

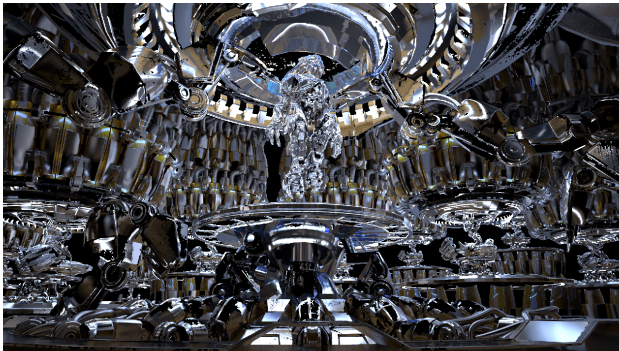
Raw Reflection

This page gives some basic details about the Raw Reflection Color Channel and how it is used in compositing.

Overview

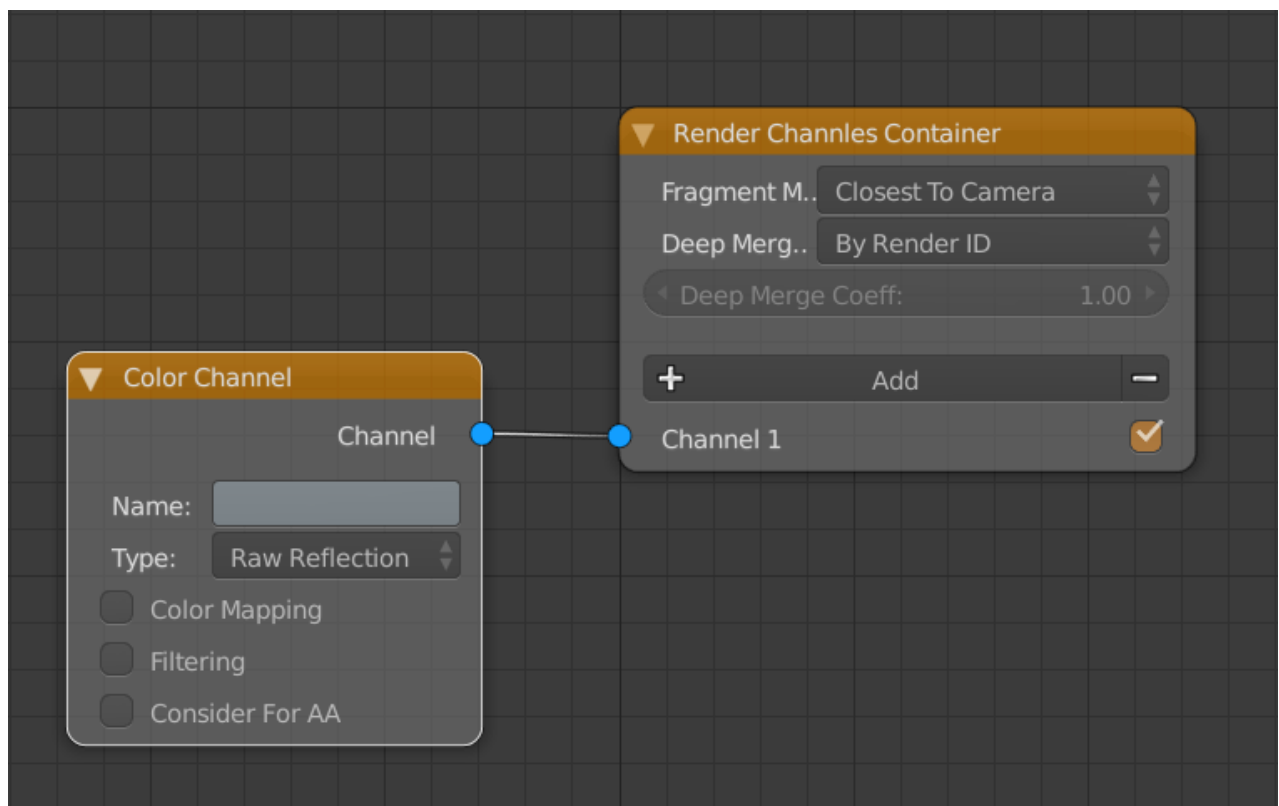
The Raw Reflection stores reflection information calculated from the materials' reflection values in the scene. Surfaces with no reflection values set in their materials will contain no information in the render element, which means these areas will render as black. When the Raw Reflection is multiplied by the Reflection Filter, the Reflection Render Channel is produced.

Raw Reflection gives the full reflection of objects reflecting in the scene, while the reflection filter Reflection Filter sets *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 as the Reflection. By using these component parts of the reflection, you can fine-tune the reflection in your final composite.



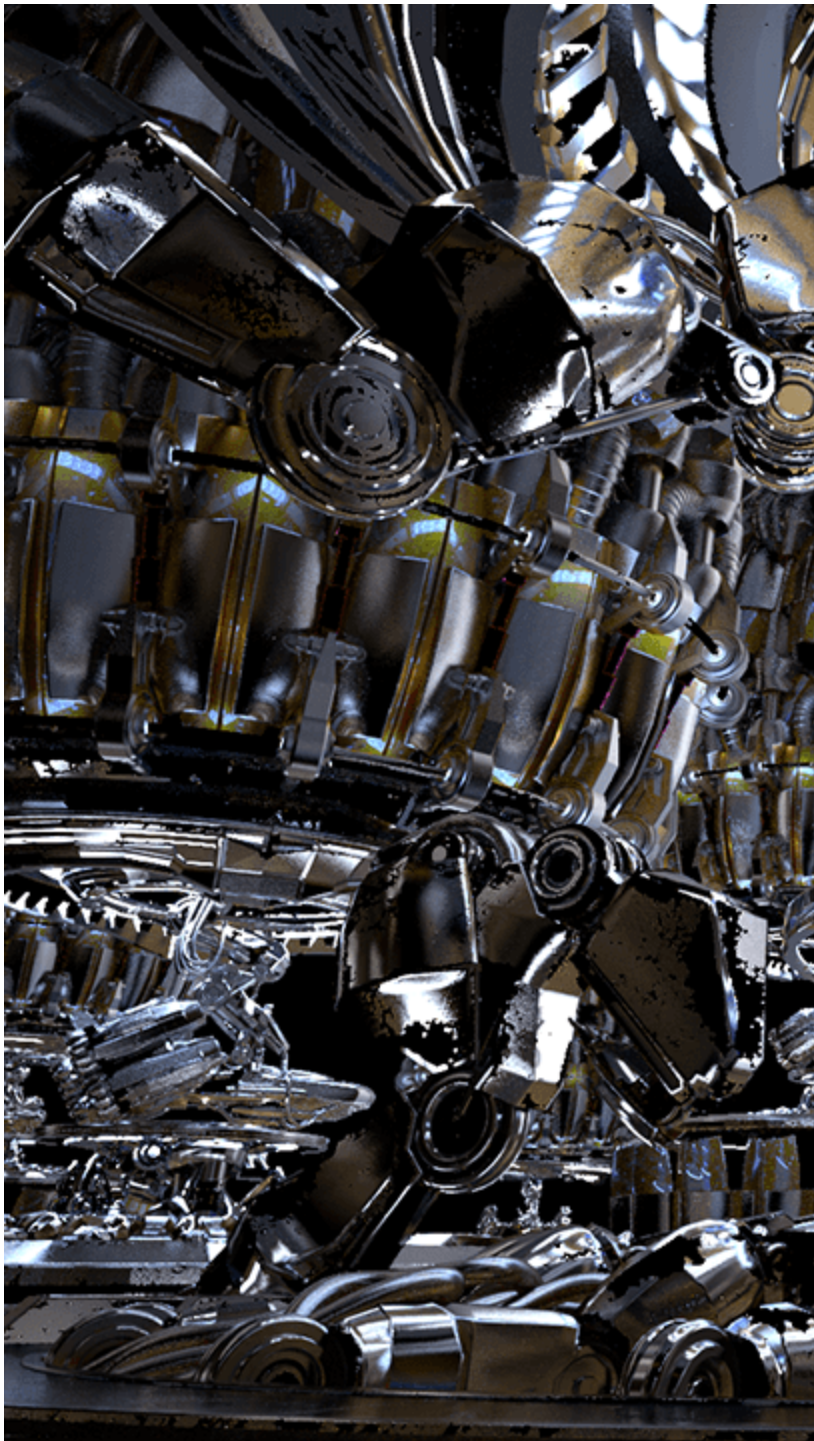
UI Path

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

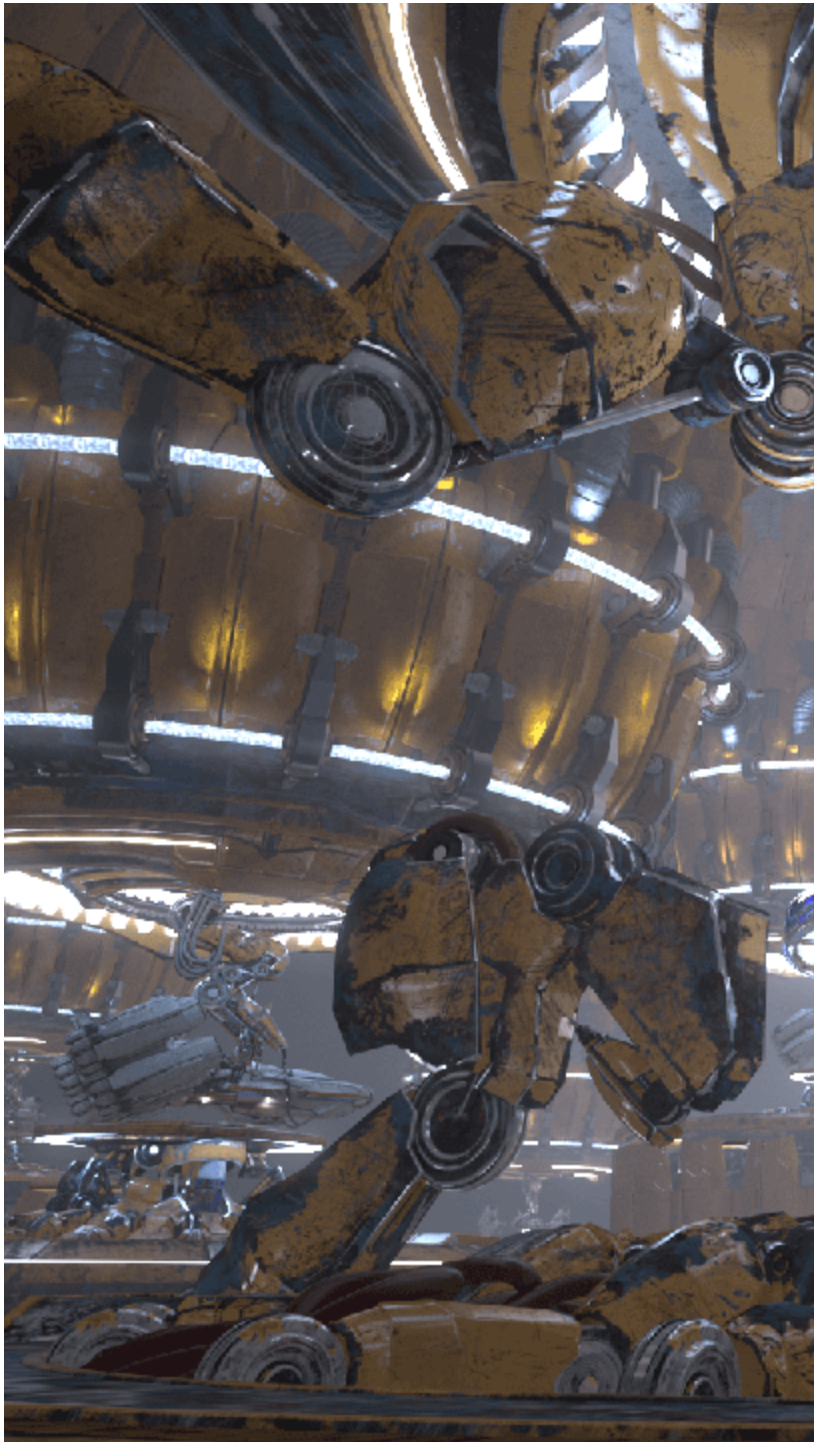


Common uses

The Raw Reflection Color Channel is useful for changing the appearance of reflective scene elements in compositing or image editing software after the scene is rendered. Below are a couple of examples of its use.



Reflection Render Element



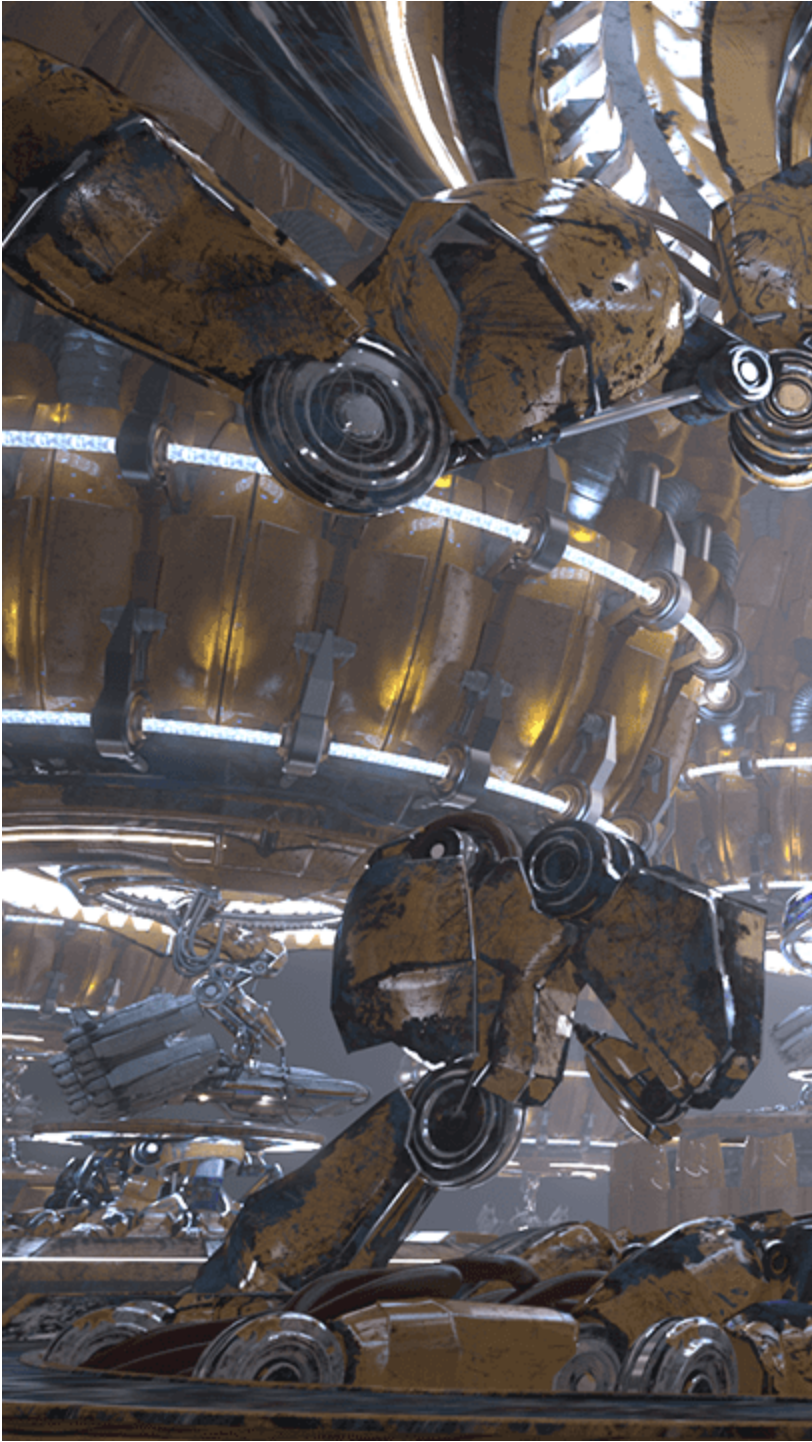
Original Beauty Composite



Brightened Reflection Render Element



Brightened and warmed Reflection Render Element



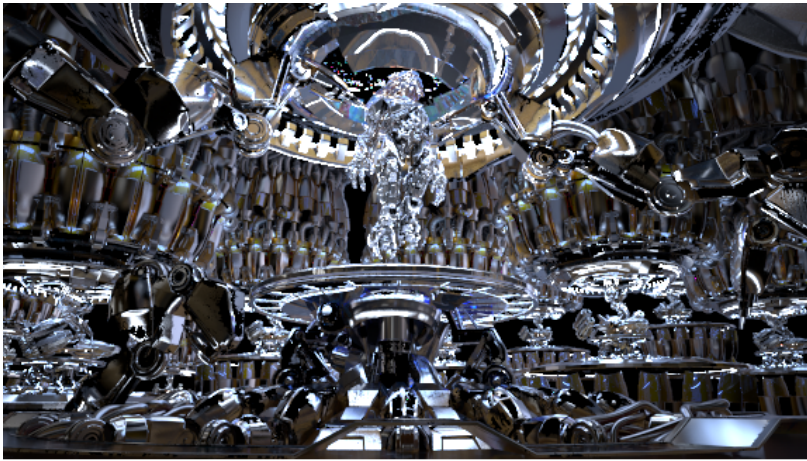
Brightened reflections



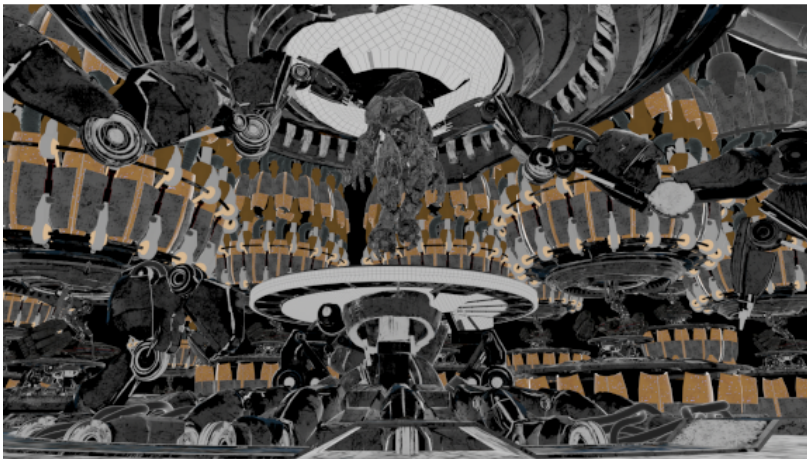
Warmed and raised reflections

Underlying Compositing Equation

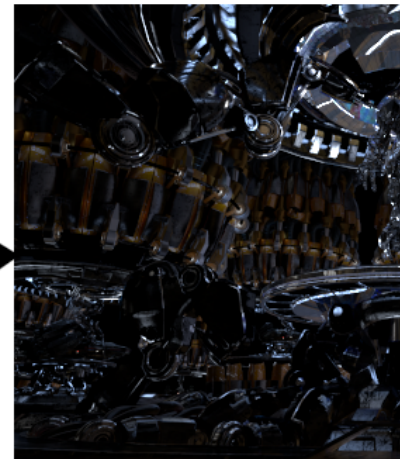
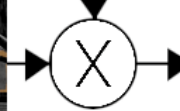
Raw Reflection x Reflection Filter = Reflection



Raw Reflection



Reflection Filter



Result