

GI

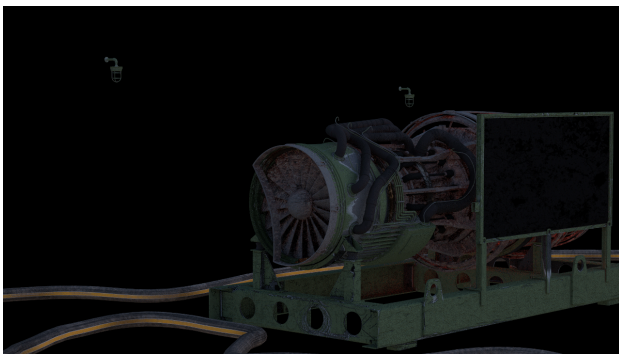
This page gives an overview of the GI (Global Illumination) render element and explains how it is used in compositing.

Overview

The Global Illumination (GI) Render Element is a color image that stores indirect lighting information coming from reflected diffuse light in a scene (without direct light and reflection contributions) when Global Illumination is enabled in Render Settings. This element may be used directly in [Back to Beauty](#) compositing and adjusted for brightness and color to control the final image easily.

For even more control of indirect illumination without re-rendering the scene, the Global Illumination render element may be re-assembled by multiplying the [GI Raw](#) Render Element by the [Diffuse](#) Render Element:

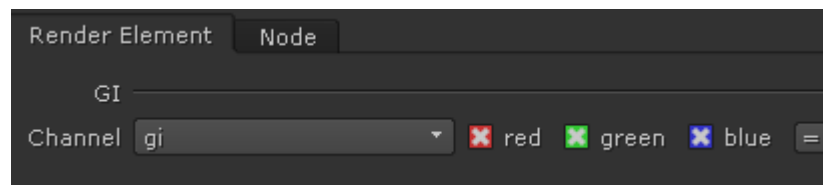
$$\text{GI Raw} \times \text{Diffuse} = \text{GI}$$



UI Path: `||Toolbar|| > V-Ray Menu icon > Render > VRayRenderElement > Type: GI`

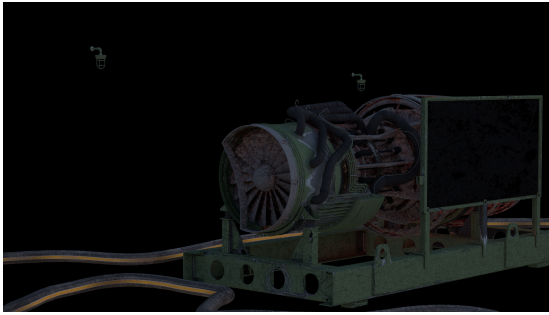
Properties

The GI render element has no controllable properties.



Common Uses

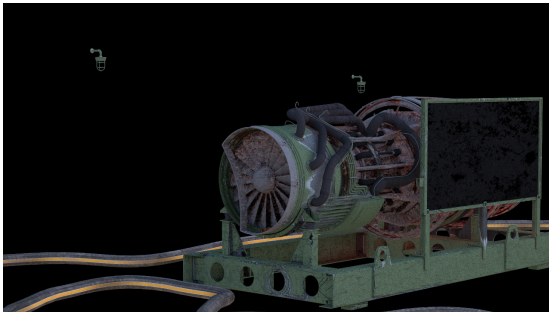
The Global Illumination Render Element is useful for changing the appearance of Indirect lighting after rendering, using a compositing or image editing software. Below are a couple of examples of its use.



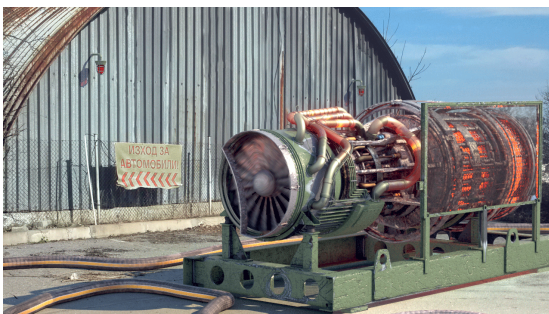
Global Illumination Render Element



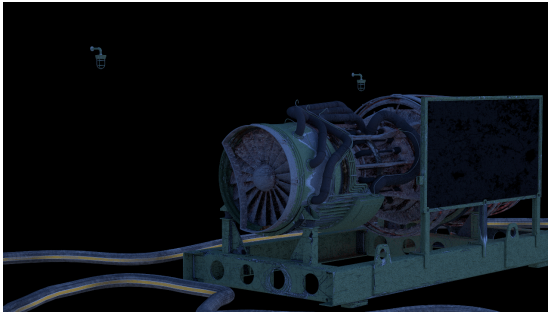
Original Beauty Composite



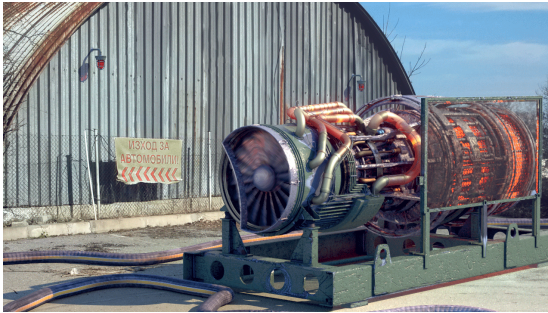
Brightened Global Illumination Render Element



Brightened GI



Brightened and tinted Global Illumination Render Element



Tinted and tinted Brightened GI

Compositing Formula

$$\text{GI Raw} \times \text{Diffuse} = \text{GI}$$

