Render Pass Type Items

COMBINED:

Combined.

Z:

Z.

SHADOW:

Shadow.

AO:

Ambient Occlusion.

POSITION:

Position.

NORMAL:

Normal.

VECTOR:

Vector.

OBJECT_INDEX:

Object Index.

UV:

UV.

MIST:

Mist.

EMIT:

Emit.

ENVIRONMENT:

Environment.

MATERIAL_INDEX:

Material Index.

DIFFUSE_DIRECT:

Diffuse Direct.

DIFFUSE_INDIRECT:

Diffuse Indirect.

DIFFUSE_COLOR:

Diffuse Color.

GLOSSY_DIRECT:

Glossy Direct.

GLOSSY_INDIRECT:

Glossy Indirect.

GLOSSY_COLOR:

Glossy Color.

TRANSMISSION_DIRECT:

Transmission Direct.

TRANSMISSION_INDIRECT:

Transmission Indirect.

TRANSMISSION_COLOR:

Transmission Color.

SUBSURFACE_DIRECT:

Subsurface Direct.

SUBSURFACE_INDIRECT:

Subsurface Indirect.

SUBSURFACE_COLOR:

Subsurface Color.