

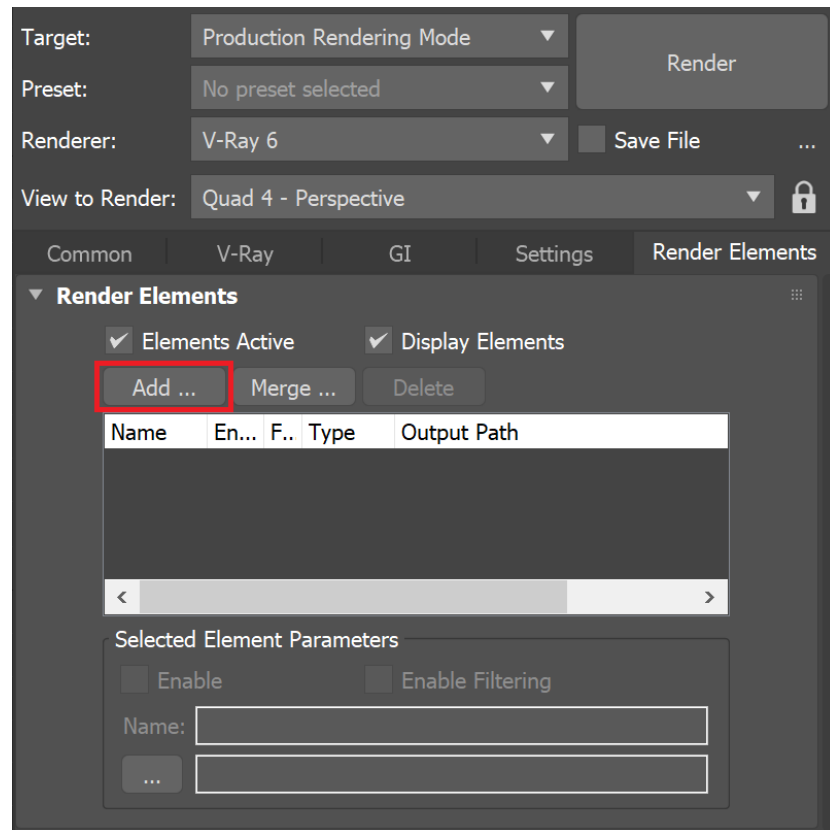
V-RayRawDiffuseFilter

This page describes the Raw Diffuse Filter Render Element.

Overview

The **Raw Diffuse Filter** Render Element is similar to the [Diffuse Filter](#) Render Element, except it is not affected by the reflection and refraction combined weight. The result is a solid mask showing the pure diffuse color as set in the V-Ray Material's settings.

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



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 as a selection in the [V-Ray Frame Buffer](#).

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 (**Render Setup** window > **V-Ray** tab) to this render element. This option is disabled by default.

Multiplier – Sets the overall intensity of the render element, where 1.0 is the standard multiplier.

Denoise – Specifies whether to denoise this render element.

