

# V-RayRawGlobalIllumination

This page gives an overview of the Raw Global Illumination render element and how it may be used in compositing.

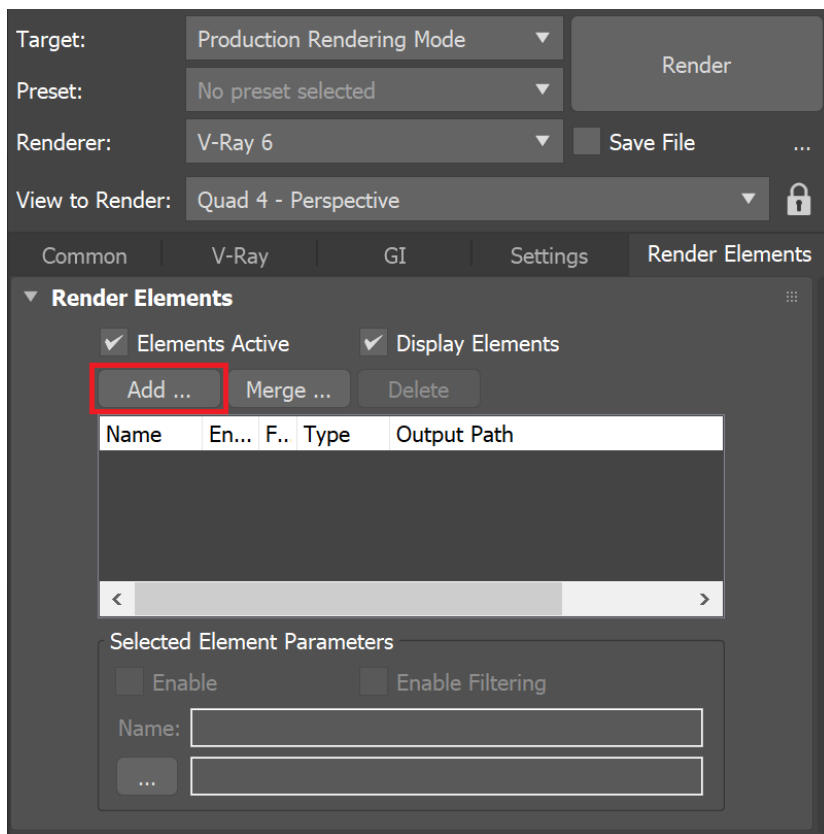
## Overview

The Raw Global Illumination Render Element stores how much indirect lighting (reflected diffuse light) is received by surfaces in the scene. This raw element is useful for fine-tuning indirect lighting in the compositing process.

The V-RayRawGlobalIllumination Render Element is untouched by the diffuse colors of the scene and represents the pure indirect lighting contribution. You can use this raw element to reconstitute the [V-RayGlobalIllumination](#) by multiplying the V-RayRawGlobalIllumination with the [V-RayDiffuseFilter](#).

This raw render element must be rendered along with the Global Illumination ([V-RayGlobalIllumination](#)) and the [V-RayDiffuseFilter](#) render elements for proper results.

UI Path: ||Render Setup window|| > Render Elements tab > Add button > V-RayRawGlobalIllumination





# Parameters

This render element is enabled through the Render Elements tab of the Render Setup window in 3ds Max and displays its parameters in a rollout at the bottom of the window:

**VRayVFB** – When enabled, the render element appears in the V-Ray Virtual Frame Buffer.

**Deep output** – Specifies whether to include this render element in deep images.

**Color mapping** – Applies the color mapping options specified in the [Color mapping](#) rollout (Render Setup window > V-Ray tab) to this render element. This option is enabled by default.

**Multiplier** – Sets the overall intensity of the render element, where 1.0 is the standard multiplier.

**Denoise** – Specifies whether to denoise this render element.

▼ VRayRawGlobalIllumination parameters

VRayVFB.....

Deep output.....

Color mapping.....

Multiplier..... 1.0

Denoise.....

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# Common Uses

Once the scene is rendered, the **Raw Global Illumination Render Element** is useful for changing the appearance of indirect lighting in a compositing or image editing application. See the Raw Global Illumination before and after editing and the resulting images.



V-Ray Raw Global Illumination



Original Beauty composite



V-Ray Raw Global Illumination edited



Beauty composite edited

## Underlying Compositing Equation

$$\text{VRayRawGlobalIllumination} \times \text{VrayDiffuseFilter} = \text{VRayGlobalIllumination}$$





V-Ray Raw Global  
Illumination



V-Ray Diffuse Filter



V-Ray Global Illumination