

Reflection Filter

This page gives an overview of the Reflection Filter Render Element and explains how it is used.

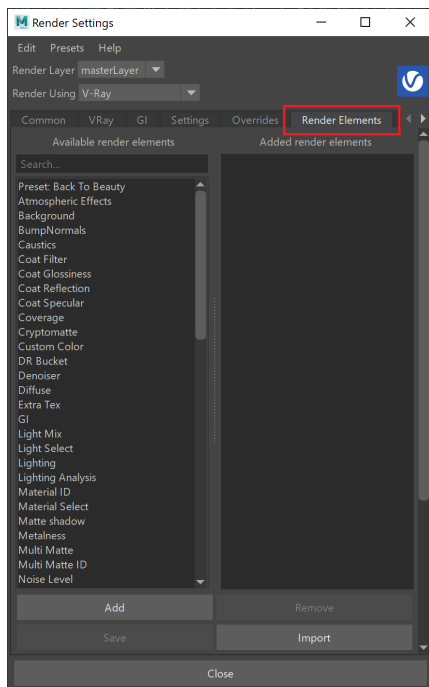
Overview

The Reflection Filter Render Element stores reflection information calculated from the materials' reflection values in the scene. Surfaces with no reflection values set in its material(s) will contain no information in the render pass and will therefore render as black.

While the [vrayRE_Raw_Reflection](#) Render Element gives the full reflection of objects reflecting in the scene, [vrayRE_Reflection_Filter](#) shows *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 and produces [vrayRE_Reflection](#). Using these component parts of the reflection, you can better fine tune the reflection in your final composite.

Reflection element is a key component in the main [Beauty Pass](#).

UI Path: ||Display Render Settings button|| > Render Elements tab > Reflection Filter



To use render elements, select from the Available render elements column and click the **Add** button to add the passes you wish to generate at render time. When you render the scene, the added render elements listed in the column on the right, will also render, which can be viewed from the [VFB](#) window's channel drop-down menu.

For more information on the parameters on this dialog, see the [Render Elements tab](#) page.



Attributes

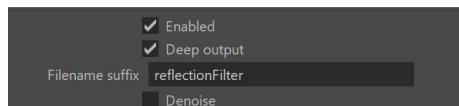
The parameters for this render element appear in the Attribute Editor under Extra V-Ray Attributes.

Enabled – When checked, the render element appears in the V-Ray Virtual Frame Buffer.

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

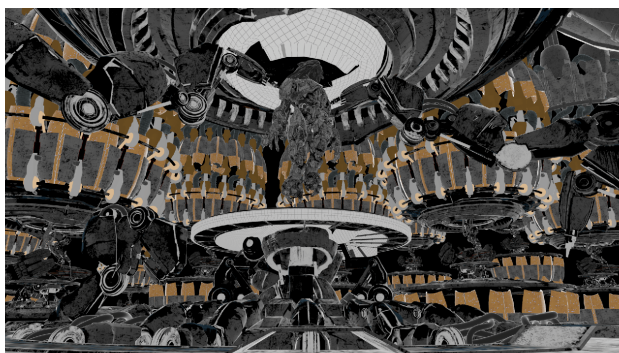
Filename suffix – The text added to the end of the rendered file, when saved as a separate file (e.g. myrender.reflectionFilter.vrmg).

Denoise – Enables the render element's denoising, provided the [Denoiser](#) render element is present.



Common uses

The Reflection Render Element is useful for changing the appearance of Reflective elements after rendering in a compositing or image editing software. Below are a couple of examples of their use.



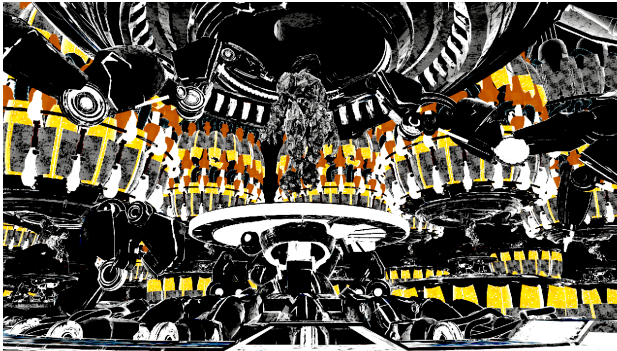
The Reflection Filter Render Element



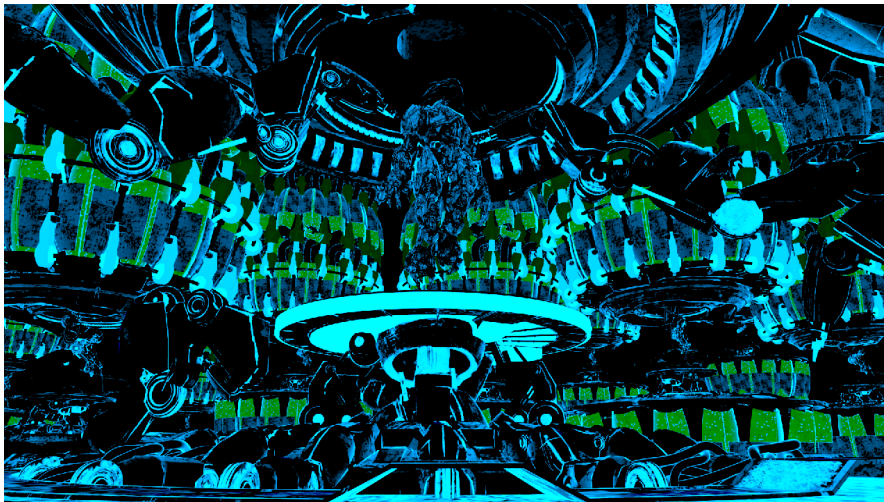
The Original Beauty Composite



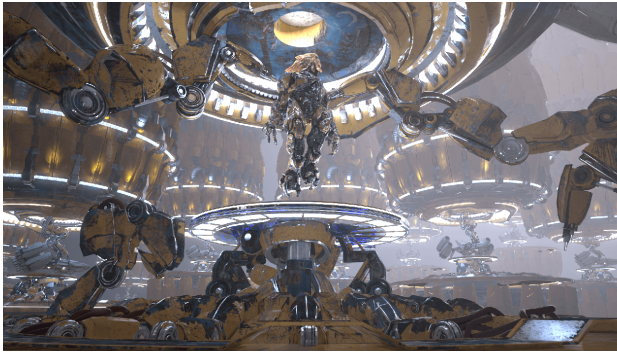
More contrast added to Reflection Filter



Brighter with more contrast Reflection Filter



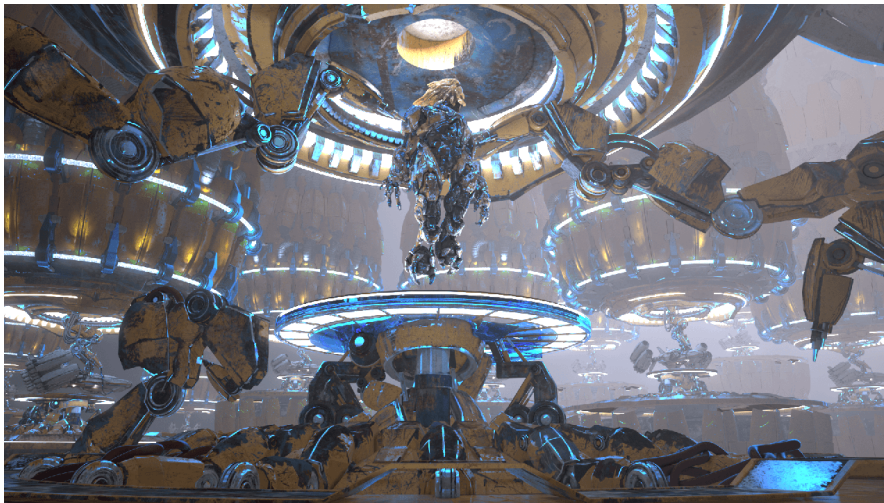
Cooler, brighter with more contrast Reflection Filter



Reflections with more contrast



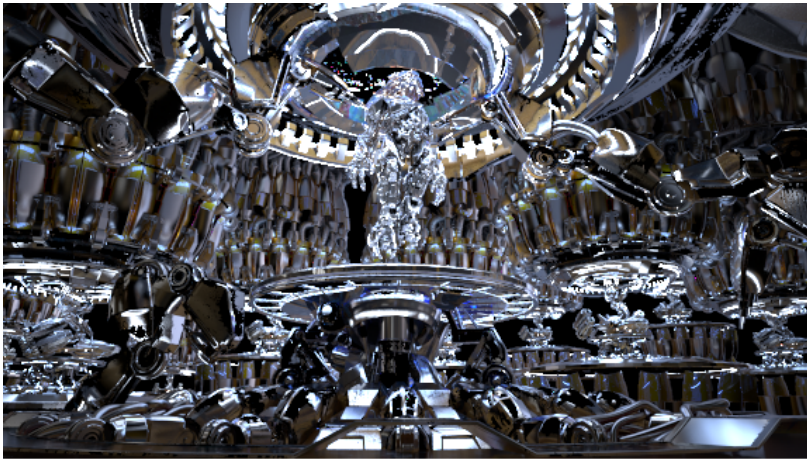
Brighter Reflections with more contrast



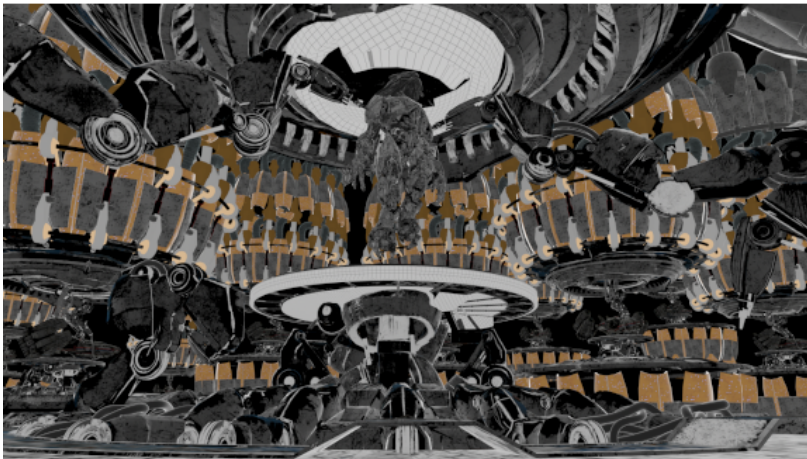
Cooler, brighter Reflections with more contrast

Underlying Composite

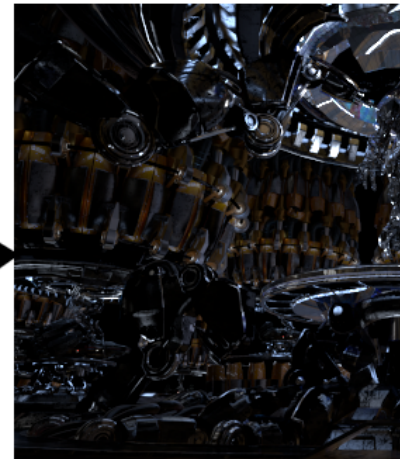
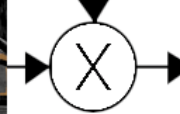
The Reflect render element is a product of [vrayRE_Raw_Reflection](#) x [vrayRE_Reflection_Filter](#).



Raw Reflection



Reflection Filter



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