# Total Light RE

This page provides information about the Total Light Render Element in V-Ray for Cinema 4D.

Overview

The Total Light Render Element is a color image that includes the effects of both direct and indirect lighting on materials in the scene, including the diffuse component. It is a result of adding the Lighting and GI render elements or of multiplying the Raw Total Light and Diffuse render elements.

UI Path: ||V-Ray|| > **Render Elements** > **Total Light**
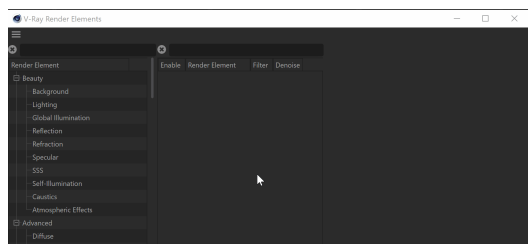
How to add a render element to a scene

Properties

Enable 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 of the V-Ray tab in the Render Settings window to this render element. This option is enabled by default.

Consider for Anti-Aliasing – When enabled, anti-aliasing is used where possible.

Filtering – Applies an image filter to this channel.

Derive Raw Channels – Generates data in the raw channels by combining the respective color and the filter color channels.

Vfb Color Corrections – Applies the post-render color adjustments made from the VFB.

Denoise – Enables the render element's denoising, provided the Denoiser render element is present.