

Reflection Filter

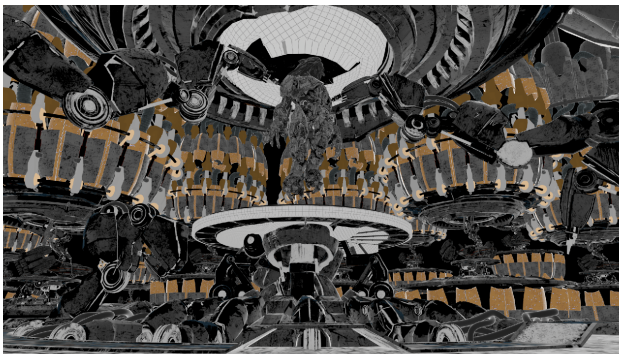
This page gives an overview of the Reflection Filter Color Channel and explains how it is used.

Overview

The Reflection Filter Render Channel stores reflection information calculated from the materials' reflection values in the scene. Surfaces with no reflection values set in its material(s) will contain no information in the render pass and will therefore render as black.

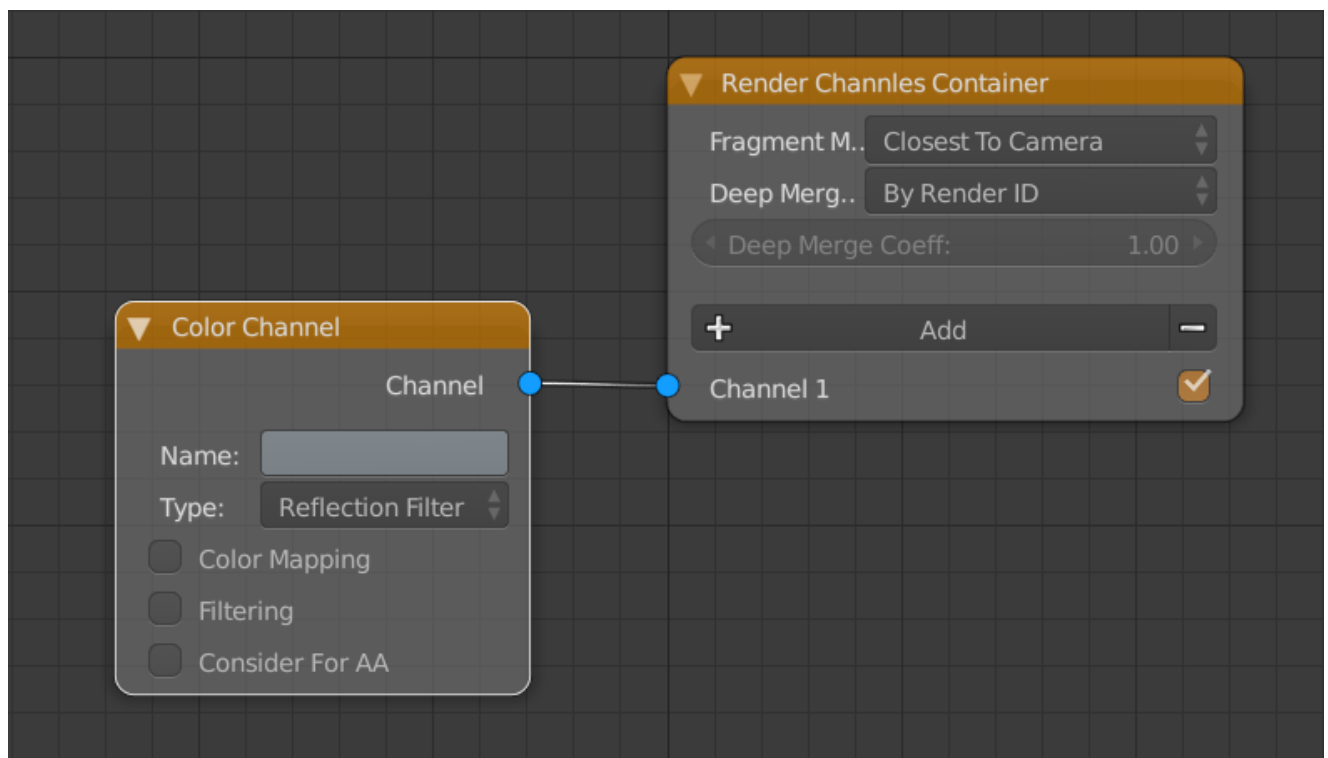
While the Raw Reflection gives the full reflection of objects reflecting in the scene, Reflection Filter shows *how much* of that reflection should come through in the composite. In other words, the filter defines the strength of the reflection, while the raw image defines what is being reflected in the image. When these two elements are multiplied, the true level of reflection is given and produces Reflection. Using these component parts of the reflection, you can better fine tune the reflection in your final composite.

Reflection element is a key component in the main Beauty Pass.



UI Path

||Node Editor|| > **Add** > **Render Channels** > **Color Channel** > **Type** > **Reflection Filter**

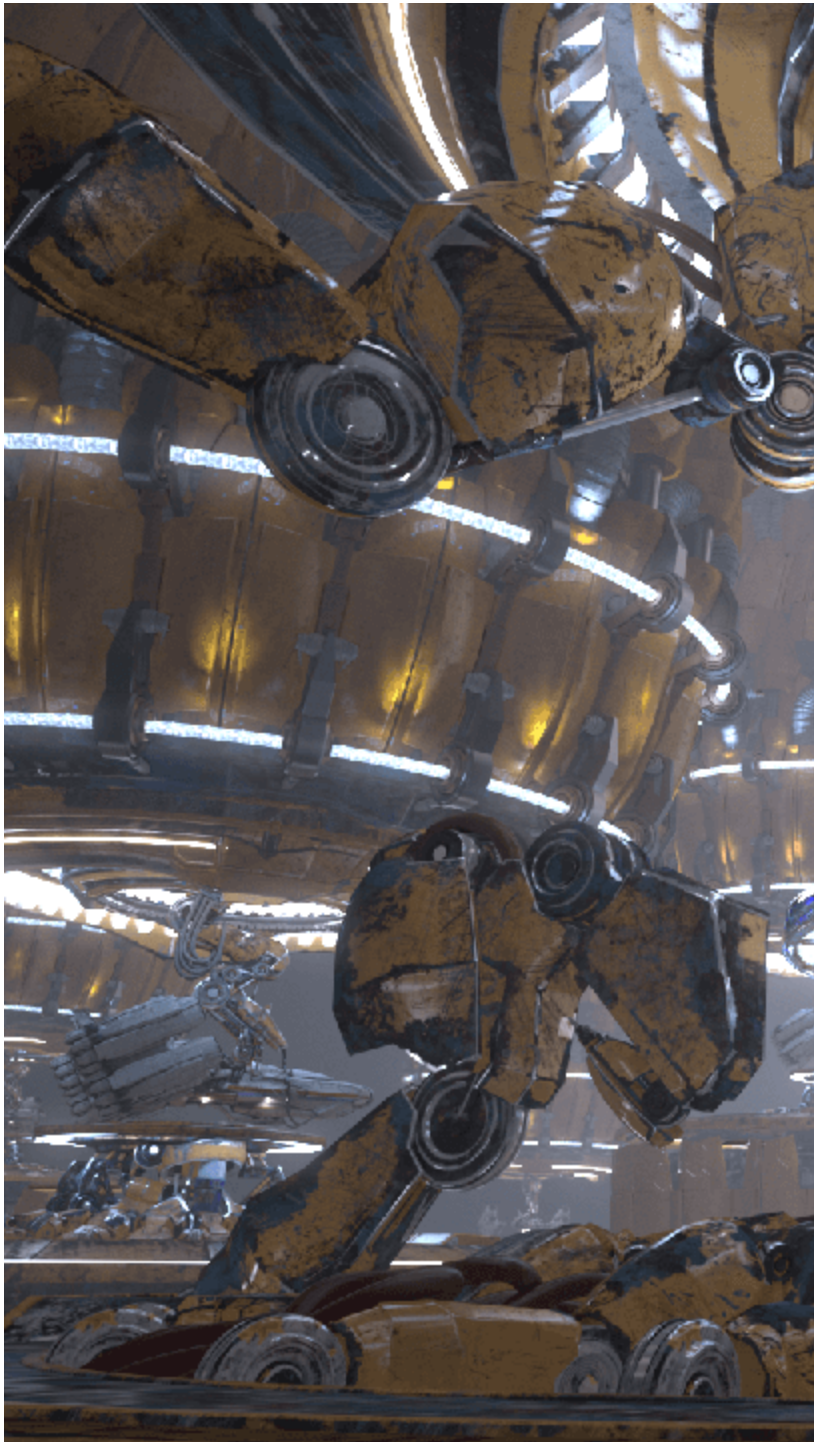


Common uses

The Reflection is useful for changing the appearance of Reflective elements after rendering in a compositing or image editing software. Below are a couple of examples of their use.



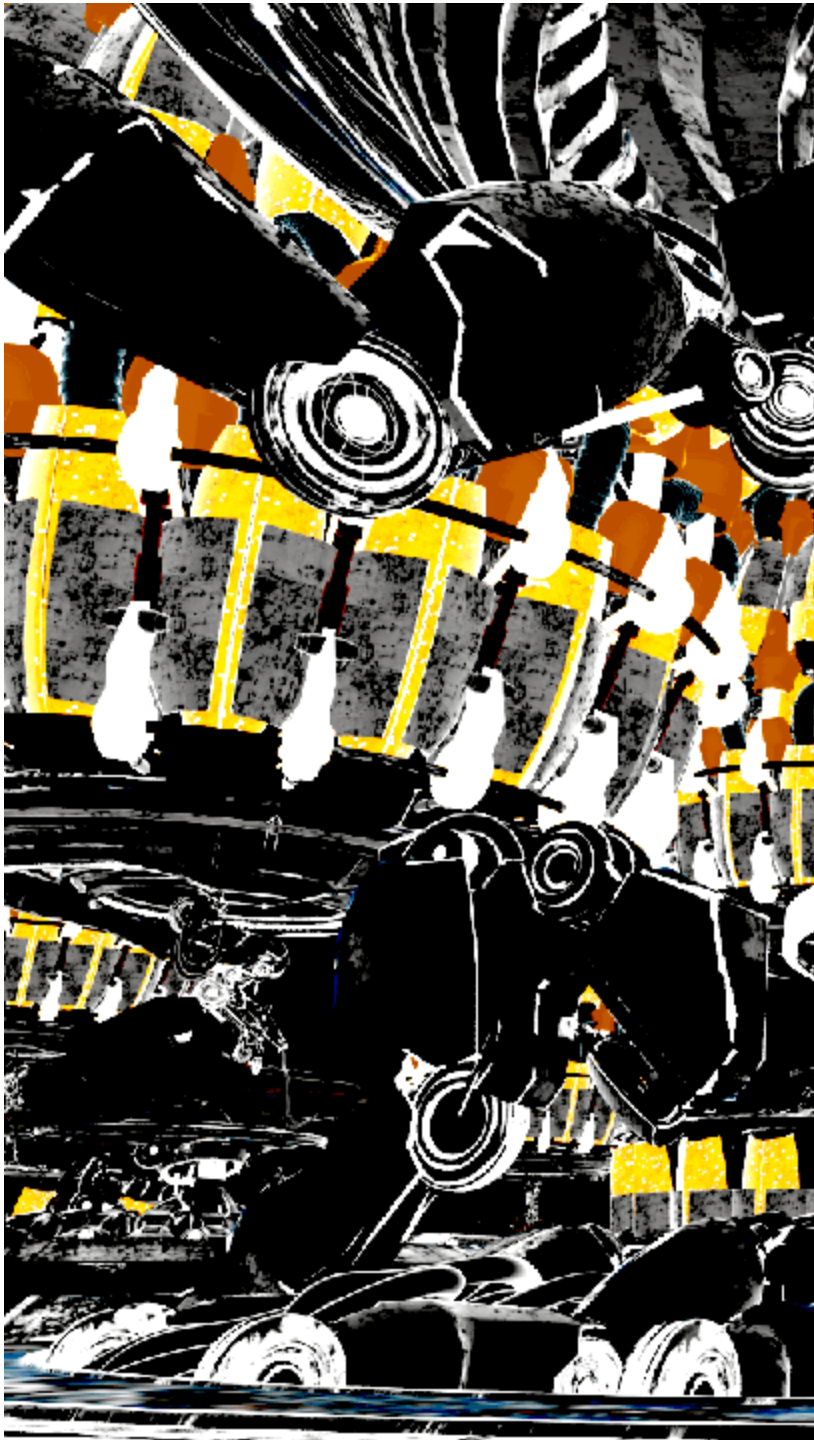
The Reflection Filter Render Element



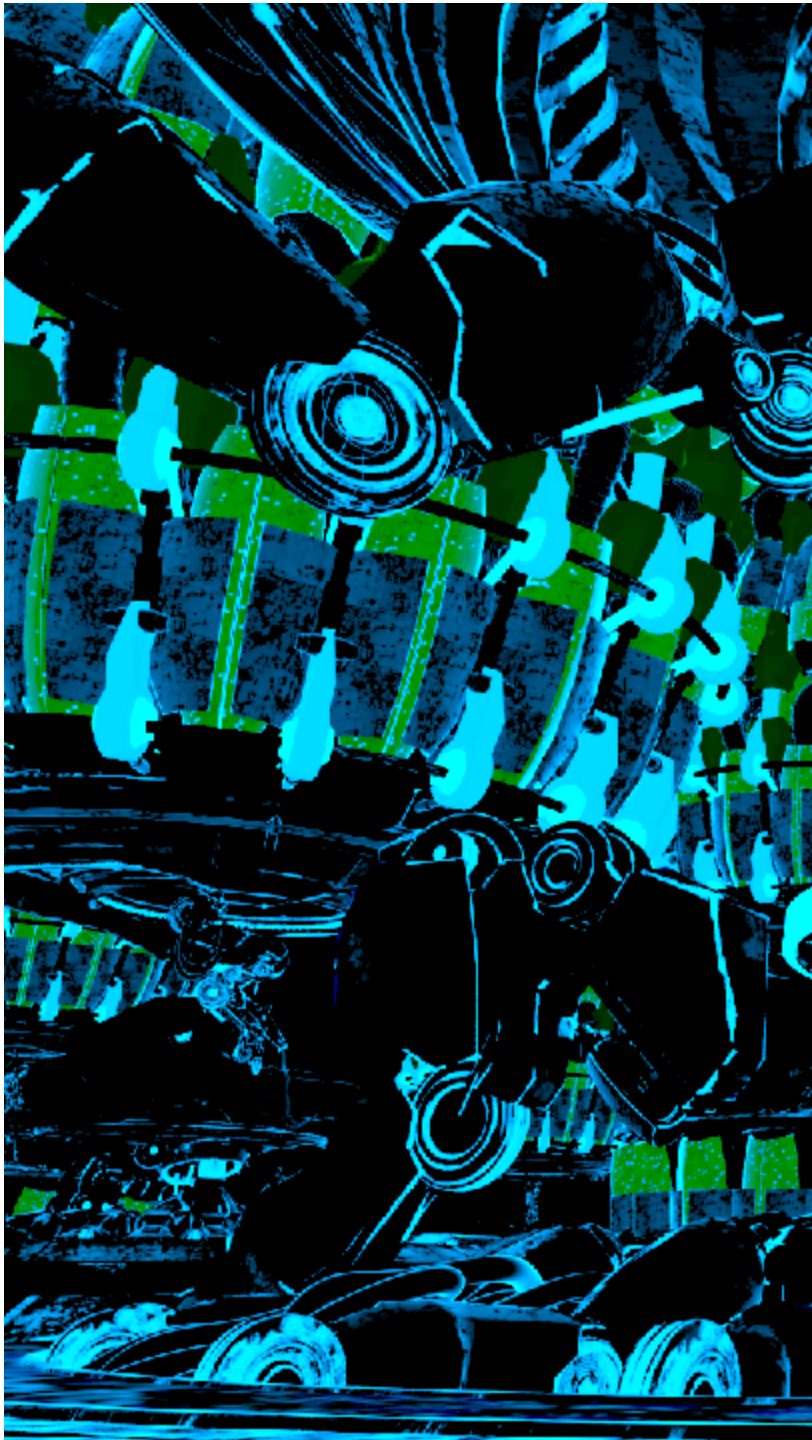
The Original Beauty Composite



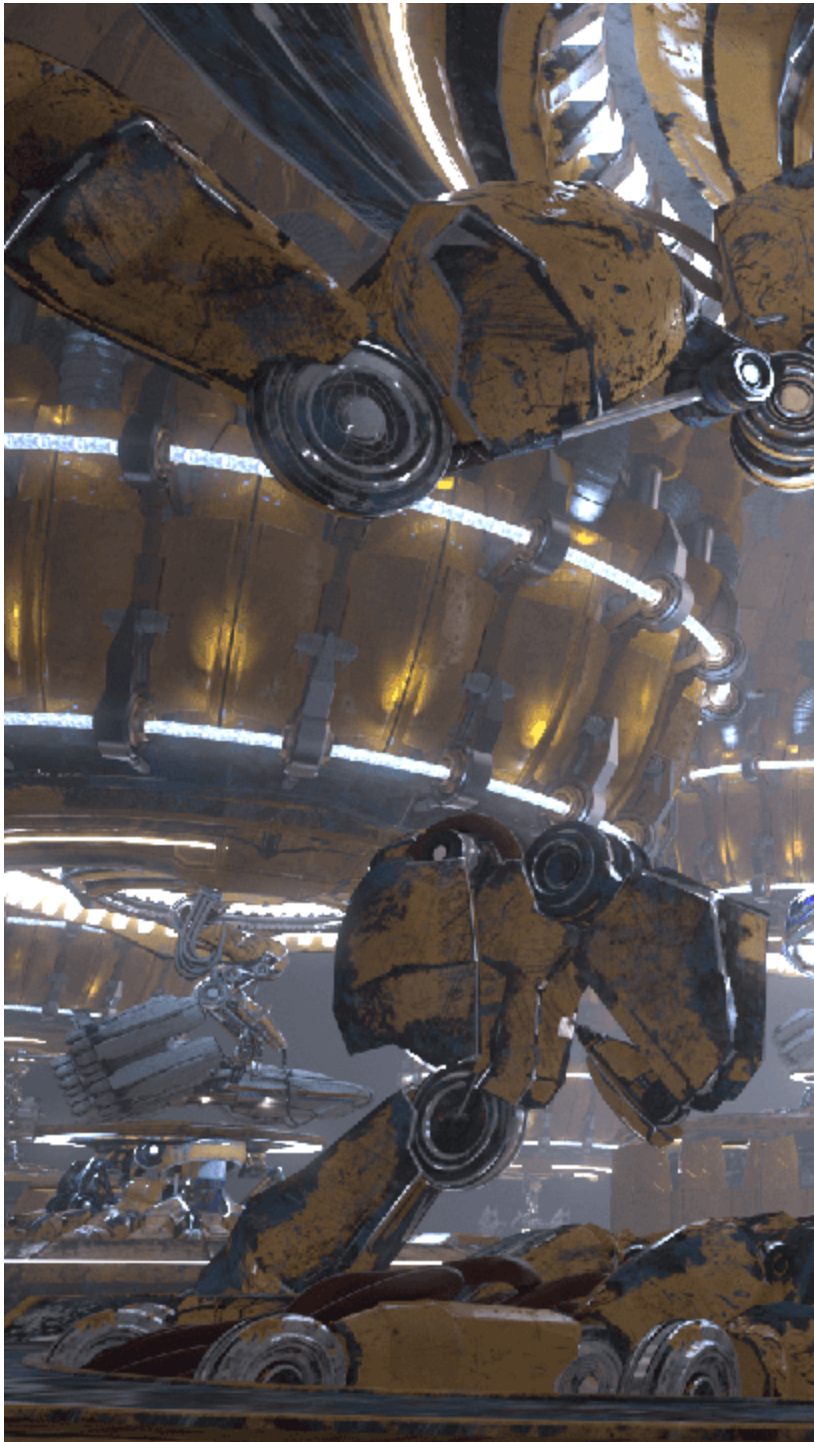
More contrast added to Reflection Filter



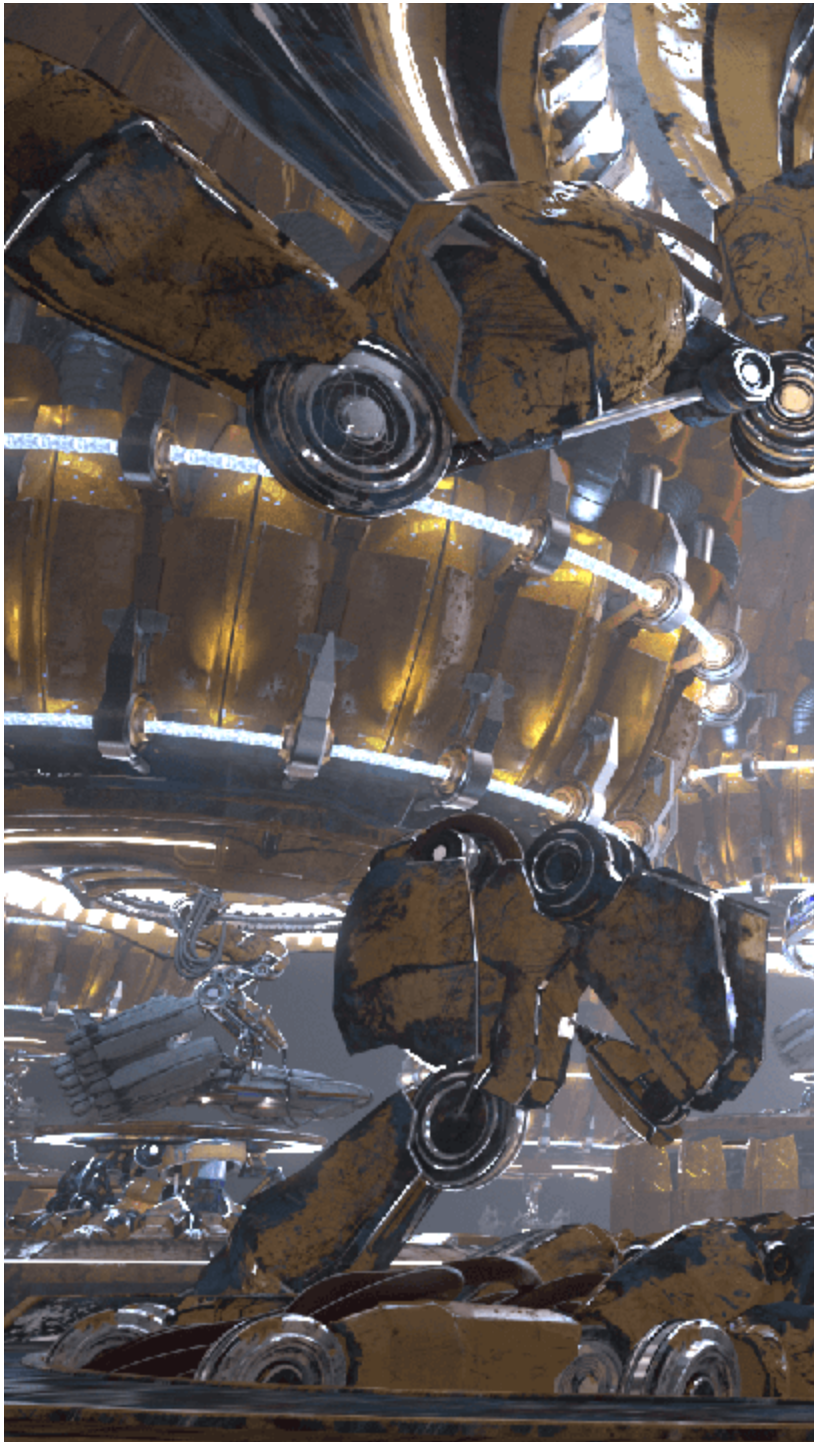
Brighter with more contrast Reflection Filter



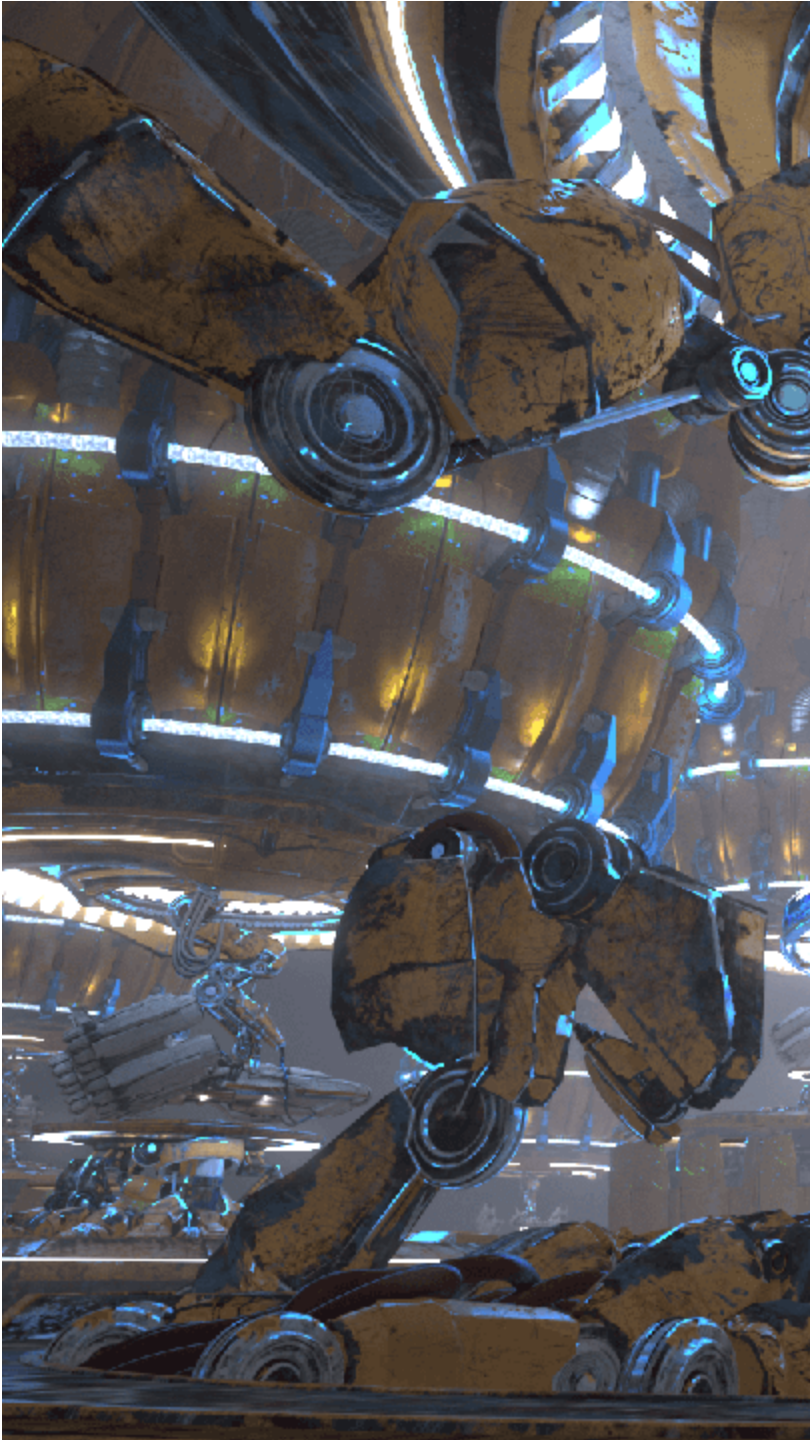
Cooler, brighter with more contrast Reflection Filter



Reflections with more contrast



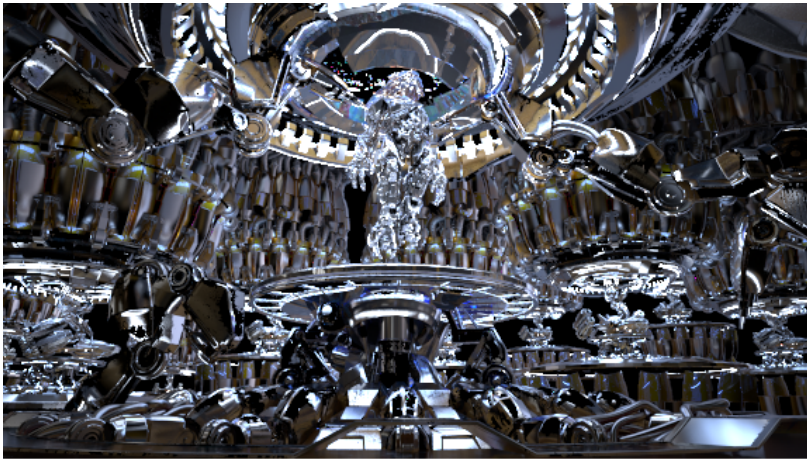
Brighter Reflections with more contrast



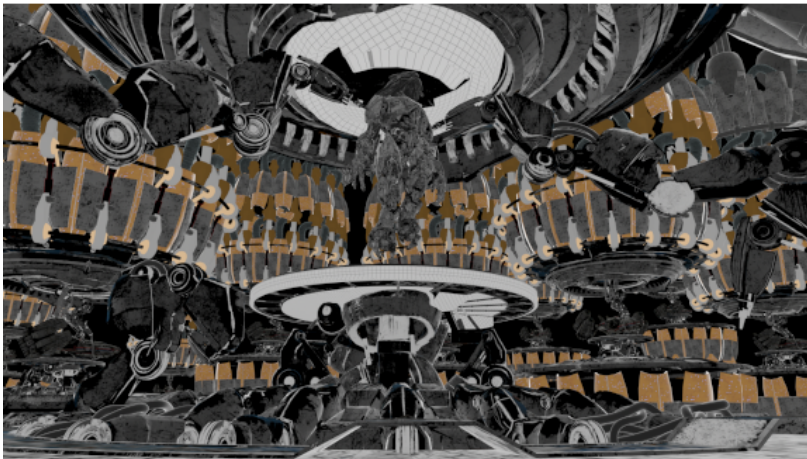
Cooler, brighter Reflections with more contrast

Underlying Composite

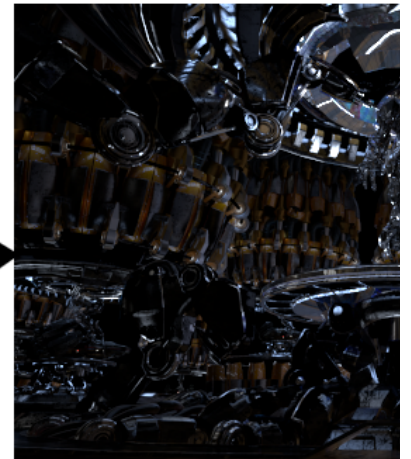
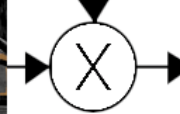
The Reflect render element is a product of Raw Reflection x Reflection Filter.



Raw Reflection



Reflection Filter



Re