

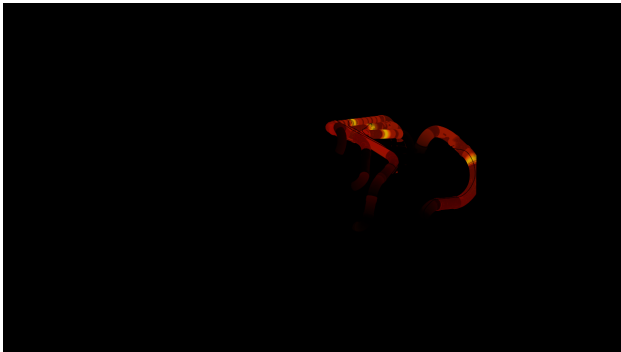
Self Illum

The Self Illumination Render Element stores the illumination of any self-illuminated materials in the scene.

Overview

The Self Illumination Render Element isolates any objects with **Self-Illumination** enabled in their [V-Ray Material](#). This render element is useful for brightening or color-correcting self-illuminated materials in the final composite.

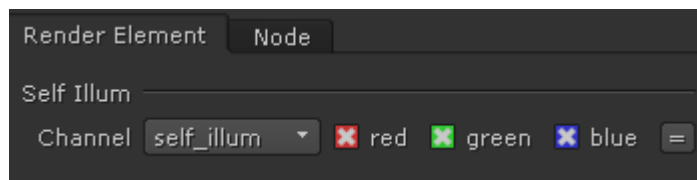
For example, the material [VRayMtl](#) has a parameter for self-illumination. If this parameter is set to a non-black color value, this render element will show the results of the self-illumination.



UI Path: ||Toolbar|| > **V-Ray Menu icon** > **Render** > **VRayRenderElement** > **Type: Self Illum**

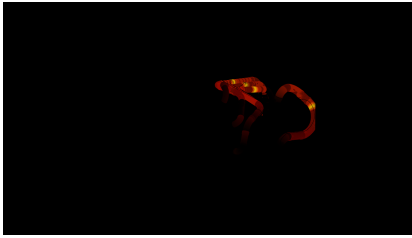
Properties

The Self Illum render element has no controllable properties.



Common uses

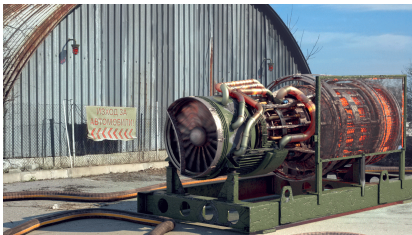
The Self Illumination Render Element is useful for changing the appearance of self-illuminated surfaces after rendering in compositing or image editing software. Below are two examples of its use.



Self Illumination Render Element



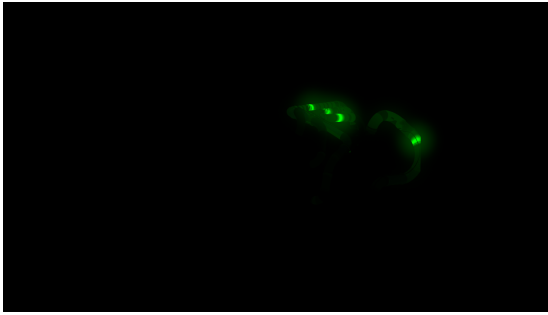
Original Beauty Composite with no Self
Illumination Render Element



Original Beauty Composite with Self
Illumination Render Element with no glow
added



Self Illumination Render Element with added glow



Tinted Self Illumination Render Element with added glow



Self Illumination with added glow



Color of self-illuminated surface changed in composite

Notes

- This element contains only the light geometry itself, not the light emitted from it. Lighting information is contained in the [Lighting Render Elements](#).