

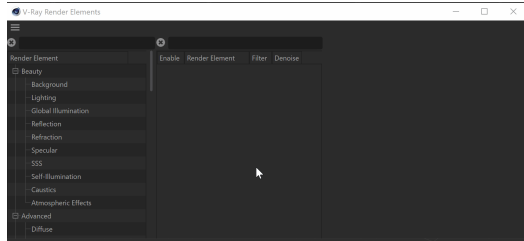
Raw Sheen Filter RE

This page provides information on the Raw Sheen Filter Render Element.

Overview

The Raw Sheen Reflection Filter Render Element is similar to the [Sheer Filter Render Element](#), except it is not affected by Fresnel falloff. The result is a solid mask showing the areas of reflection.

UI Path: ||V-Ray|| > **Render Elements** > [Raw Sheen Filter](#)



How to add a render element to a scene

Properties

Enable 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 of the V-Ray tab in the Render Settings window to this render element. This option is enabled by default.

Consider for Anti-Aliasing – When enabled, anti-aliasing is used where possible.

Filtering – Applies an image filter to this channel.

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.

Denoise – Enables the render element's denoising, provided the Denoiser render element is present.

