Color Correction

The Color Correction utility node

This utility node allows color correction operations on an input color. Gamma correction, hue shift, saturation modification and contrasting are supported.

Gamma

Apply a gamma correction to the input color, if Gamma different that 1.

Result = pow(*Input,* 1/**Gamma**)

0.5 1.0 2.0

Hue Shift

Rotate the hue by the given amount. Default is 0.

*Result Hue = Input Hue + **Hue Shift***

Note that a value of 1 means full rotation and gives the same result a 0 (in other words, 1 is a 360 degrees rotation).

0.0

0.33

0.66

Saturation

Multiplies colour's saturation by the given value. Default is 1.

*Result Saturation = Input Saturation * **Saturation***

0.2

1.0

1.4

Vibrance

Vibrance performs a more pleasant modification of color's saturation. Leaving already saturated areas unchanged and having effect on unsaturated colors. Default is 1.

0.0

1.0

2.0

Contrast

Perform a contrasting operation on the color. The value is scaled around the provided pivot.

*Result = (Corrected - **Contrast Pivot**) * **Contrast** + **Contrast Pivot***

0.5

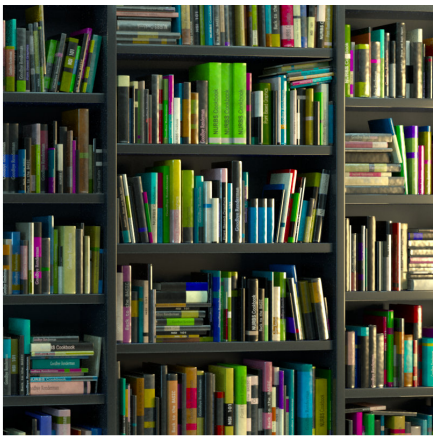
1.0

1.5

Contrast Pivot

0.18

0.5



0.7

Exposure

Multiplies the corrected color by 2^**Exposure**. Default is 0.

-2.0

0.0

2.0

Offset

Adds this color to the corrected color. Default is 0.

Result = Corrected + ***Offset***

Invert

Invert the output color. Default is OFF.

Result = 1 - clamp(*Corrected,* 0, 1)

On

Off