

RGB_Color

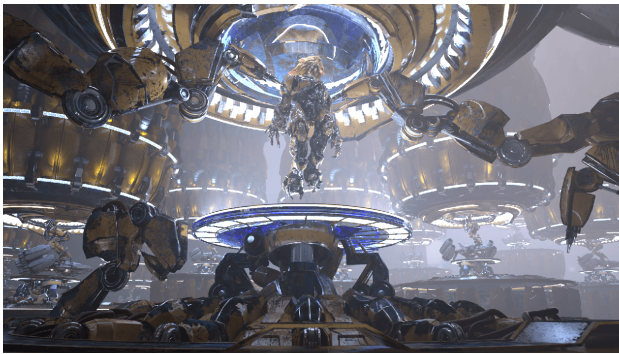
This page gives some basic details about the Beauty RGB_Color render element and how it may be re-assembled in a composite using its component elements.

Overview

The Beauty Render (RGB_Color) is V-Ray's pre-composited final render and is usually the primary export when rendering a scene. This render element is generated automatically whenever you render a scene with V-Ray.

This pass can be re-created manually in a composite by assembling the proper components together and fine-tuning the components. This process is commonly called Back to Beauty Compositing.

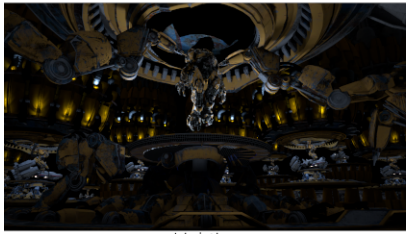
For specifics on how the Beauty pass is reconstructed, see [Back to Beauty Compositing](#) below.



Back to Beauty Compositing

The following is the base formula for reconstructing the Beauty pass. Some Render Elements can be excluded if the scene does not utilize them. Click the image to see the full-size version and zoom in to view all the render elements involved.

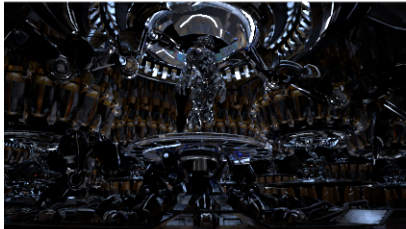
[Lighting](#) + [GI](#) + [Reflection](#) + [Refraction](#) + [Specular](#) + [SSS](#) + [vrayRE_Self_Illumination](#) + [Caustics \(RE\)](#) + [AtmosphericEffects](#) + [Background](#) = RGB_Color (Beauty)



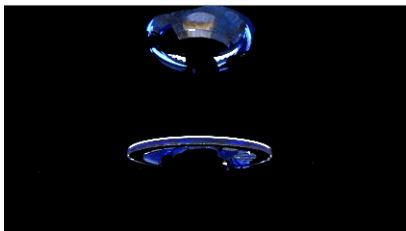
Lighting



Global Illumination



Reflection



Refraction

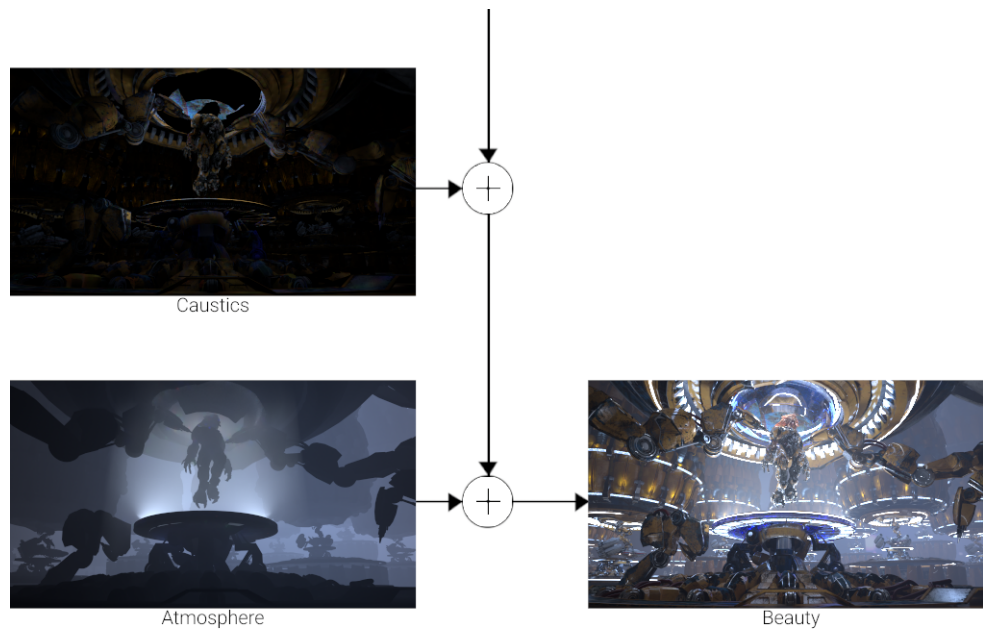


Specular



Self Illumination

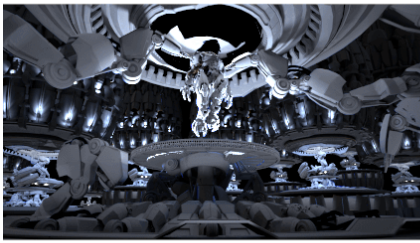




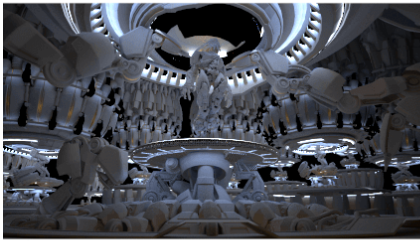
Advanced Back to Beauty

Occasionally there may be a need for more specific editing to the final image. For this, there's a more detailed workflow than the normal back to beauty workflow. Click the image to see the full-size version and zoom in to view all the render elements involved.

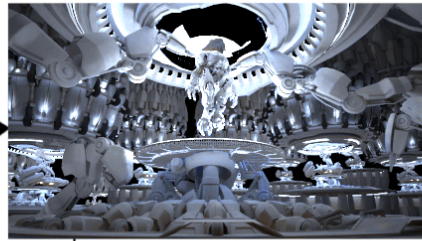
$(\text{Diffuse} \times (\text{Raw Light} + \text{vrayRE_RawGI})) + (\text{Raw Reflection} \times \text{Reflection Filter}) + (\text{Raw Refraction} \times \text{Refraction Filter}) + \text{Specular} + \text{vrayRE_SSS} + \text{Self Illumination} + \text{Caustics (RE)} + \text{AtmosphericEffects} + \text{Background} = \text{RGB_Color (Beauty)}$



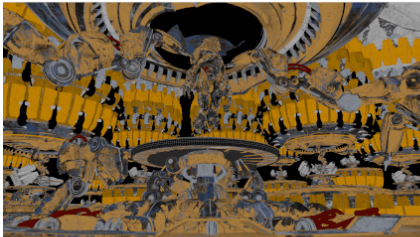
Raw Lighting



Raw Global Illumination



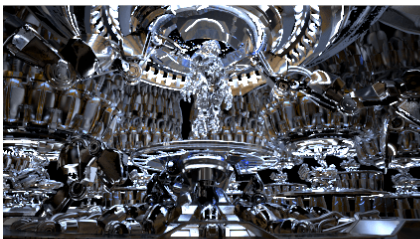
Raw Total Lighting



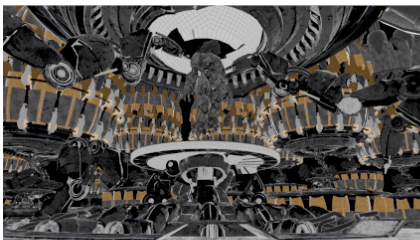
Diffuse Filter



Total Lighting



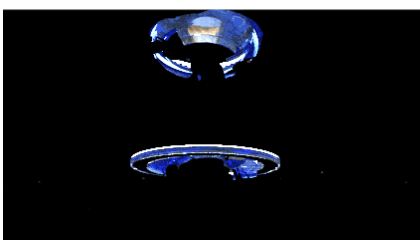
Raw Reflection



Reflection Filter

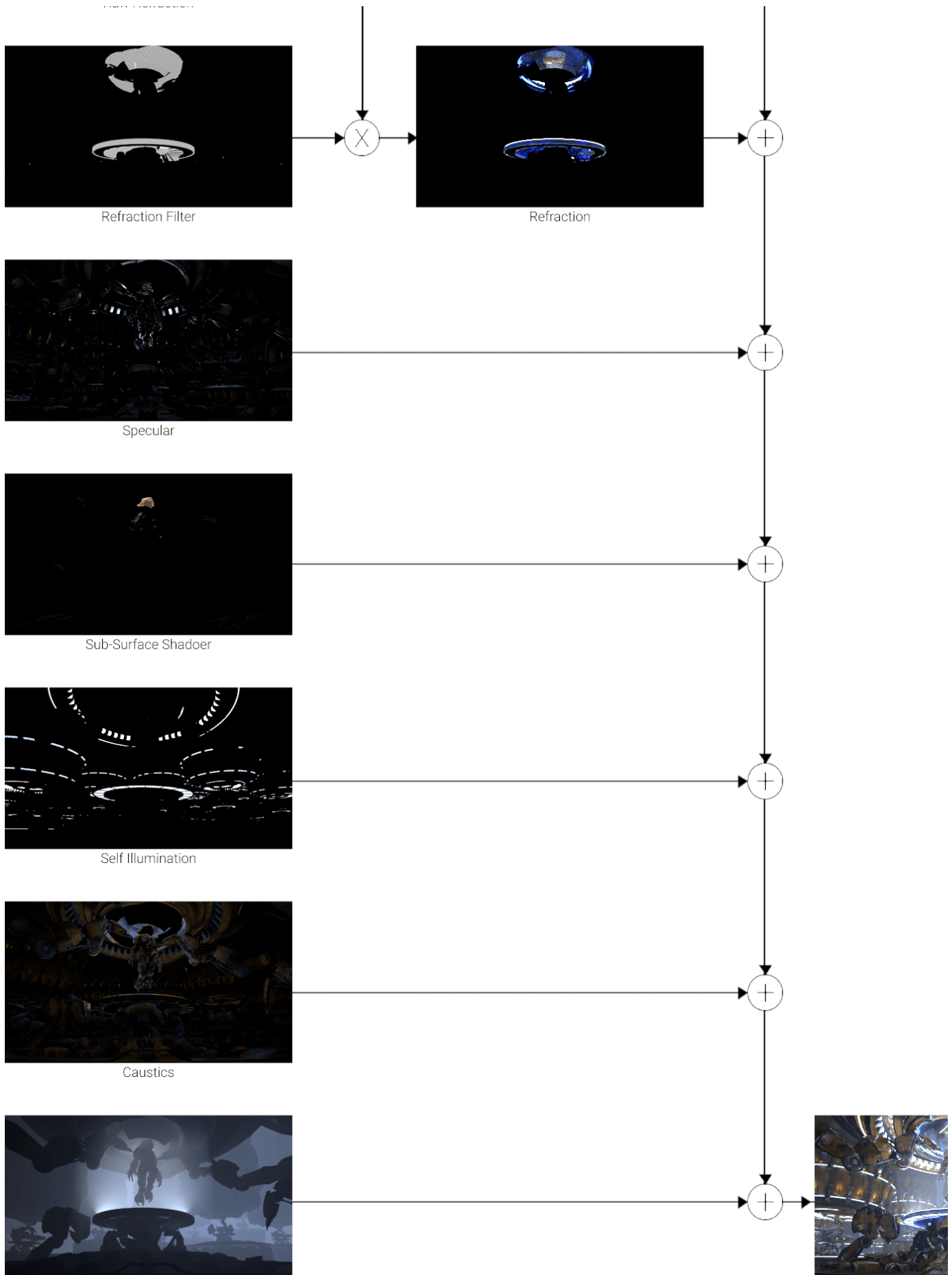


Reflection



Raw Refraction





Notes

- There are two options for how Motion blur and Depth of Field are handled in the back-to-beauty composite. If Depth of Field and/or Motion blur are enabled in the [V-Ray Physical Camera](#), these effects will already be baked into all of the render elements. In this scenario, using the filter render elements in the advanced back-to-beauty composite can offer finer control of some render elements. Alternatively, many compositing and photo editing packages can add the effects post-rendering using specific tools that utilize [Velocity](#) for motion blur and [vray_Z_Depth](#) for depth of field, with some limitations.