Combining Passes in Nuke

- render passes and Merge node operation menu setting
  - diffuse – over
  - specular – screen
  - rim – screen
  - reflection – over
  - ambient occlusion – multiply (with diffuse pass)
  - shadow – over
  - self-shadow – over
  - ambient – screen
  - translucence/subsurface scatter – screen
  - fog – screen