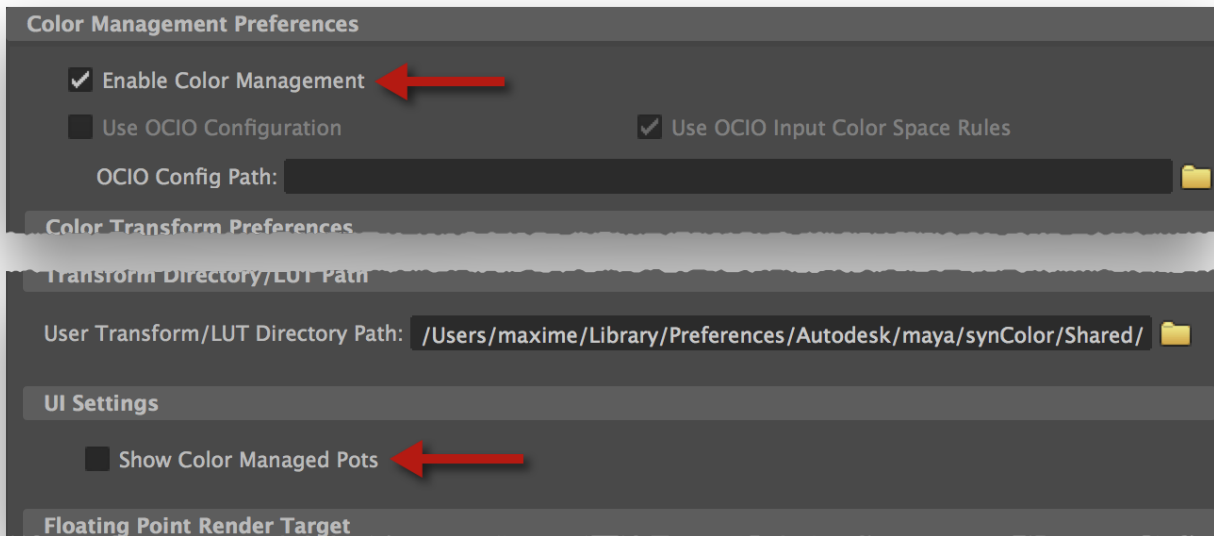


Setting Up 3Delight for Maya Color Management in Maya 2015 Extension and Newer

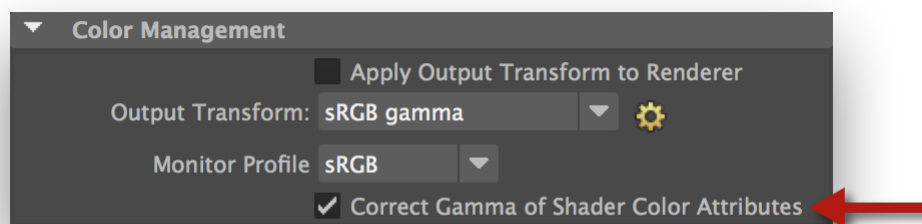
This page explains how to configure 3Delight for Maya Colour Management **instead of** the Maya Colour Management. The [last section](#) explains how to render old scenes in Maya 2015 Extension.

Maya Preferences Settings



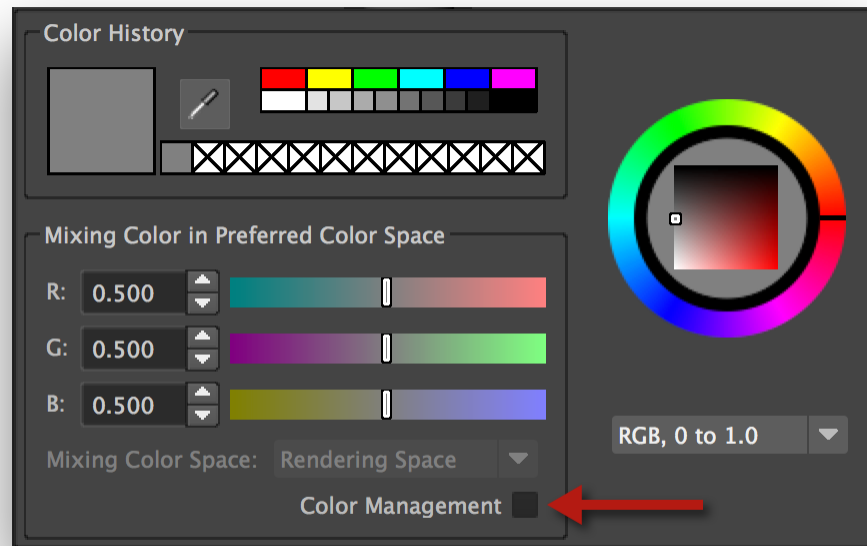
- In the *Maya Preferences*, pick the *Color Management* section.
- In the *Color Management Preferences* section, turn on *Enable Color Management*.

3Delight Render Settings



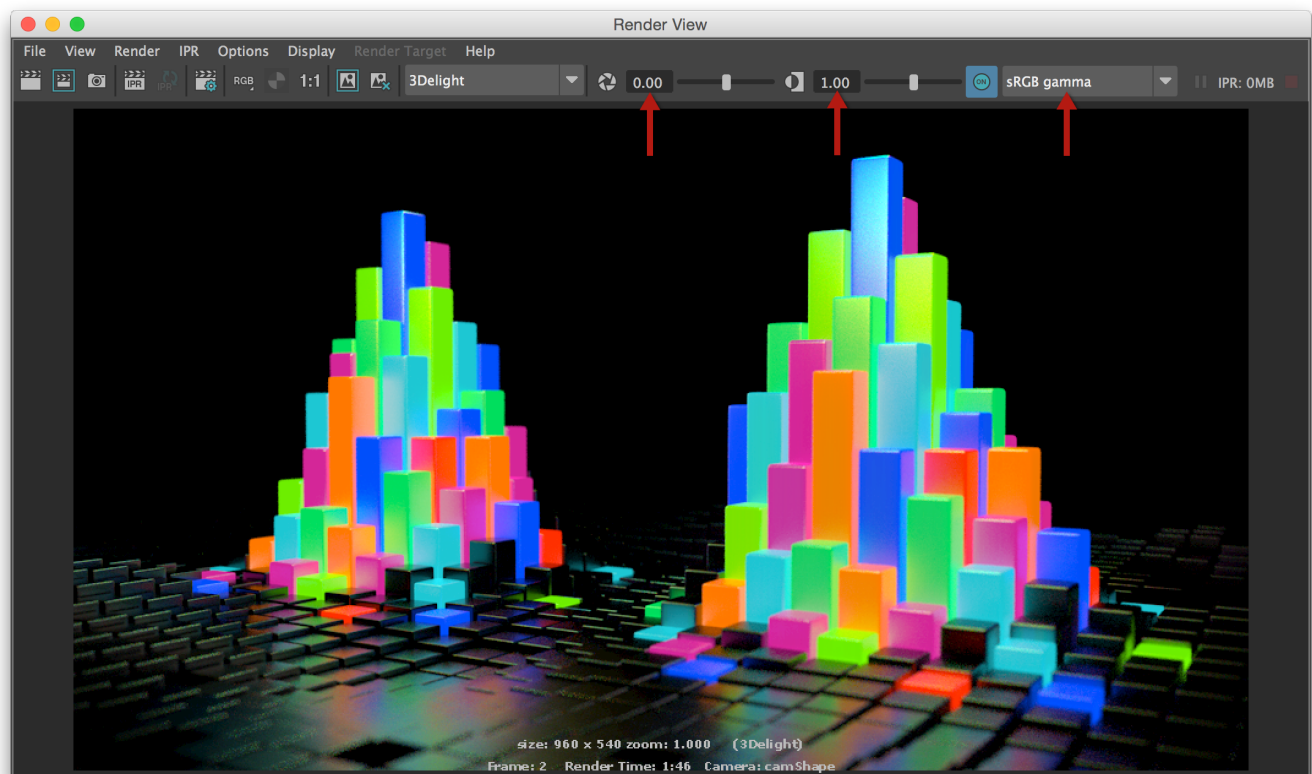
- Open the *Render Settings* window;
- Make sure that *Render Using* is set to *3Delight*;
- In the *Common* tab, *Color Management* section, turn on *Correct Gamma of Shader Color Attributes*.

Colour Chooser Settings




- Bring up the *Color Chooser*. For instance:
 - Select the default Lambert shader;
 - In the *Attribute Editor*, click on the color rectangle of the *Color* attribute. A double-click will display the full version of the *Color Chooser*.
- Make sure that *Color Management* is turned off.

Render View Settings

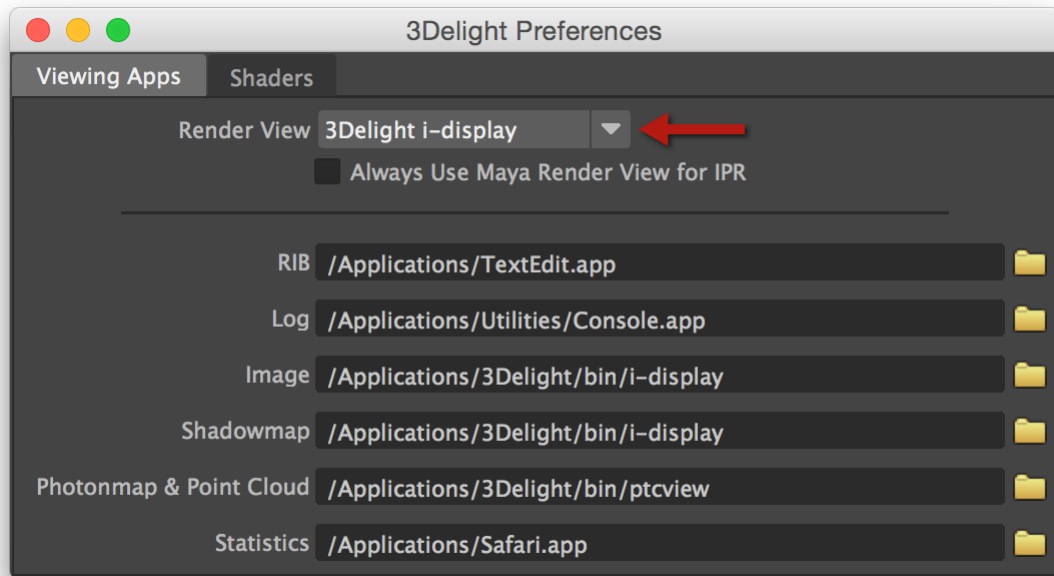


The Render View, with important colour management settings highlighted.

- The *Render View* will apply a gamma correction on the rendered image as specified by the *View Transform* setting in the *Color Transform Preferences*. You can temporarily override this setting in the option menu at the right end of the *Viewport* toolbar.
- You can change the *Exposure* value (default is 0.0) and the *Gamma* value (default is 1.0), but do not use these settings as a replacement of the proper value for the *View Transform*. In other words, it is preferable to pick *sRGB gamma* for the *View Transform* and leave *Gamma* at 1.0 instead of trying to use a *Gamma* value of 2.2 to emulate the sRGB gamma curve.

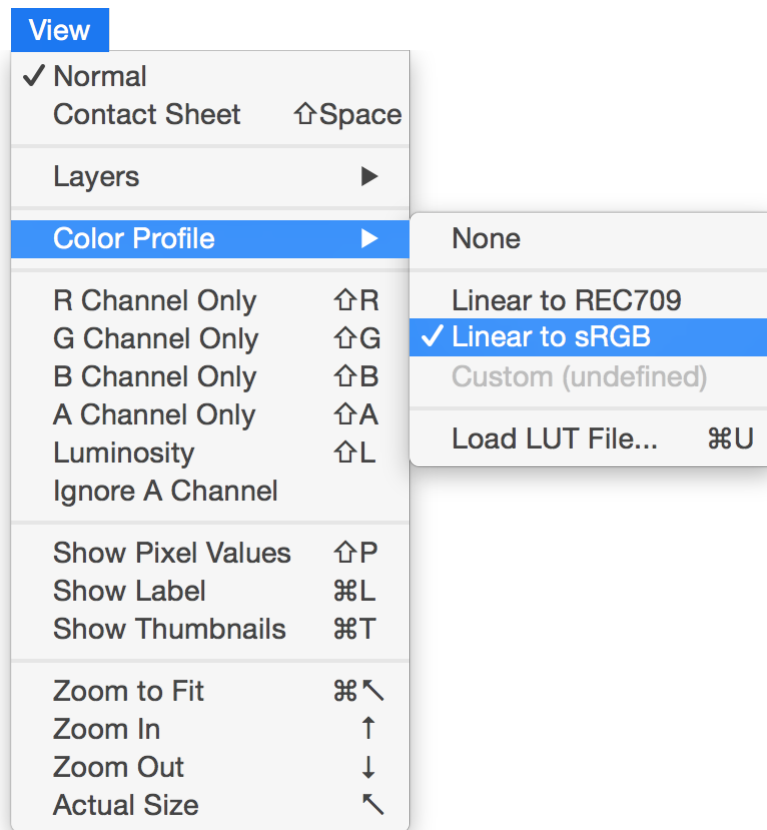
 The *Exposure*, *Gamma* and *View Transform* settings of the *Render View* toolbar are really temporary. Their values are not saved with the scene. In fact, they are not kept anywhere - if you close the window, these setting values are discarded.

i-Display Settings



The 3Delight Preferences window.

- In the *3Delight Preferences* window, set the *Render View* setting to *3Delight i-Display*.



The View Color Profile menu in i-Display.

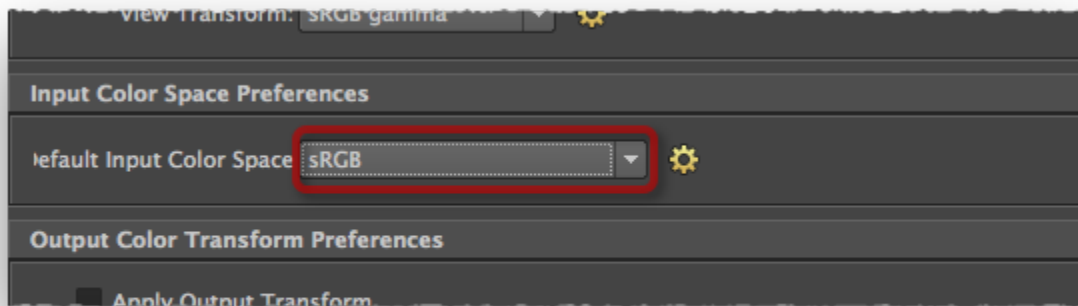
- In i-Display (you can do a render in Maya to launch it), set the correct color profile for your setup in View Color Profile.

Texture File Settings (Maya 2015 Extension)

In this *Maya* version, the texture color space options are more primitive. You can define a *Default Input Color Space* in the preferences. When you create a new texture node, such as the *File 2D Texture* node, its *Color Space* attribute will be set to the value defined by the *Default Input Color Space* preference. You can manually override this setting for each texture node.

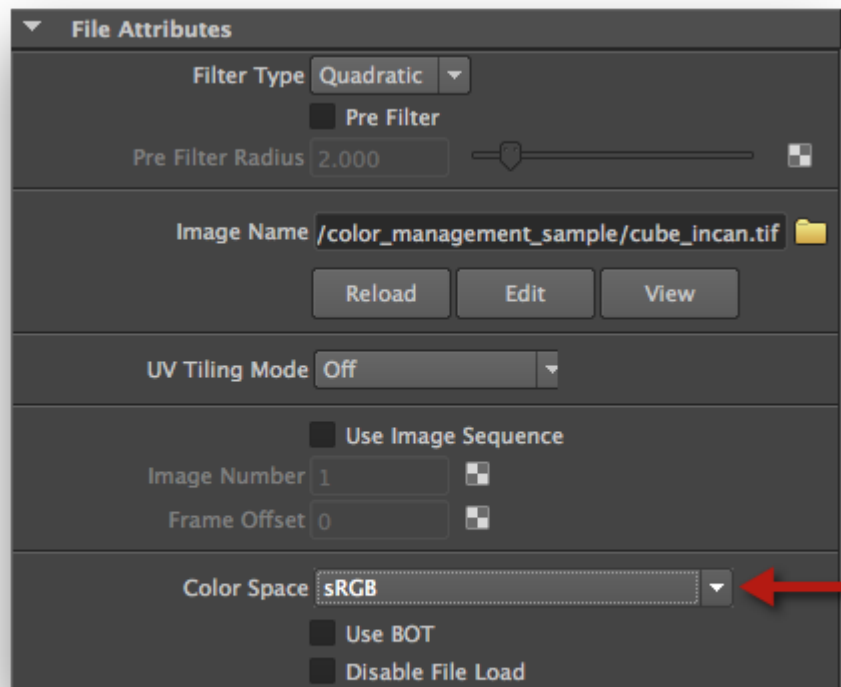
i 3Delight for Maya supports the following Input Color Spaces:

- camera Rec 709
- gamma 1.8 Rec 709
- gamma 2.2 Rec 709
- gamma 2.4 Rec 709 (video)
- Raw
- scene-linear CIE XYZ
- scene-linear DCI-P3
- scene-linear Rec 2020
- scene-linear Rec 709 / sRGB
- sRGB



The Input Color Space Preferences section in Maya 2015 Extension.

- In the *Color Management* section of the *Maya Preferences*, set the *Default Input Color Space* to the most commonly used one by your project's texture files.



The Color Space setting of a File 2D Texture node in Maya 2015 Extension.

- In a texture node, such as a *File 2D Texture* node, adjust the *Color Space* attribute to the correct value for your texture. By default, for newly created nodes, it is set to the *Default Input Color Space* preference.

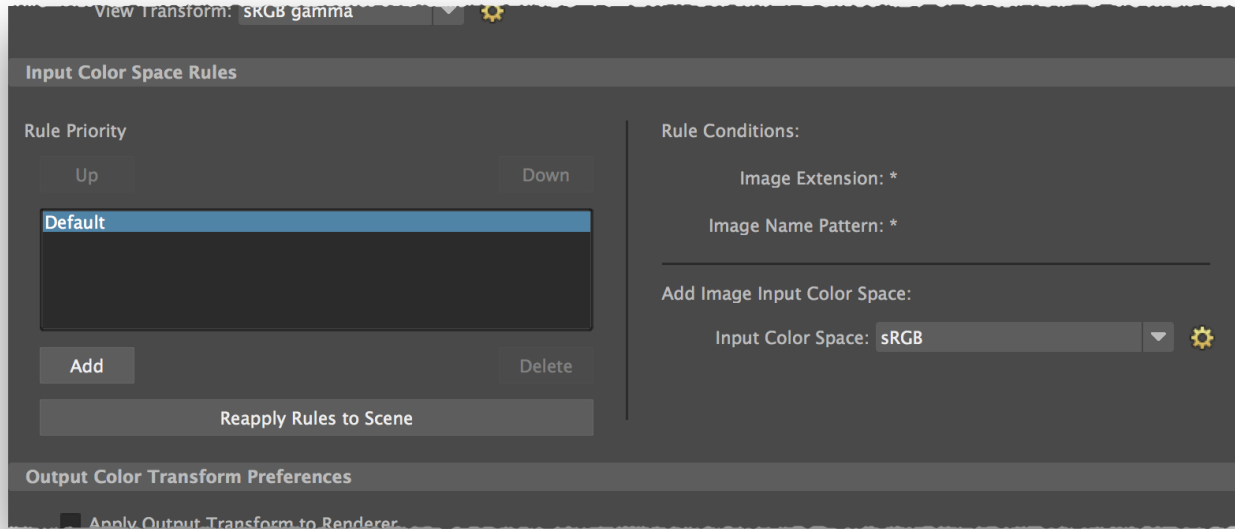
 Modifying the *Default Input Color Space* will only affect texture nodes created after the preference change.

Texture File Settings (Maya 2016 and newer)

Setting Up Texture File Rules

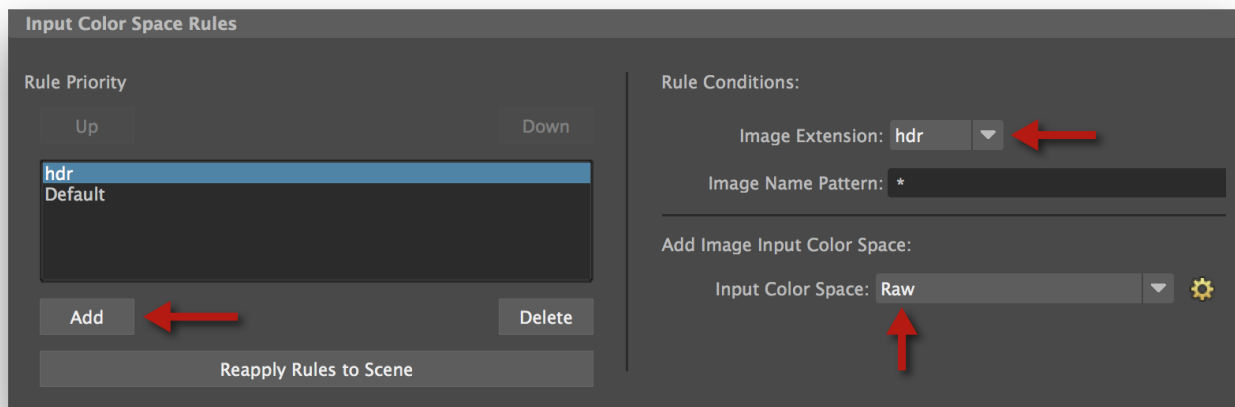
The *Color Management* section of the *Maya Preferences* window contains a *Input Color Space Rules* section. You can define here associations between a texture color profile and file name patterns and extensions.

 The *Input Color Space Rules* are saved as per-user preferences. They remain valid across all scenes.



The *Input Color Space Rules* section, in the *Color Management* Maya Preferences.

- In the rules list, select the *Default* entry. Make sure its *Input Color Space* setting is set to a profile that fits most of your project's textures.



Creating a "hdr" texture rule.

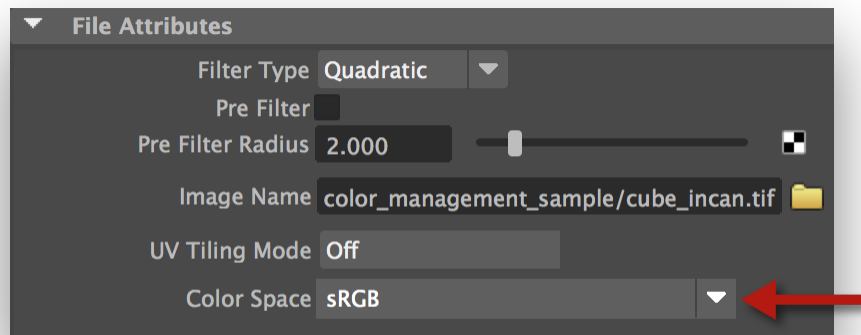
- If you are using HDR images in your project, you can add a rule so that *Maya* and *3Delight* know they have a linear gamma:
 - Click *Add* and enter a rule name - "hdr" for instance.
 - Set *Image Extension* to "hdr". Note that the extensions are case-sensitive; if you use both the ".HDR" and ".hdr" extensions, you will need to define two distinct rules, or use an *Image Name Pattern*.
 - Set *Input Color Space* to *Raw*.
- If your scene already contains *File 2D Texture* nodes, you can click *Reapply Rules to Scene*. This will change the *Color Space* attribute of all nodes using texture files.



You can define other files rules as needed by your project. 3Delight for Maya supports the following Input Color Spaces:

- camera Rec 709
- gamma 1.8 Rec 709
- gamma 2.2 Rec 709
- gamma 2.4 Rec 709 (video)
- Raw
- scene-linear CIE XYZ
- scene-linear DCI-P3
- scene-linear Rec 2020
- scene-linear Rec 709 / sRGB
- sRGB

Texture Nodes Settings



A portion of the File 2D Texture Node attributes.

- Selecting an image in texture file nodes such as the *File 2D Texture* node or the *PSD File* node will automatically adjust its *Color Space* attribute based on the *Input Color Space* rules defined above.
- Once the image file is selected, you can manually override the *Color Space* setting made by the rules application. The supported *Color Space* values are listed above.

Scenes designed with Maya 2015 and older loaded in 2015 Extension and more recent

If a scene's shading was elaborated with *Maya 2015* or older, with the *Color Management* feature enabled, it is possible to preserve its rendered look in *Maya 2015 Extension* and more recent, with several precautions:

- Complete the steps above to configure *3Delight for Maya* colour management;
- Review all *Hypershade* texture nodes that read a texture file (such as *File 2D Texture* nodes and *PSD File* nodes) to ensure that *Color Space* is set to the proper value. Using the *Input Color Space Rules* feature of *Maya 2016* and its *Reapply Rules to Scene* button will probably be useful.
- If you have Displacement shaders that are using textures via *File 2D Texture* nodes, these *File* nodes will need to have their *Color Space* setting set to *RAW* or one of the *scene-linear* setting;
- Turn on the *Correct Gamma of Shader Color Attributes* setting in the *Render Settings* window, *Color Management* section, when 3Delight is set as the current renderer.