

# Sheen Glossiness RE

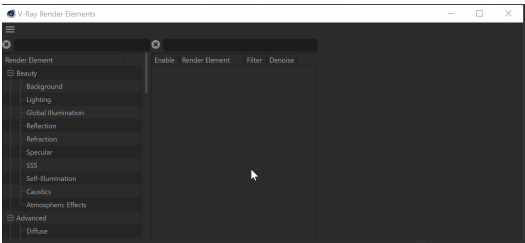
This page provides information on the Sheen Glossiness Render Element.

## Overview

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

**UI Path:** ||V-Ray|| > **Render Elements** > **Sheen Glossiness**



*How to add a render element to a scene*

## Properties

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

**Filtering** – Applies an image filter to this channel.

