# Raw Reflection

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

## Overview

Stores reflection amount information based on the reflection color value of a material.
Colorful reflection tint is ignored.
Raw Reflection
Beauty





## UI Paths

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

## Parameters

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

## Common Uses

The **Raw Reflection** Render Element is useful for changing the appearance of reflective scene elements in compositing or image editing software after the scene is rendered. See below how a scene looks before and after post-production. The reflections are reduced by increasing the intensity of the Reflection Filter RE. The result is then multiplied by the Raw Reflection to achieve the full reflections.

Before
After

## Compositing

Raw Reflection x Reflection Filter = Reflection

Raw Reflection     ✕     Reflection Filter     =     Reflection