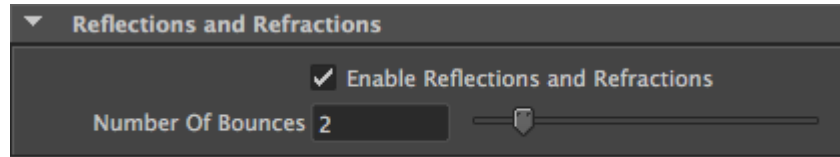# Quality: Reflections and Refractions

Overview

The *Reflections and Refractions* group of attributes control the appearance of reflections and refractions of objects (also know as specular reflections).

The Reflections and Refractions group

Enable Reflections and Refractions

> Specifies wether or not we want to see reflections and refractions of objects. Setting this to 'off' is equivalent to setting the *Number of Bounces* to '0'. The default value is 'on'.

Number Of Bounces

> Sets an upper limit on how many levels of reflections/refractions we want to see (i.e. the number of bounces the ray-traced ray can travel). The default value is '2'.