

Noise Level

This page describes the Noise Level render element and its uses.

Overview

The Noise Level Render Element shows the level of noise in the scene. It is the equivalent of the **noiseLevel** render element generated by the [V-Ray Denoiser](#). Noise Level is available as a separate render element for situations where it would be useful on its own outside of the V-Ray Denoiser, such as for manual denoising or debugging purposes.

In this render element, black areas indicate no noise, white pixels indicate a great deal of noise in that area, and grey pixels indicate a moderate level of noise.



Parameters

The parameters for this render element appear in the [V-Ray RenderChannelColor](#) render channels node.

Deep Output – Specifies whether to include this render element in deep images.

Color Mapping – When enabled, the [Color Mapping](#) options in the render settings are applied to the current render channel.

Consider For AA – When enabled, anti-aliasing is used where possible.

Filtering – Applies the image filter to this channel. Image filter settings are in the [Image Sampler tab](#) of the [Sampler tab](#) of the [V-Ray Renderer node](#).

Denoise – Enables the render element's denoising, provided the [V-Ray Denoiser](#) render element is present.

Derive Raw Channels – Generates data in the raw channels by combining the respective color and the filter color channels.

VFB Color Corrections – Applies the post render color adjustments made from the VFB.

