

V-Ray Surface Luminance

This page provides information about the V-Ray Surface Luminance Texture.

Overview

V-Ray's extra attributes for the Surface Luminance node allow control of luminance calculation.

The most common workflow for the Surface Luminance node attributes is to connect the node to a floating texture input slot of a [V-Ray ExtraTex](#) render element. This way you can control the Luminance mode showing in the ExtraTex channel.

Parameters

Mode – Controls how luminance is calculated.

No Luminance – No luminance is calculated.

Direct Light – Calculates luminance from direct lighting. It creates a grayscale mask over the points of objects lit by direct lighting.

Diffuse Light – Calculates luminance from indirect lighting (GI). It creates a grayscale mask over the points of objects lit by indirect lighting.

Direct+Diffuse Light – Calculates luminance from direct and indirect lighting. This creates a grayscale mask over the points of objects by direct and indirect lighting.

Samples – Specifies samples for diffuse lightning.

Contribute to GI – When enabled, the direct light contributes to the GI calculations. The effect is visible only when the texture is used for diffuse calculation with either the **Diffuse Only** or the **Direct+Diffuse** mode.

