

Reflection Filter RE

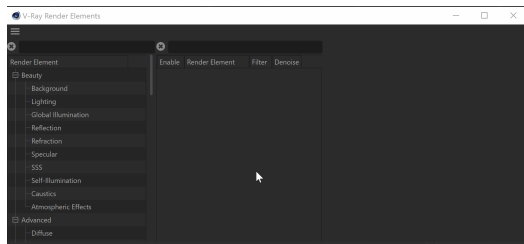
This page provides information about the Reflection Filter Render Element in V-Ray for Cinema 4D.

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 their material(s) contain no information in the render pass and, therefore, render black. While the [Raw Reflection Render Element](#) gives the full reflection of objects reflecting in the scene, the 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 the [Reflection Render Element](#). Using these component parts of the reflection, you can fine-tune the reflection in your final composite.

The Reflection Filter element is a sub-component in the main Beauty Pass.

UI Path: ||V-Ray|| > **Render Elements** > **Reflection Filter**



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.

Properties

- Enable Deep Output ☒
- Color Mapping ☒
- Consider for Anti-Aliasing ☐
- Filtering ☒
- Derive Raw Channels ☒
- Vfb Color Corrections ☒
- Denoise ☐