

Reflection Filter

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

Overview

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



UI Paths

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

Parameters

Denoise – Specifies whether to denoise this render element.



Common Uses

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

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



Raw Reflection



Reflection Filter



Reflection