# **Color Management**



RenderMan features robust support for the industry-standard ACES color management system, and other color spaces, such as the popular Filmic Blender, in all bridge products, including the interactive RenderMan Image Tool.

## **OCIO** Configurations

RenderMan ships with a number of OCIO configurations :

#### LINEAR-sRGB

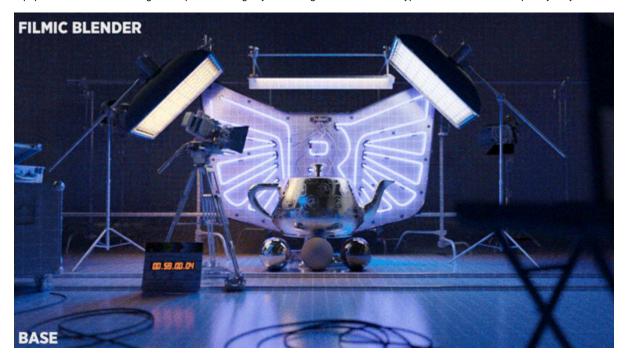
The original Sony Pictures Imageworks configuration has been used since the dawn of time.



ACES-1.2 The visual effects standard Academy Colour Encoding System for filmmaking and computer graphics.



FILMIC BLENDER A popular BT.709-based configuration provides a high dynamic range and other effects typical in film stock. Developed by Troy Sobotka.



## **Configuration selection**

- \$OCIO: Use the color space defined by your systems environment variable. Typically sRGB.
  Off: Scene Linear is defined as the scene-wide color space.

- ACES1.2: Use the ACES 1.2 color encoding system that ships with RenderMan 24.
- Filmic Blender: Use the popular BT.709 color space.
- Custom: Allows for a custom color space file to be specified.



Please note that you will need to close and re-open IT when switching between OCIO configurations for the new color space to be correctly displayed in IT

## Color managed items

- UI color values
  - o All DCC apps provide a color-managed color picker that will return a color in the rendering colorspace. RenderMan simply uses them as-
- Lights
  - o Color Temperature was computed in Rec.709 before 24.0 and is now color-managed.
  - PxrEnvDayLight is also color-managed and relies on the **srgb\_linear** role.
- - Textures MUST be converted to the **rendering** color space before usage. This task can be accomplished by the Texture Manager.
     It is also possible to use the PxrColorSpace pattern to convert a texture color, but at a performance cost.
- Patterns
  - PxrBlackBody is color-managed.PxrHairColor is color-managed.

  - PxrColorSpace allows artists to convert from one color space to the rendering space.