

Raw Light

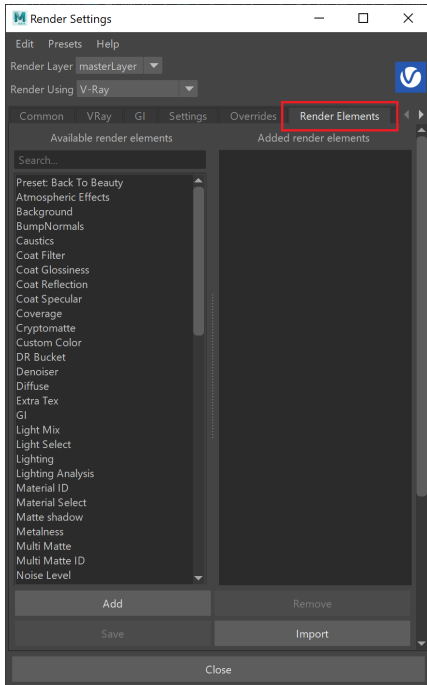
This page provides information on the Raw Lighting Render Element.

Overview

The Raw Lighting Render Element stores the effects of direct lighting on scene objects with no diffuse components or GI contribution.

This is useful for adjusting the brightness of direct lighting during compositing.

UI Path: ||Display Render Settings button|| > Render Elements tab > Raw Light



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.

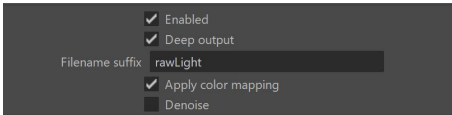
Deep output – Specifies whether to include this render element in deep images.

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

Apply color mapping – Applies the color mapping options specified in the [Color mapping](#) rollout of the [VRay tab](#) in the Render Settings window to this render element. This option is enabled by default.

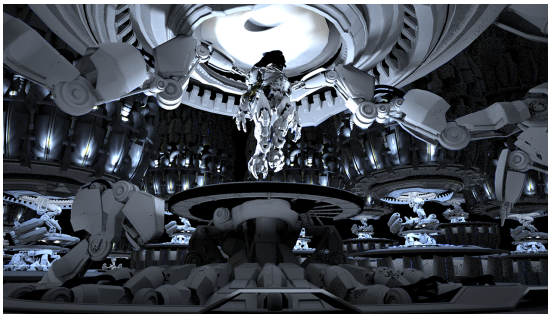
Denoise – Enables the render element's denoising, provided the [Denoiser](#) render element is present.

There is initial support for Raw Light render element on V-Ray GPU.



Common uses

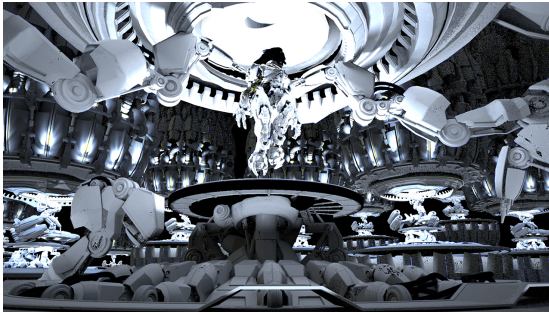
The Raw Lighting Render Element is useful for changing the appearance of direct lighting after rendering in a compositing or image editing software. Below are a couple of examples of its use. In this set of render elements, direct lighting affects the back of the alien figure the most due to a strong back-light in the scene as well as the top of the circular machine above the figure.



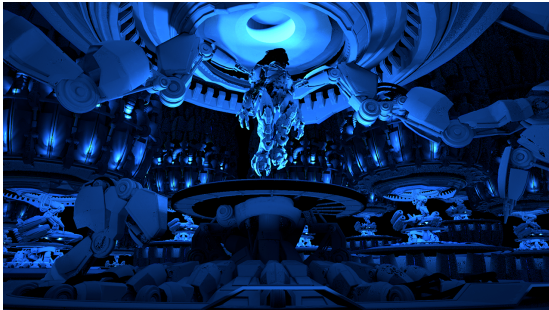
The Raw Lighting Render Element



The Original Beauty Composite



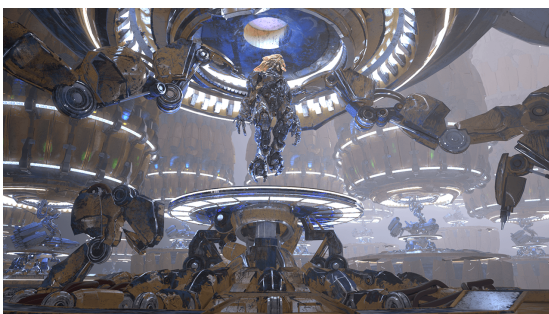
Brightened Lighting Render Element



Brightened and tinted lighting Render Element



Brightened Lights



Raised and tinted Lights

Underlying Compositing Equation

$$\text{vrayRE_Raw_Light} \times \text{vrayRE_Diffuse} = \text{vrayRE_Lighting}$$



Raw Lighting



Diffuse Filter

