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.