

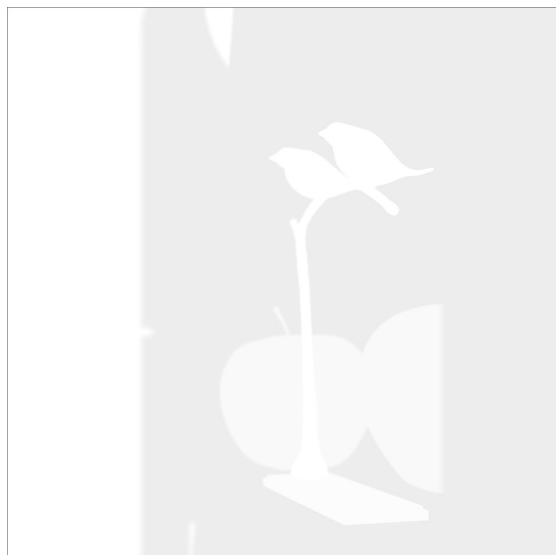
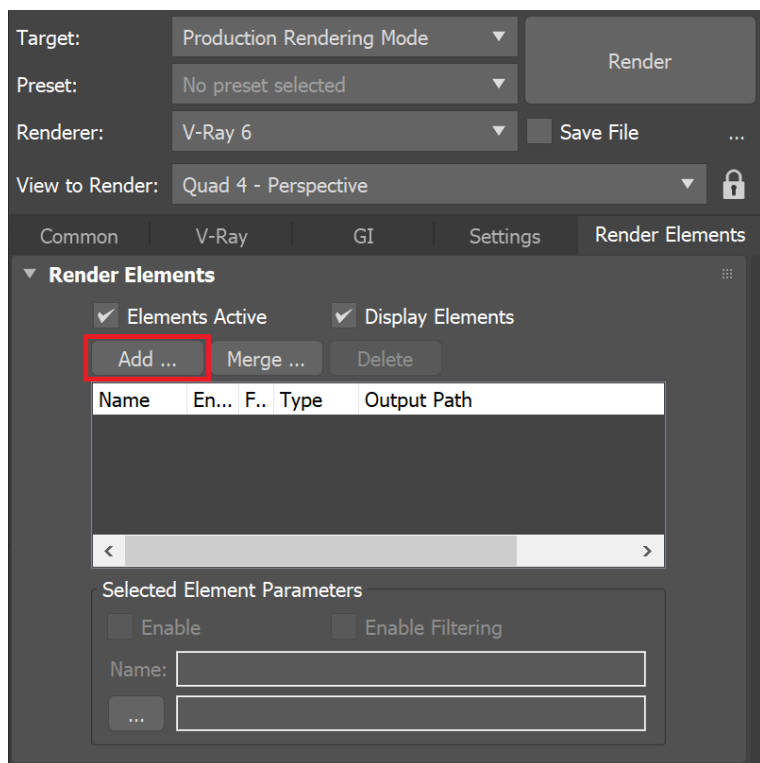
# VRayCoatGlossiness

This page provides information on the Coat Glossiness Render Element.

## Overview

The Coat Glossiness Render element is analogous to the [Mtl Reflect Glossiness Render Element](#). This channel holds a float number with the value set in the Coat Glossiness parameter in the [VRayMtl Coat Layer](#).

UI Path: ||Render Setup window|| > Render Elements tab > Add button > VRayCoatGlossiness



# Parameters

---

**VRayVFB** – When enabled, the render element appears in the V-Ray Frame Buffer.

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

