PxrExposure

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 (also called gain), as it is perceptually linear.

Input Parameters

Input Color

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

Stops

The number of stops to adjust the inputRGB. The result is multiplied by 2 to the power of stops.

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.