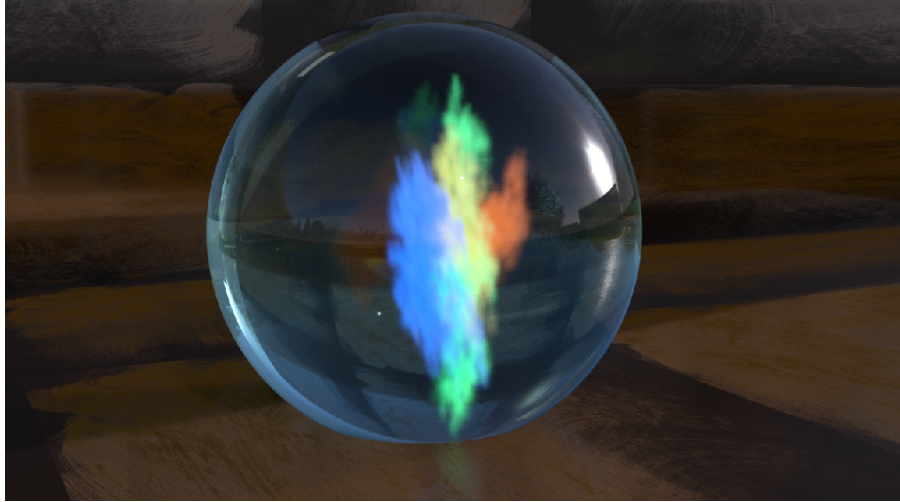


# Glass Refraction



## Specular Trace Depth

For glass refraction, we use [PxrSurface's](#) Glass lobe. If we see dark areas inside the glass, we need to increase the maximum specular depth. To do this, we add `ri_speculardepth` in your object and set it above 2.

 Find out more about [Trace Depth](#) settings.

