

V-RayNoiseLevel

This page describes the V-RayNoiseLevel Render Element and its uses.

Overview

The V-RayNoiseLevel 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](#). V-RayNoiseLevel 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.

UI Path: ||Render Setup window|| > Render Elements tab > Add button > V-RayNoiseLevel

Target:

Production Rendering Mode ▼

Render

Preset:

No preset selected ▼

Renderer:

V-Ray 6 ▼

Save File

View to Render:

Quad 4 - Perspective

Common

V-Ray

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Settings

Render

▼ Render Elements



Elements Active



Display Elements

Add ...

Merge ...

Delete

Name

En...

F...

Type

Output Path



Selected Element Parameters

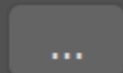


Enable



Enable Filtering

Name:



...



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 Frame Buffer](#).

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

▼ **VRayNoiseLevel parameters**

VRayVFB.....

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Deep output.....

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