

Total Lighting

The Total Lighting Render Channel stores all direct and indirect lighting in the scene.

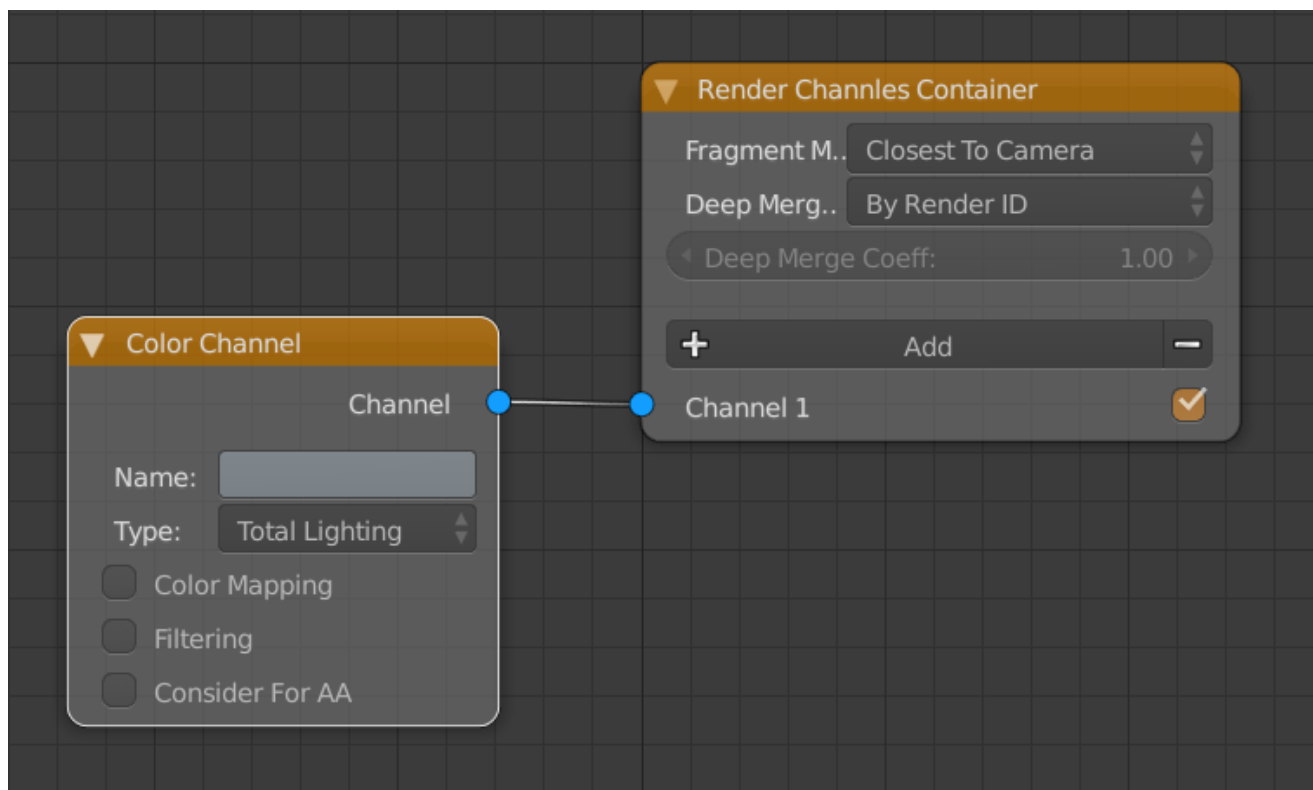
Overview

The Total Lighting Color Channel is a color image that includes the effects of both direct and indirect lighting on materials in the scene, including the diffuse component. It is a result of adding the Lighting and GI render channels, or of multiplying the Raw Total Lighting and Diffuse Render Channels.



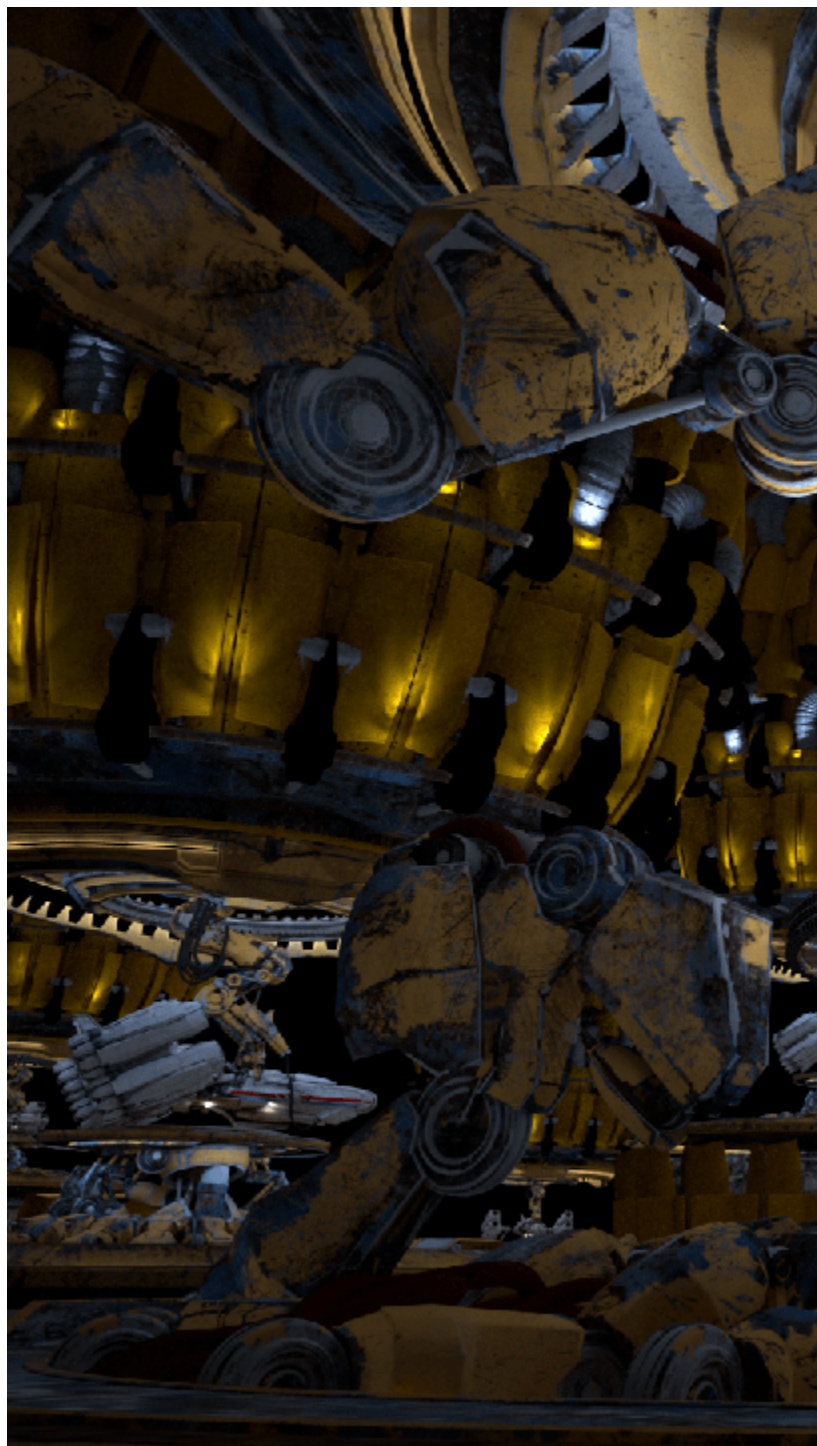
UI Path

||Node Editor|| > **Add** > **Render Channels** > **Color Channel** > **Type** > **Total Lighting**



Common uses

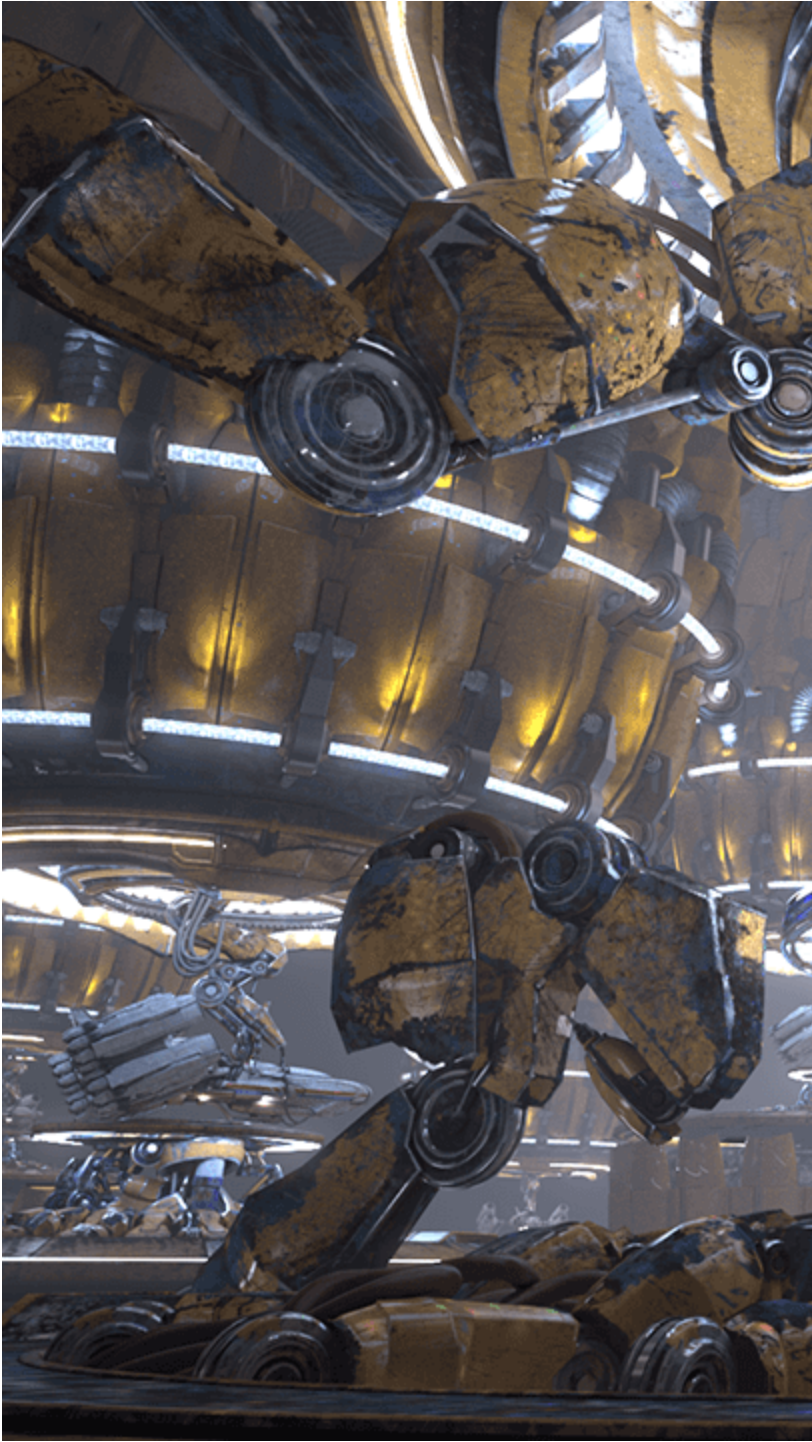
The Total Lighting channel is useful for brightening or dimming all lighting during compositing. Below are a couple of examples of its use.



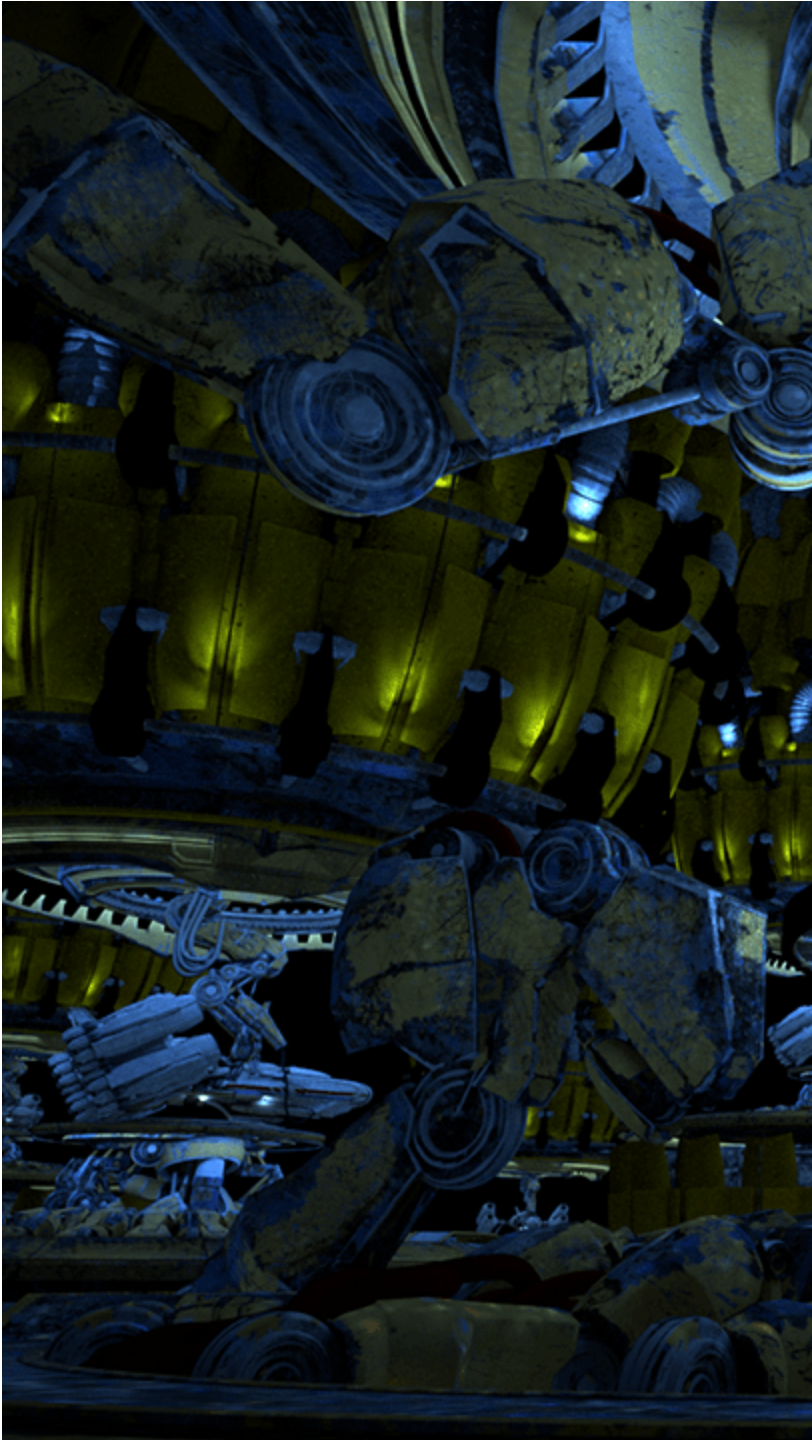
Total Lighting Render Element



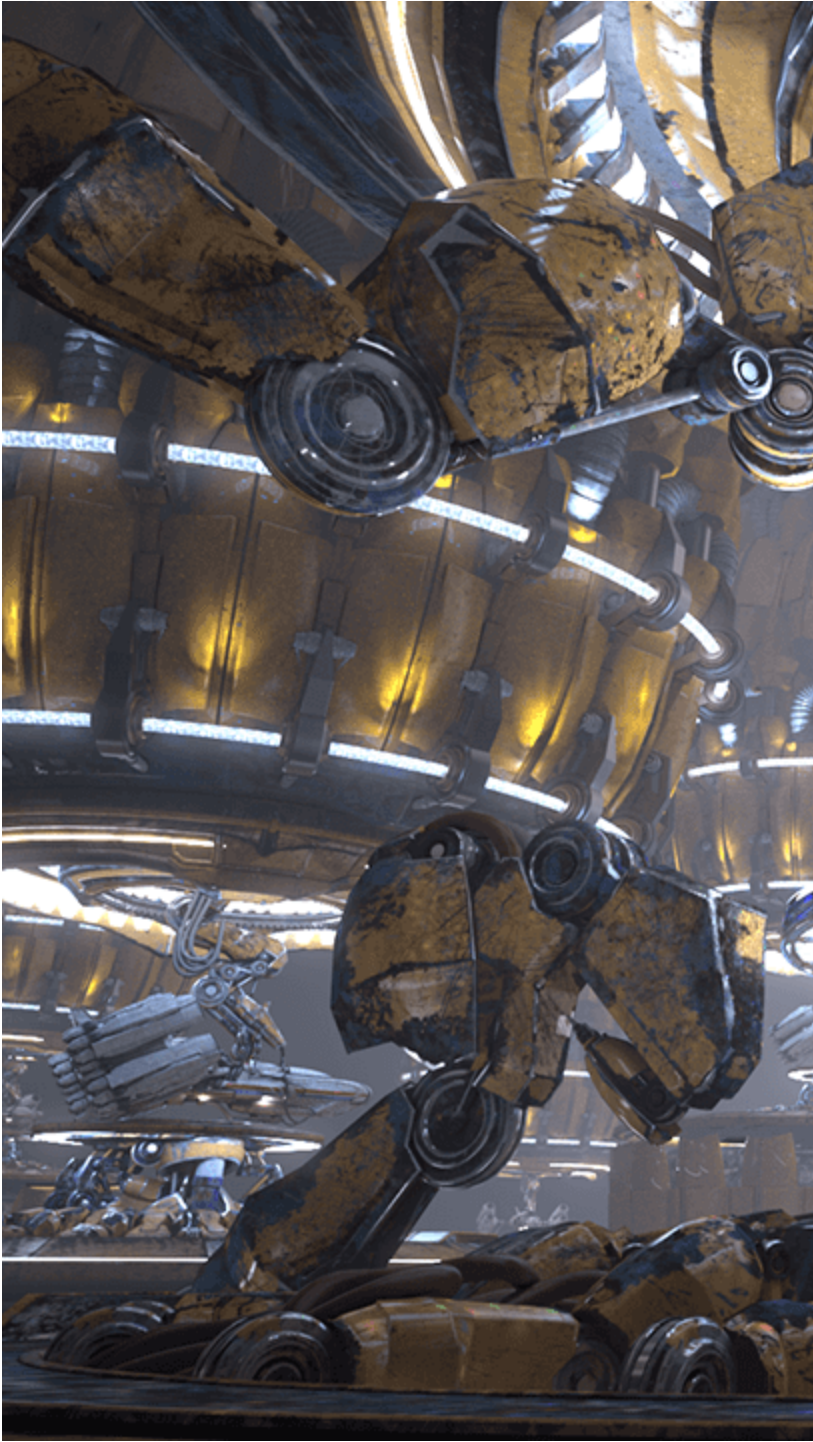
Original Beauty Composite



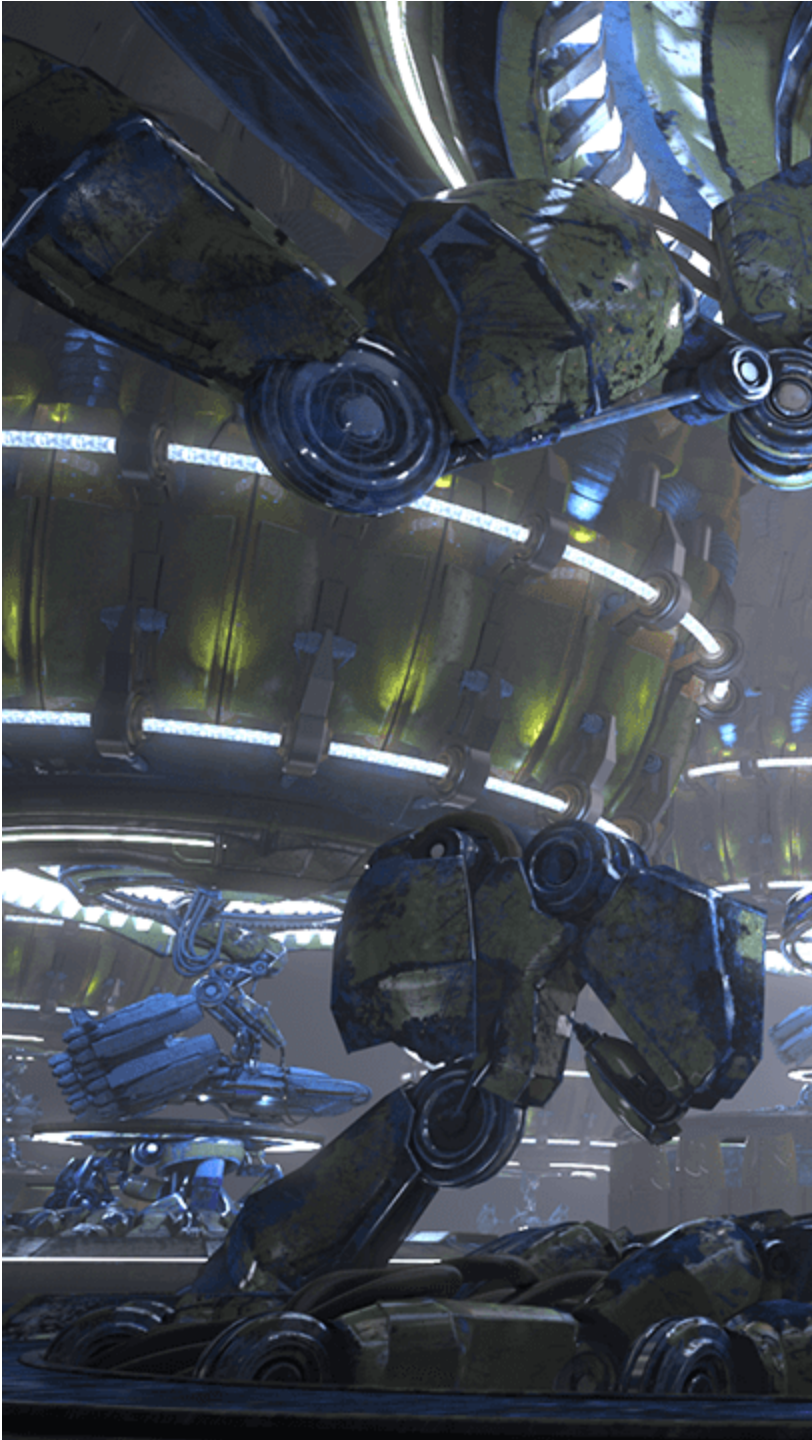
Brightened Total Lighting Render Element



Brightened and tinted Total Lighting Render Element



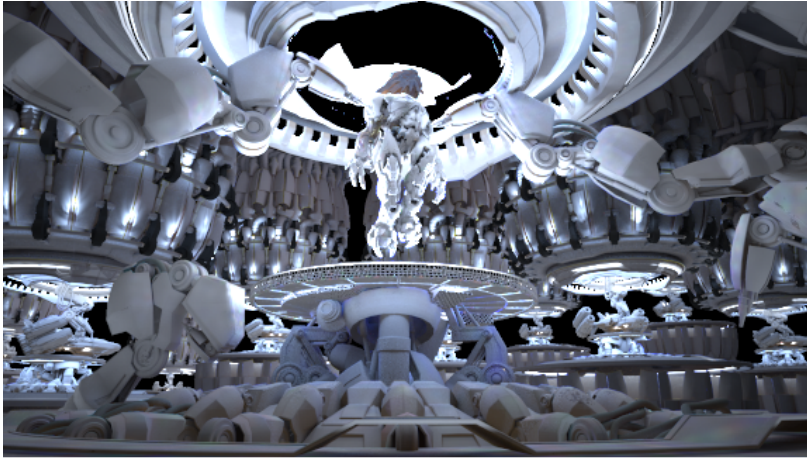
Brightened Lights



Tinted Lights

Compositing Formulas

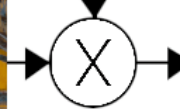
$$\text{Raw Total Light} \times \text{Diffuse} = \text{Total Light}$$



Raw Total Lighting



Diffuse Filter



Total I

Lighting + GI = Total Light



Lighting



Global Illumination



Total Lighting