

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 = $\text{pow}(\text{Input}, 1/\text{Gamma})$



0.5



1.0



2.0

Hue Shift

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

$$\text{Result Hue} = \text{Input Hue} + \text{Hue Shift}$$

Note that a value of 1 means full rotation and gives the same result as 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.

$$\text{Result Saturation} = \text{Input Saturation} * \text{Saturation}$$



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

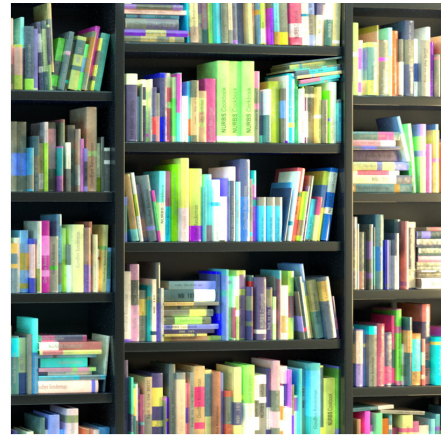
Multiplies the corrected color by $2^{Exposure}$. Default is 0.



-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