# Toon RE

This page provides information on the Toon Render Element.

Overview

The V-Ray Toon Render Element renders the entire scene with the V-Ray Toon rendering effect and contains a mask for the toon outlines, although the toon color is not present in it. It also supports opacity set from the toon effect, presenting it as grayed outlines.

UI Path: ||V-Ray|| > **Render Elements** > **Toon**
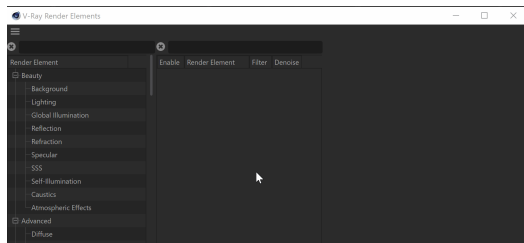
How to add a render element to a scene.

Properties

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.

Invert Color – Flips the black and white colors.

Properties

- Enable Deep Output ☑
- Color Mapping ☑
- Consider for Anti-Aliasing ☐
- Filtering ☑
- Derive Raw Channels ☑
- Vfb Color Corrections ☑
- Denoise ☐
- Invert Color ☐