

# Coat Reflection RE

This page provides information on the Coat Reflection Render Element.

## Overview

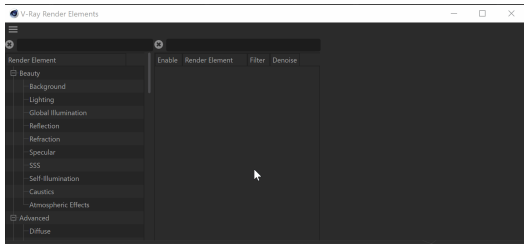
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The Coat Reflection Render element is analogous to the [Reflection Render Element](#), with the main difference being that all Coat render elements can be subtracted from the main back-to-beauty composite, graded, and added back in.

The Coat Reflection Render Element stores reflection information calculated from the materials' reflection values in the scene. Surfaces with no reflection values set in their materials contain no information in the render pass and, therefore, render as black.

The Coat Reflection Render Element is formed by multiplying the Raw Coat Reflection Render Element by the [Coat Filter Render Element](#). So, while the raw coat reflection pass gives the full reflection of objects reflecting in the scene, the coat reflection filter sets *how much* of that reflection should come through in the composite. The two are multiplied together to create the Coat Reflection pass, which gives a true representation of the reflection in the scene.

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



*How to add a render element to a scene*

## Properties

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**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 ☐