

VRayRawGlobalIllumination

This page gives an overview of the Raw Global Illumination render element and how it may be used in compositing.

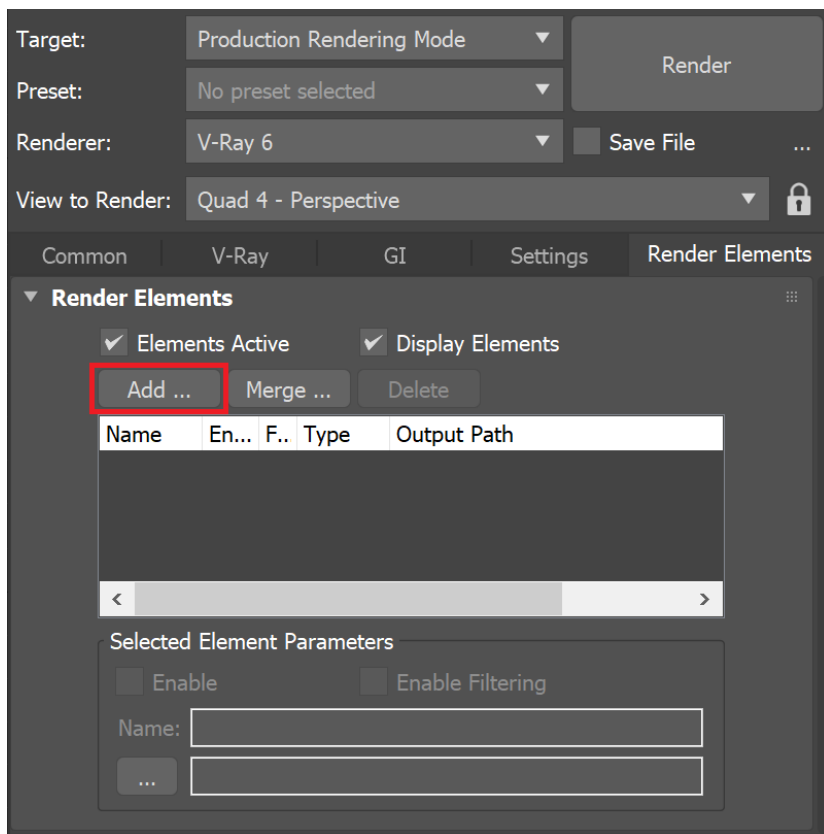
Overview

The Raw Global Illumination Render Element stores how much indirect lighting (reflected diffuse light) is received by surfaces in the scene. This raw element is useful for fine-tuning indirect lighting in the compositing process.

The VRayRawGlobalIllumination Render Element is untouched by the diffuse colors of the scene and represents the pure indirect lighting contribution. You can use this raw element to reconstitute the [VRayGlobalIllumination](#) by multiplying the VRayRawGlobalIllumination with the [VRayDiffuseFilter](#).

This raw render element must be rendered along with the Global Illumination ([VRayGlobalIllumination](#)) and the [VRayDiffuseFilter](#) render elements for proper results.

UI Path: ||Render Setup window|| > Render Elements tab > Add button > VRayRawGlobalIllumination





Parameters

This render element is enabled through the Render Elements tab of the Render Setup window in 3ds Max and displays its parameters in a rollout at the bottom of the window:

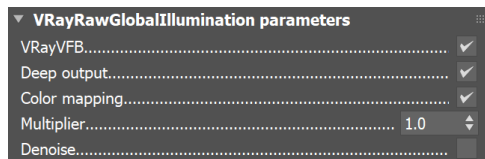
VRayVFB – When enabled, the render element appears in the V-Ray Virtual Frame Buffer.

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

Color mapping – Applies the color mapping options specified in the [Color mapping](#) rollout (Render Setup window > V-Ray tab) to this render element. This option is enabled by default.

Multiplier – Sets the overall intensity of the render element, where 1.0 is the standard multiplier.

Denoise – Specifies whether to denoise this render element.



Common Uses

Once the scene is rendered, the **Raw Global Illumination Render Element** is useful for changing the appearance of indirect lighting in a compositing or image editing application. See the Raw Global Illumination before and after editing and the resulting images.



V-Ray Raw Global Illumination



Original Beauty composite



V-Ray Raw Global Illumination edited



Beauty composite edited

Underlying Compositing Equation

$$\text{VRayRawGlobalIllumination} \times \text{VrayDiffuseFilter} = \text{VRayGlobalIllumination}$$



V-Ray Raw Global
Illumination



V-Ray Diffuse Filter



V-Ray Global Illumination