Prelit Workflow
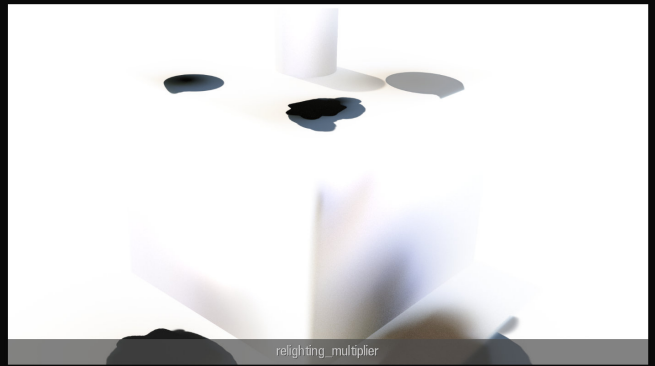
Composed Image
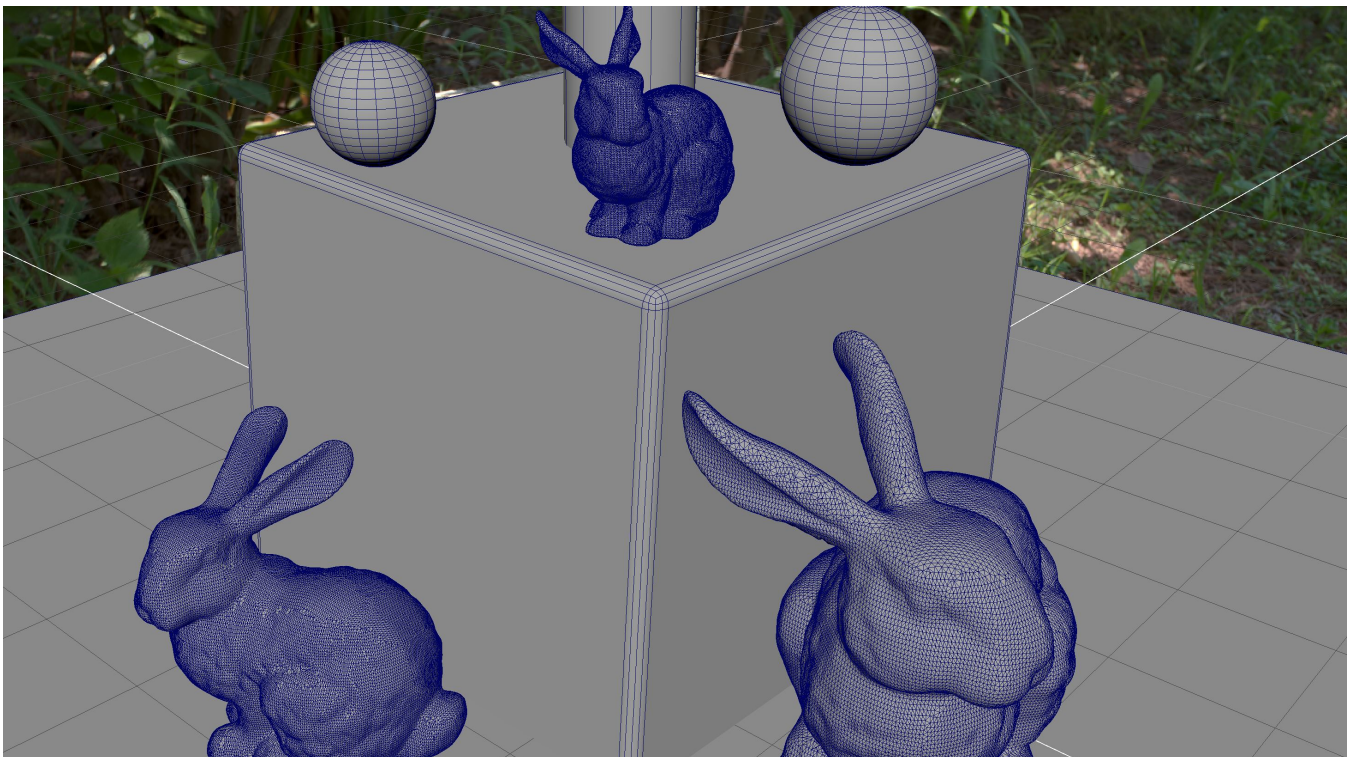

HDR Background Plate

Rendered AOVs

rgba

relighting_multiplier

baked_radiance
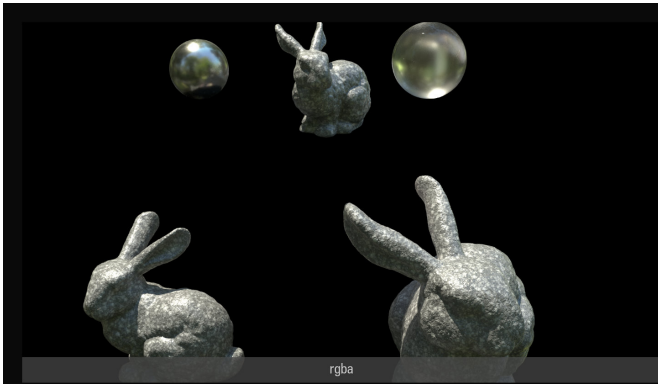
Scene Geometry

HDR 360 Environment

Sample Composition - Fusion 9

prelit.exr (LD)

AOV
Relighting Multiplier

prelit.exr (LD)

RGB
Main Beauty Output

BG.exr (LD)

Merge1_1

Merge2_1

BG
Background Plate

Merge_1
Multiply Blend Mode

Merge_2
Over Blend Mode

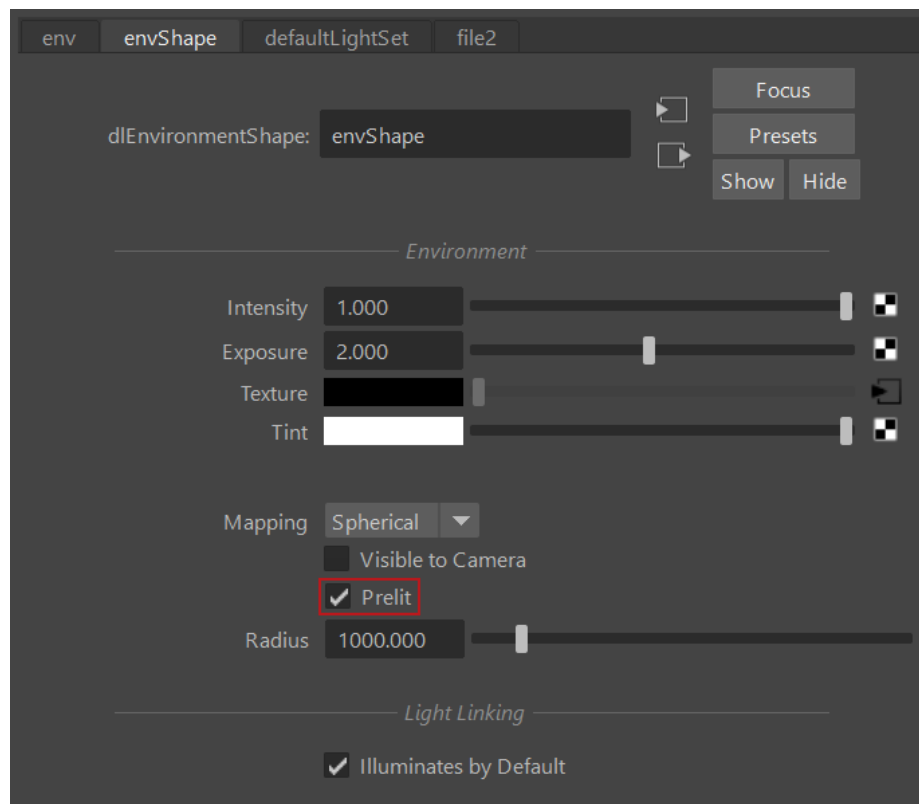Result
Composed Image
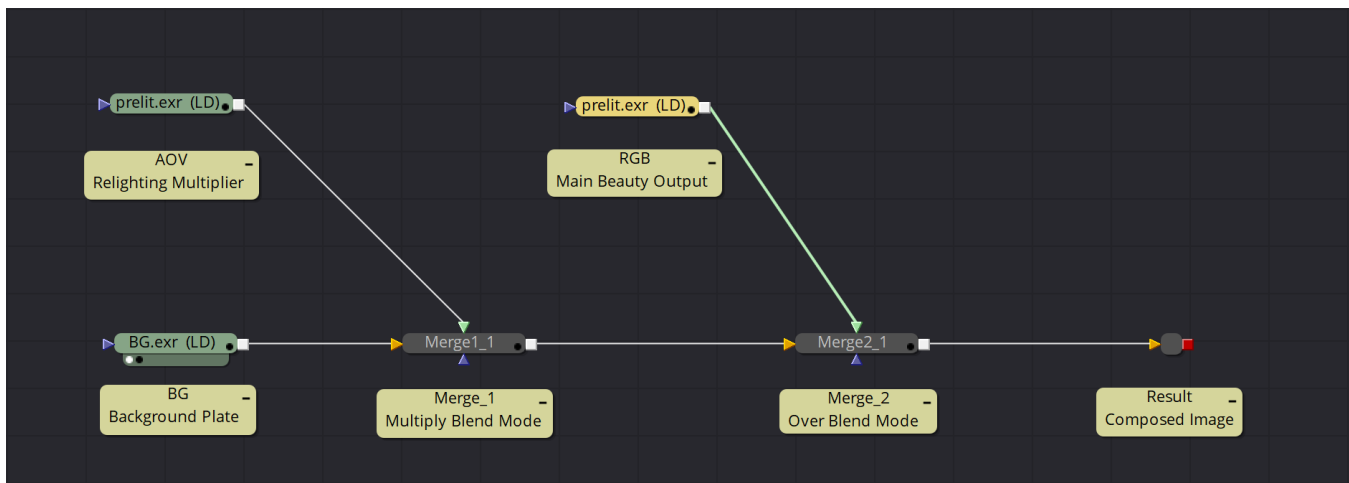
Prelit Material Shading Network
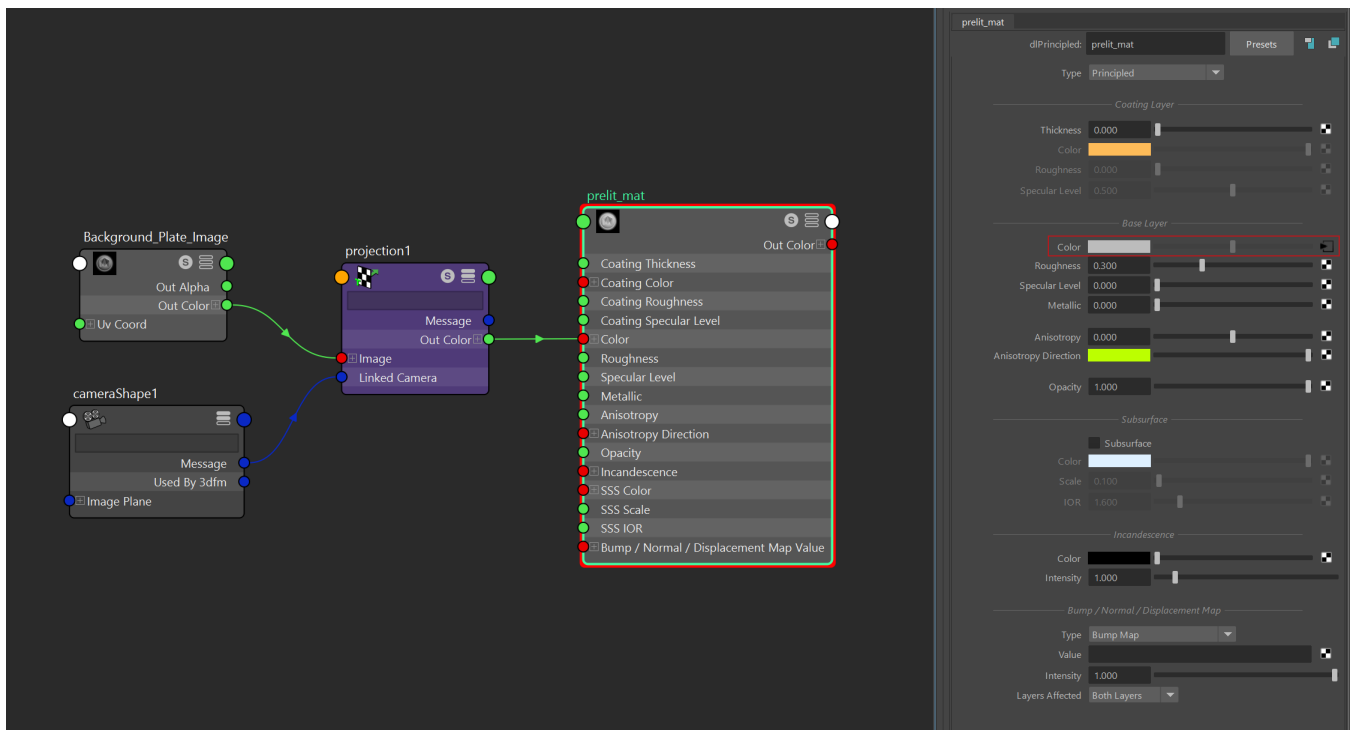
Prelit Tag on Environment

Prelit Tag on Geometry

cube_geo	cube_geoShape	prelit_mat

mesh: cube_geoShape

Focus

Presets

Show Hide

▶ **Tessellation Attributes**
▶ **Mesh Component Display**
▶ **Mesh Controls**
▶ **Tangent Space**
▶ **Smooth Mesh**
▶ **Displacement Map**
▶ **Render Stats**
▶ **Object Display**
▼ **3Delight**

☐ Render Mesh as a Subdivision Surface

Visibility

☑ Visible in Diffuse

Compositing Prelit ▼

Motion Blur

Deformation Motion Blur On (if detected) ▼

Additional Samples 0