

# PxrHSL

Adjust the hue, saturation and value of a given input color. Note the output is in RGB color space.

## Input Parameters

### Input Color

The color to have HSL adjustments applied to it.

### Hue

The amount to shift hue by.

### Saturation

The amount to scale saturation by.

### Luminance

The amount to scale luminance by.

## Output Parameters

### resultRGB

The clamped color result.

### resultR

The R channel from the resultRGB output.

### resultG

The G channel from the resultRGB output.

### resultB

The B channel from the resultRGB output.