VRayNoiseLevel

This page describes the VRayNoiseLevel Render Element and its uses.

Overview

The VRayNoiseLevel 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. **VRayNoiseLevel 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 > VRayNoiseLevel

Target:	Production Rendering Mode ▼	Rende
Preset:	No preset selected ▼	
Renderer:	V-Ray 6 ▼	☐ Save File
View to Render:	Quad 4 - Perspective	

Common	V-Ray	GI	Settings	Render

▼ **Render Elements**

☑ Elements Active   ☑ Display Elements

[**Add ...**] [Merge ...] [Delete]

Name	En...	F..	Type	Output Path

⟨ _____ ⟩

Selected Element Parameters
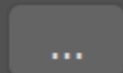
☐ Enable   ☐ Enable Filtering

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.