

# PxrRemap

Adjusts an input image by darkening or lightening its mid-tones, highlights, and dark areas. The colors that are remapped to a lighter or darker color depend on the specified bias and gain values.

## Input Parameters

### Input Color

The input color will be remapped with the specified bias and gain.

### Input Range

#### Input Min

The lower range of the input. This will be linearly mapped to 0.0 before applying the bias and gain.

#### Input Max

The upper range of the input. This will be linearly mapped to 1.0 before applying the bias and gain.

### Clamp Input

If enabled, inputs less than inputMin or greater than inputMax will be clamped before applying the bias and gain. Clamping is performed on each color component independently. If disabled this may produce excessive results.

## Remap

### Bias

Adjusts the mid-tones in the inputRGB color. This is a normalized gamma correction factor. Values greater than 0.5 lighten the mid-tones in the inputRGB color, and values less than 0.5 make the mid-tones darker.

```
bias = 0
bias = 0.25
bias = 0.5
bias = 0.75
bias = 1
```

### Gain

Lightens or darkens the highlights and dark areas from the inputRGB color. Gain is used to favor dark areas when it is less than 0.5, and it favors light areas when the gain is greater than 0.5.

```
gain = 0
gain = 0.25
gain = 0.5
gain = 0.75
gain = 1
```

## Output Range

### Output Min

The lower range of the output. Values will be linearly mapped from 0.0 to this after applying the bias and gain.

### Output Max

The upper range of the output. Values will be linearly mapped from 1.0 to this after applying the bias and gain.

### Clamp Output

If enabled, the final outputs will be clamped to the 0.0 to 1.0 range. This clamping is performed on each color component independently.

## 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.