

# Reflection

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

## Overview

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Stores reflection information based on the reflection properties of a material. Surfaces with no reflection values set in their materials contain no information in this render element and appear black.

Reflection

Beauty



## UI Paths

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

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

## Parameters

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



## Common Uses

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The **Reflection** Render Element is useful for changing the appearance of reflective elements after rendering using compositing or image editing software. In the example below, the reflections are brightened using the Reflection RE. Some of the reflections are selected using a [Cryptomatte mask](#) and a cool tint is applied to them.

Before  
After





## Compositing

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



Raw Reflection



Reflection Filter



Reflection