

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](#)
 - All DCC apps provide a color-managed color picker that will return a color in the rendering colorspace. RenderMan simply uses them as-is.
- [Lights](#)
 - 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](#)
 - 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.