

Reflection IOR

This page gives some basic details about the Reflect IOR Render Element and how it is used.

Overview

The **Reflect IOR** Render Element returns an image with floating-point values that correspond to the **Fresnel IOR** (index of refraction) values of scene objects' materials. This render element is useful for baking the IOR parameter values for later loading in a real time visualization engine.

IOR values at or above 1.0 are represented as pure white. Note that it is common for IOR values to be above 1.0, which means portions of the image might appear as uniformly white when there are actually many different IOR values present.

Sampling the pixel values in the non-black areas will return the precise floating-point Fresnel IOR numbers for that portion of the object. The image at right shows an IOR value of 1.6 being sampled with the **Show Pixel Information** tool in the [Old V-Ray Frame Buffer](#).



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.

Usage Notes

- The **Reflect IOR** Render Element can be useful when baking textures for real-time shading in game engines.
- This render element is not supported with V-Ray GPU rendering.

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| Type | Reflection IOR |
| Name | <code>`opname('`,`')`</code> |
| | <input checked="" type="checkbox"/> Deep Output |
| | <input type="checkbox"/> Color Mapping |
| | <input type="checkbox"/> Consider For AA |
| | <input checked="" type="checkbox"/> Filtering |
| | <input type="checkbox"/> Denoise |
| | <input checked="" type="checkbox"/> Derive Raw Channels |
| | <input type="checkbox"/> VFB Color Corrections |