

Color Correction

This page provides information about the Color Correction utility texture in V-Ray for Blender.

Overview

The Color Correction utility texture enables the application of various color corrections.

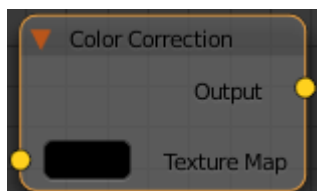


UI Path

||Node Editor|| > **Add** > **Utility Textures** > **Color Correction**

Node

Texture Map – Allows the input of a texture map.



Parameters

Adv Base – Affects pixel gamma settings without affecting the luminance level.

Adv Brightness – Affects overall pixel color value.

Adv Contrast – Affects pixel gamma settings.

Adv Offset – Specifies color offset.

Adv Rgb Base – Affects the gamma value without changing the brightness of the pixel.

Adv Rgb Brightness – Affects the pixel brightness value if Adv Use Red /Green/Blue options are enabled.

Adv Rgb Contrast – Affects the pixel contrast value if Adv Use Red/Green /Blue options are enabled. This option can be for used for gamma correction.

Adv Rgb Offset – Controls the overall brightness of the pixel color.

Adv Use Blue/Green/Red – If enabled, uses the blue/green/red component for the Adv Rgb parameters.

Brightness – The specified value is added to the texture brightness.

Contrast – Adjusts the correction of the color contrast.

Hue Shift – Shift added to the color hue.

Hue Tint – Specifies the tinting color for the current colors.

Lightness Mode – Specifies the lightness mode.

Standard – Allows easy to use control and works with **Brightness and Contrast options**.

Advanced – Simulates camera exposure and photo changes in maps.

Rewire Alpha/Blue/Green/Red – Allows the following channels to be assigned into the **Red, Green, Blue or Alpha channels**:

Red – Assigns the red channel.

Green – Assigns the green channel.

Blue – Assigns the blue channel.

Alpha – Assigns the alpha channel.

Redinv – Assigns the inverse of the red channel. **This option converts the color to Cyan.**

Greeninv – Assigns the inverse of the green channel. **This option converts the color to Magenta.**

Blueinv – Assigns the inverse of the blue channel. **This option converts the color to Yellow.**

Alphainv – Assigns the inverse of the alpha channel.

Monochrome – Assigns the channel to be monochrome

One – Sets the channel to the highest possible value.

Zero – Sets the channel to the lowest possible value.

Saturation – Specifies a value for the saturation or desaturation of colors.

Source Color – Specifies the source color.

Tint Strength – Adjusts the strength of the hue tint.

Node: Color Correction

◀ Adv Base: 1.000 ▶

◀ Adv Brightness: 1.000 ▶

◀ Adv Contrast: 1.000 ▶

◀ Adv Offset: 0.000 ▶

Adv Rgb Base:

Adv Rgb Brightness:

Adv Rgb Contrast:

Adv Rgb Offset:

☐ Adv Use Blue

☐ Adv Use Green

☐ Adv Use Red

◀ Brightness: 0.000 ▶

◀ Contrast: 1.000 ▶

◀ Hue Shift: 0.000 ▶

Hue Tint:

Lightness Mode:

Standard

Rewire Alpha:

Alpha

Rewire Blue:

Blue

Rewire Green:

Green

Rewire Red:

Red

◀ Saturation: 0.000 ▶

Source Color:

◀ Tint Strength: 0.000 ▶