

LightMix RE

This page gives information on the VRayLightMix render element.

Overview

The Light Mix render element provides adjustment control to the lights in the scene from inside the [V-Ray Frame Buffer](#). When a Light Mix render element has been added before rendering, the intensity and color of the lights and light-emitting materials can be changed directly from the VFB during and after rendering; lights can be enabled or disabled on the go without the need to re-render your final output or navigate to individual lights parameters during IPR. Furthermore, modifications made in the LightMix can be transferred back to the actual lights in the scene with a single click. This feature can handle individual lights as easily as light groups or custom selections.

Read more about LightMix on [the Chaos blog](#).

Parameters

Group by – Specifies how to group the lightning information:

Instanced lights – If there are instanced lights in the scene, each group has its separate channel. **All unique lights in the scene are stored in their individual render channels;**

Individual lights – The lighting information of each light is stored in a separate channel;

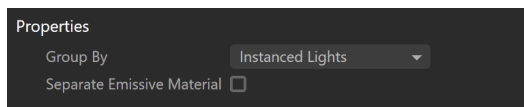
Grouped lights – The lighting information of each group of lights is placed in a separate channel. All lights that are not attached to any group in the scene are stored in their individual render channels;

Layers – Lighting information of all layers is stored in a separate channel.

Manual light selects – Render channels are created based on the existing Light Select render elements in the scene. Lights that are not specified there are collected in a single render channel called Rest. Use this mode when you want to include a [Light Select](#) render element to your render, too.

Each grouping mode automatically creates Environment and Self Illumination render elements, and Light Mixing adds them as groups. The information from the light-emitting materials is stored in the Self Illumination channel, while the Environment info is stored in the Environment channel.

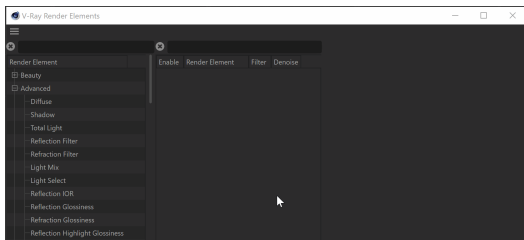
Separate Emissive Material – When enabled, illuminating materials are also included in the VFB LightMix controls together with scene lights. The materials that V-Ray respects are: VRayMtl with non-black self-illumination and VRayLightMtl.



How to Set up

To set the LightMix for use:

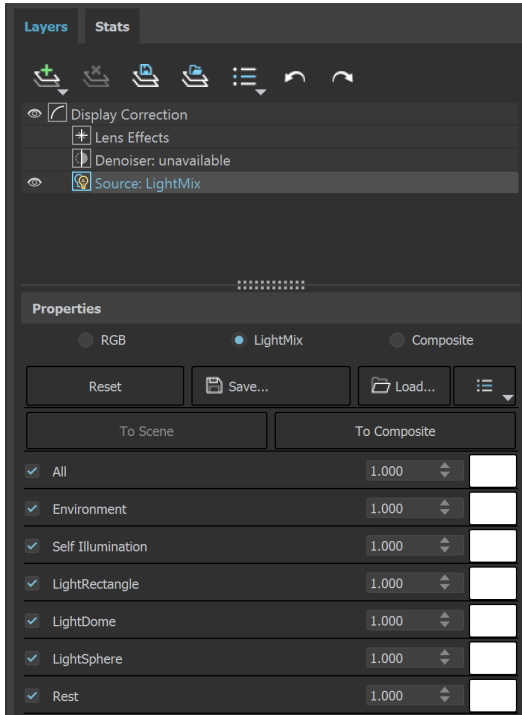
1. Add the LightMix Render Element to your scene. (V-Ray > Render Elements > Add LightMix)
2. Then, render the scene.



3. In the new VFB > Layers, set the **Source** to **LightMix**.

4. Now, you can tweak your lights!

Be careful when renaming lights. If multiple lights have the same name, the Light Mix render element overwrites any saved outcomes.



LightMix Mode Parameters

When the Source is set to **LightMix**, you can enable/disable lights and adjust their intensity and color during and after the render. The modifications can be saved as light mix presets and reused. V-RayLightMix automatically creates the Environment and Self Illumination render elements.

Reset – Resets all changes made to their default values.

Save – Saves the changes as a light mix preset.

Load – Loads a light mix preset.

To scene – Applies the current V-RayLightMix changes to the scene. This sends all changes to colors/intensities back to the scene lights. This option is only available after the render has stopped.

To Composite – Sends the Light Selects from LightMix to Composite for additional post adjustments.

Recent – Shows a list of recent light mix presets.

Checkbox – Enables/Disables the selected light.

Multiplier – Specifies an intensity multiplier.

Color Slot – Specifies a color for the selected light.

Properties

RGB

LightMix

Composite

Reset

Save...

Load...

To Scene

To Composite

<input checked="" type="checkbox"/> All	1.000	
<input checked="" type="checkbox"/> Environment	1.000	
<input checked="" type="checkbox"/> Self Illumination	1.000	
<input checked="" type="checkbox"/> LightRectangle	1.000	
<input checked="" type="checkbox"/> LightDome	1.000	
<input checked="" type="checkbox"/> LightSphere	1.000	
<input checked="" type="checkbox"/> Rest	1.000	