VRayCoatReflection

This page provides information on the Coat Reflection Render Element.

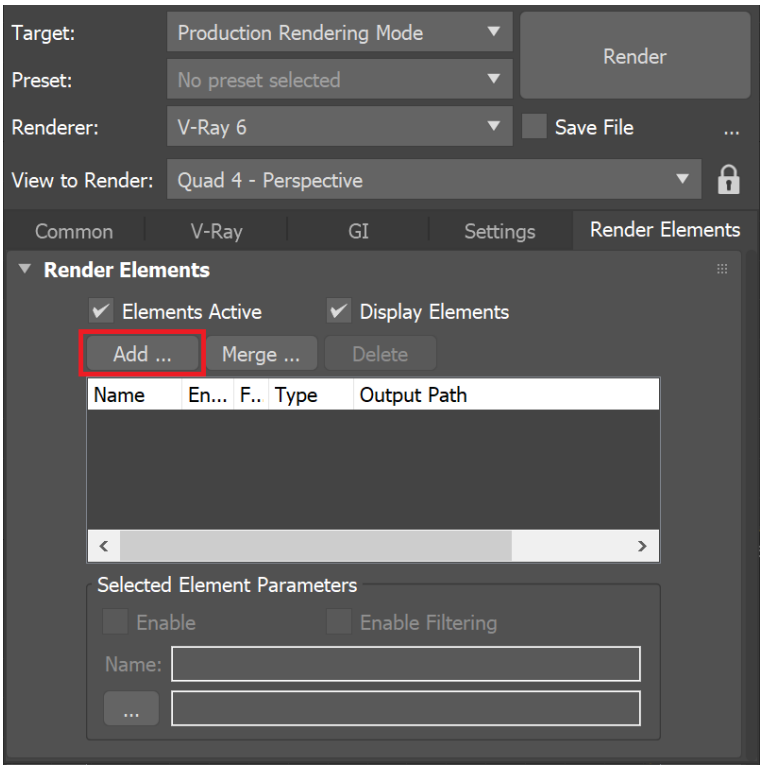
Overview

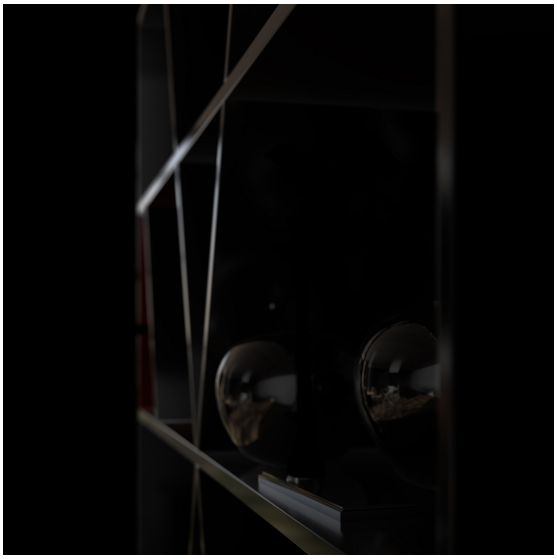
The Coat Reflection Render Element is analogous to the Reflection Render Element.

The Coat Reflection RE stores indirect reflection information calculated from VRayMtl Coat Layer. Surfaces with the Coat Amount parameter set to 0 contain no information in the render pass and therefore render as black.

The Coat Reflection RE can be obtained by multiplying the Raw Coat Reflection by the Coat Filter. 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: ||Render Setup window|| > Render Elements tab > Add button > VRayCoatReflection





Parameters

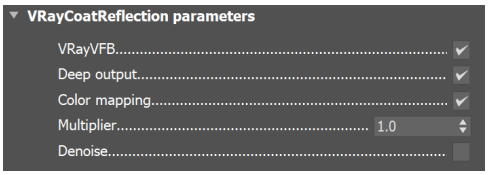
VRayVFB – When enabled, the render element appears in the V-Ray Frame Buffer.

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

Color mapping – Applies the color mapping options specified in the Color mapping rollout (Render Setup window > V-Ray tab) to this render element. This option is enabled by default.

Multiplier – Sets the overall intensity of the render element, where 1.0 is the standard multiplier.

Denoise – Enables the render element's denoising, provided the Denoiser render element is present.

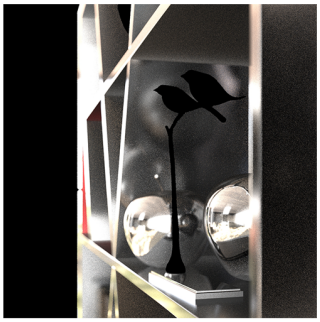


Common Uses

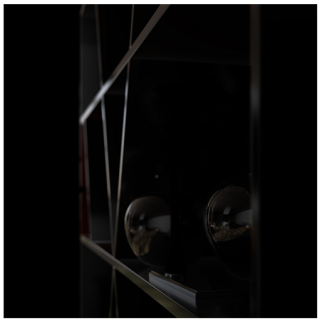
Fine-tuning the Coat Reflections

Applying the Coat Filter RE and the Raw Coat Reflection RE to the composition in **Multiply** blend mode produces Coat Reflection RE. This method is used to allow for better fine-tuning of the coat reflections in the scene. However, for general purposes, the Coat Reflection RE produces sufficient results.

V-Ray Coat Filter



V-Ray Raw Coat Reflection



V-Ray Coat Reflection

Enhancing the Coat Reflections

You can enhance the coat reflections of your composition by including the Coat Reflection RE in **Add** mode inside the VFB. Increasing the render element's contrast further accentuates the reflections. In this example, the effect is applied only in areas selected with a Cryptomatte mask. See how the composition changes after enhancing.

Before
After