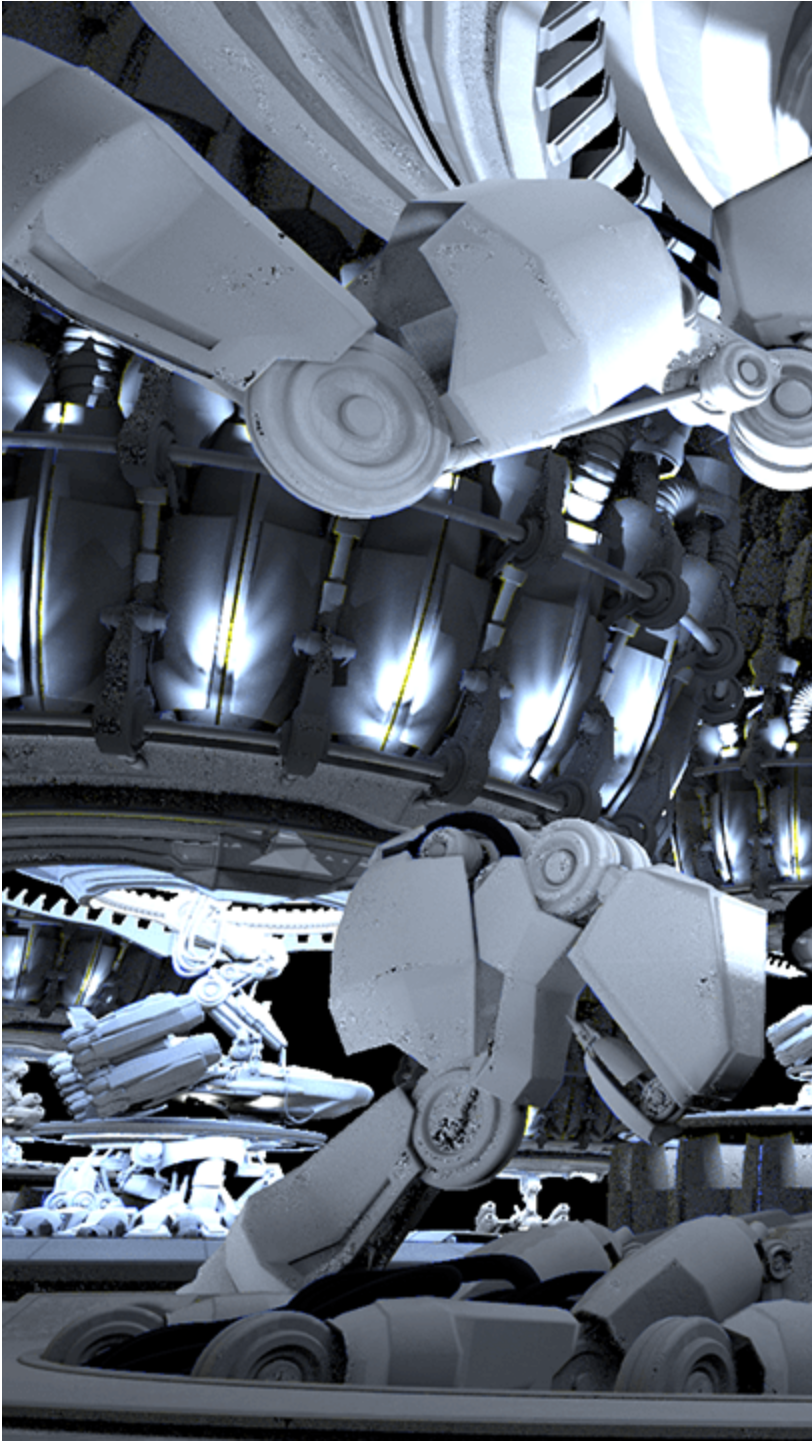
The Raw Lighting Render Channel is useful for changing the appearance of direct lighting after rendering in a compositing or image editing software. Below are a couple of examples of its use. In this set of render elements, direct lighting affects the back of the alien figure the most due to a strong back-light in the scene as well as the top of the circular machine above the figure.



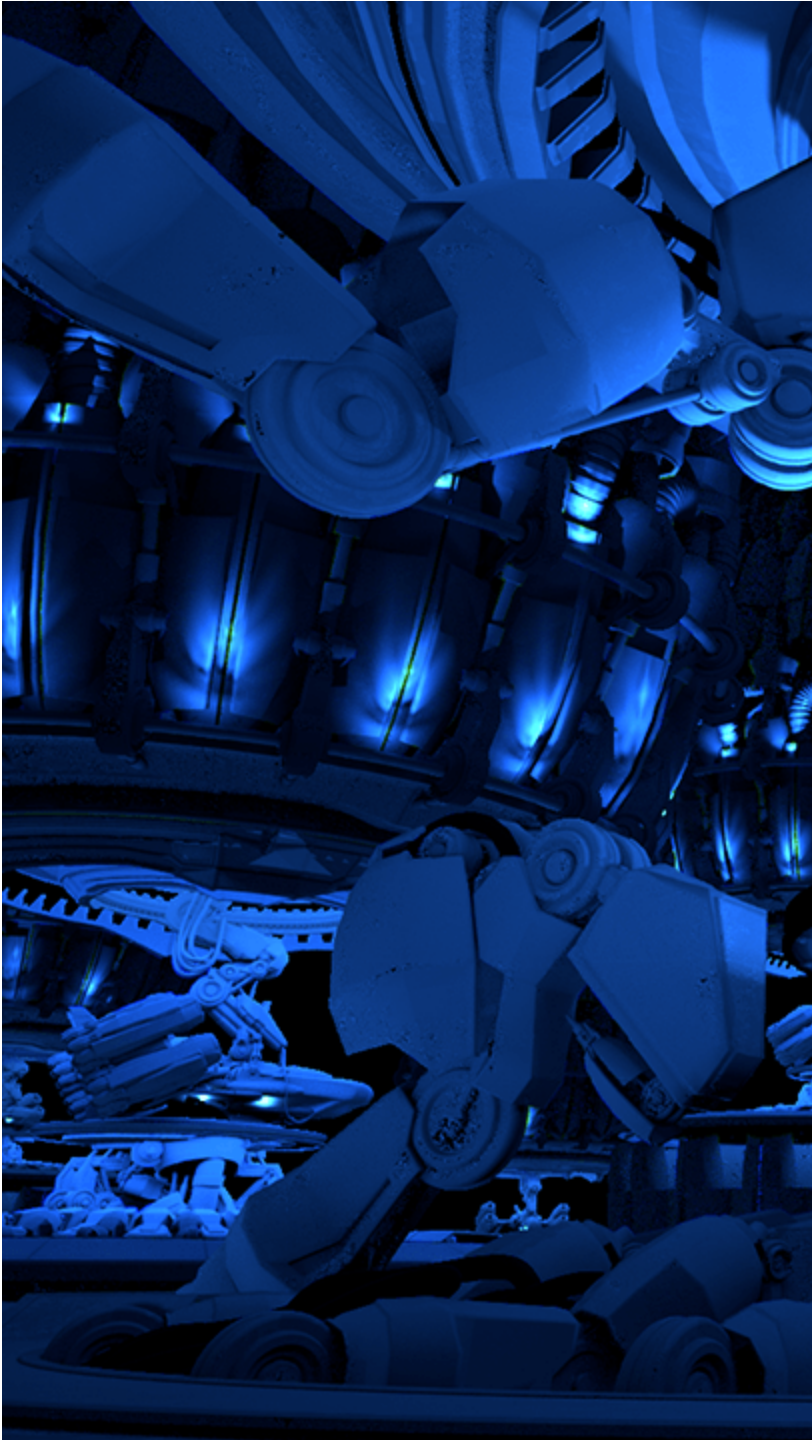
The Raw Lighting Render Element



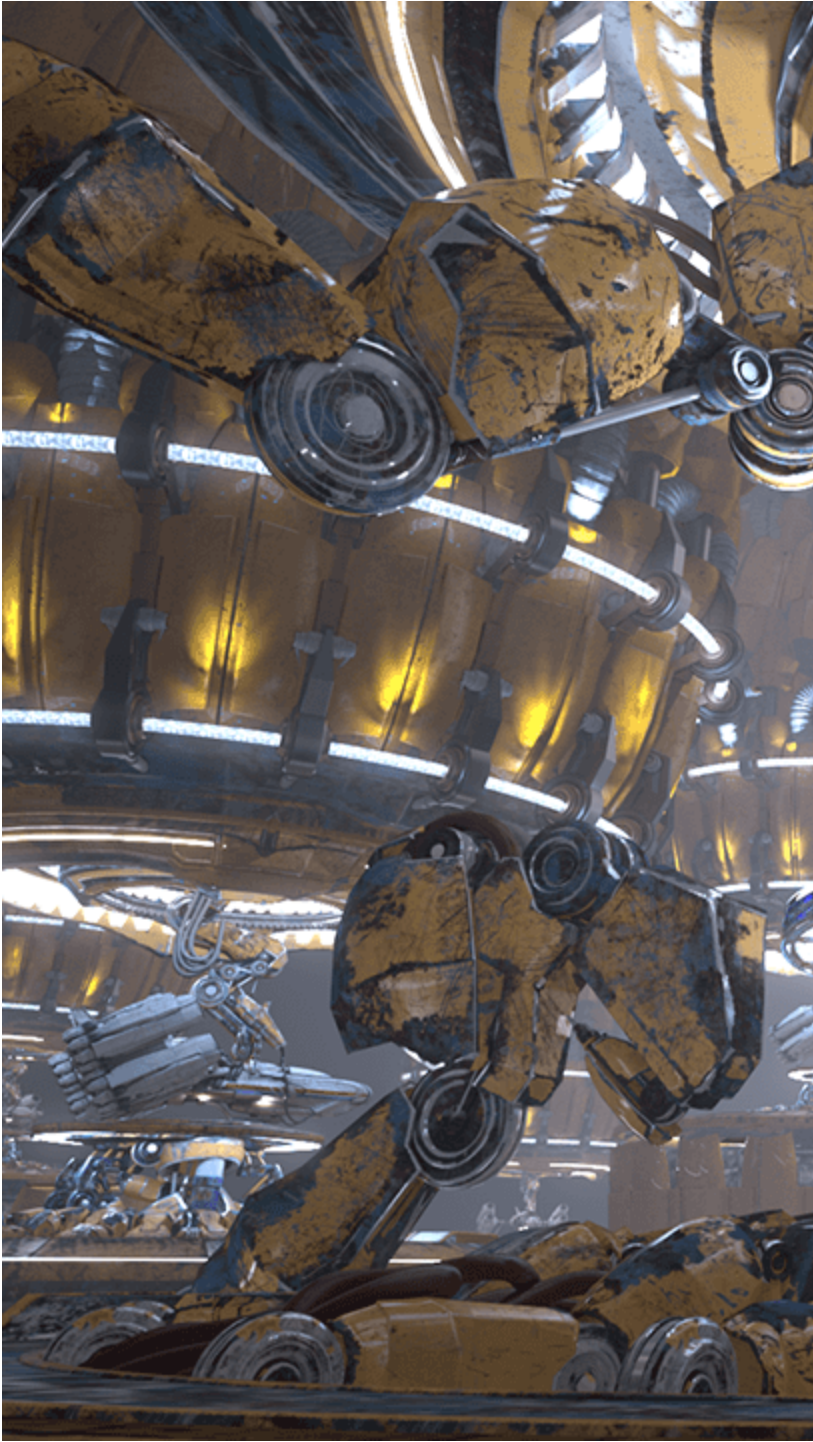
The Original Beauty Composite



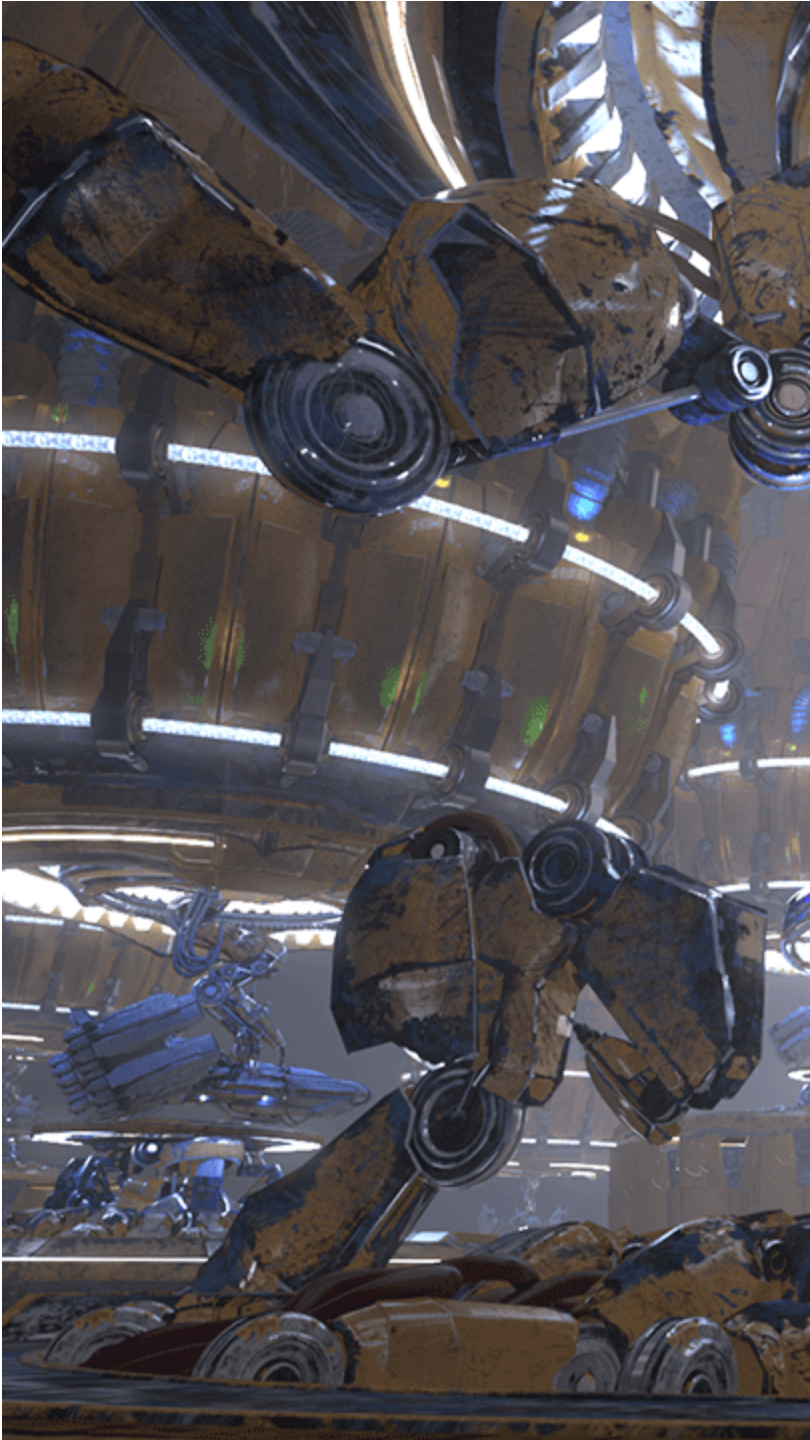
Brightened Lighting Render Element



Brightened and tinted lighting Render Element



Brightened Lights



Raised and tinted Lights

Underlying Compositing Equation

$$\text{Raw Light} \times \text{Diffuse} = \text{Lighting}$$



Raw Lighting



Diffuse Filter

