

# Reflection Filter

This page provides information about the Reflection Filter render element in V-Ray for SketchUp.

## Overview

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Stores reflection color information based on the reflection color property of a material.

Reflection Filter

Beauty



## UI Paths

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||V-Ray Asset Editor|| > **Render Elements** (right-click) > **Reflection Filter**

||V-Ray Asset Editor|| > **Create Asset** (left-click) > **Render Elements** > **Reflection Filter**

## Parameters

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**Denoise** – Specifies whether to denoise this render element.



## Common Uses

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The **Reflection Filter** Render Element is useful for changing the appearance of Reflective elements after rendering, in a compositing or image editing software. In the example, the contrast of the Reflection Filter is increased, which makes reflective objects even more reflective. The [Raw Reflection Render Element](#) is used to colorize the reflections - the floor has a cool tint applied and the ceiling - a warm tint.

Before  
After





## Compositing

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[Raw Reflection](#) x Reflection Filter = [Reflection](#)



Raw Reflection



Reflection Filter



Reflection