

ZDepth RE

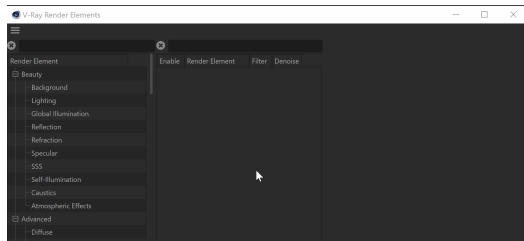
This page provides information about the ZDepth Render Element in V-Ray for Cinema 4D.

Overview

The Z-Depth Render Element is a grayscale image that renders each pixel based on its distance from the camera in the view. It provides information about each object's distance from the camera in the current view. Each pixel representing the object is evaluated for distance individually; different pixels for the same object can have different grayscale values. You can adjust this render channel so that objects (or portions of objects) closest to the camera appear black, while those furthest away appear white or vice versa.

The most common usage of the Z-Depth Render Element is as a control for depth of field in the composite. Depth of field can be challenging to do correctly, requiring many tweaks and re-renders; using the Z-Depth Render Element in a composite is usually much faster and allows easier and faster adjustment than trying to get it exactly right within the render.

UI Path: ||V-Ray|| > **Render Elements** > **ZDepth**



How to add a render element to a scene

Properties

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

Depth from Camera – Specifies whether to use camera clip boundaries as the minimum and maximum Z-Depth distance, even if camera clipping is disabled. The camera clipping boundaries can be found in the *Details tab* of each camera object. Enabling this option disables the **Depth Black** and **Depth White** parameters.

Depth Black – Objects up to this distance from the camera render black.

Depth White – Objects further than this distance from the camera render white.

Depth Clamp – Clamps the Z-Depth colors to a linear 0-1 range.

Filtering – Applies an image filter to this channel.

Depth Invert – Inverts the colors of the Z-Depth render element. Objects closest to the camera render white, while those furthest away are black.

Force Infinity Black – When enabled, overrides the infinity color, turning it black. Everything beyond the **Depth White** amount (if not using **Depth from Camera**) is the infinity color.

Dont Filter Env – When enabled, only outlines of overlaying objects are filtered. When **Filtering** is enabled, and **Dont Filter Env** is enabled, pixels bordering scene objects and the environment remain unfiltered, while pixels bordering different objects are still filtered.

Properties

Enable Deep Output ☒

Depth from Camera ☐

Depth Black

Depth White

Depth Clamp ☒

Filtering ☒

Depth Invert ☐

Force Infinity Black ☐

Dont Filter Env ☐