

# PxrGamma

Adjust the gamma of the input color by the given amount. Gamma affects midtones, pure white or black input colors are unaffected.

## Input Parameters

### Input Color

The color to have exposure adjustment. Plug a color pattern here.

### Gamma

The amount of gamma to adjust the inputRGB.

### Max

The maximum value allowed for each of the color channels.

## 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.