V-Ray Color Correct Maya

This page provides information about the V-Ray TexColorCorrect node.

Overview

The V-Ray Color Correct (Maya) utility texture works with the Red, Green and Blue channels of a texture map and allows them to be remapped to different colors.

Parameters

Color – Specifies the color for the correction.

Alpha – Specifies the Alpha.

HSV Tweaks

Hue Shift – Specifies a value for the adjustment of the current color hue.

Saturation – Specifies a value for the saturation or desaturation of colors. The **Saturation channel is multiplied by the Gain.**

**Value** – Value channel is multiplied by the **Gain.**

Color Tweaks

Gain – Specifies a gain correction to the color.

Offset – Specifies an offset correction to the color.

Gamma – Specifies a gamma correction to the color.

Clamp Color – RGBA channels are clamped by the specified Clamp Min /Max values. The normal range of the parameters is [0..1] but it can still specify values out of this range to clamp HDRI images. Affects alpha.

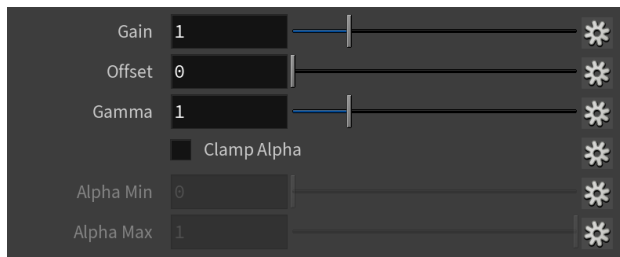**Clamp Min/Max** – Controls Clamp range.
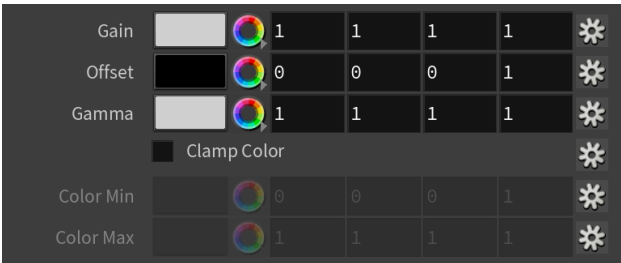
Alpha Tweaks

Gain – Specifies the gain.

Offset – Specifies the offset.

Gamma – Specifies the gamma.

Clamp Alpha – RGBA channels are clamped by the specified Clamp Min /Max values. The normal range of the parameters is [0..1] but it can still specify values out of this range to clamp HDRI images. Affects alpha.

Clamp Min/Max – Controls Clamp range.

Options

Unpremultiply Input – **If the source texture has alpha channel, RGB channel values are normally multiplied with the alpha channel value. For example, if a white pixel has 50% alpha, it's stored as %50 gray. This provides faster compositing operations since RGB values are already multiplied with alpha.**

Premultiply Result – **Multiply RGB channels with the resulting alpha value.**