

# PxrColorCorrect

PxrColorCorrect combines a number of classic remapping and color correction methods.

## Input Parameters

### Input Color

Plug an input color pattern here.

### Mask

#### Input Mask

A mask defining the color-corrected areas.

#### Invert Mask

Inverts the mask's influence.

#### Mix Mask

*Blend* in the mask. When set to 0.0, there is no color correction at all.

## Input Range

### Input Min

*Input Min* will remap the 0.0 value to a value of your choice. When set to 0.0, nothing changes. This is equivalent to the black point in Photoshop's Levels dialog.

### Input Max

*Input Max* will remap the 1.0 value to a value of your choice. When set to 1.0, nothing changes.

## Color Correct

### Gamma

Applies a per-channel gamma correction. Values lower than 0.0 are ignored, 1.0 is neutral.

### Contrast

Applies a per-channel contrast. The valid range is -1 to +1, 0.0 is neutral.

### Contrast Pivot

Specifies the per-channel pivot of the contrast curve. By default, it is centered at 0.5 to mimic classic photoshop-style operation.

### RGB Gain

Use *RGB Gain* to tint your input. This color will simply multiply your input color. 1.0 is neutral.

### HSV

Apply a Hue, Saturation, Value color correction. Hue is an offset. Saturation and Value are multipliers.

### Exposure

Adjust the exposure of the input color by the given stops. Each positive stop will double the input's intensity. Each negative stop will halve the input's intensity. Often it is preferable to use *Exposure* instead of a straight multiplication (like *RGB Gain*), as it is perceptually linear.

## Output Range

### Output Min

*Output Min* will remap the final color's 0.0 value to a value of your choice.

## **Output Max**

*Output Max* will remap the final color's 1.0 value to a value of your choice.

## **Clamp Output**

### **Clamp Output**

The final color can optionally be clamped to make sure it sits within a user-defined range.

## **Output Parameters**

### **resultRGB**

The color emitted from the black body that was heated to the given temperature.

### **resultR**

The R channel from the resultRGB output.

### **resultG**

The G channel from the resultRGB output.

### **resultB**

The B channel from the resultRGB output.