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Color Correction Node



The Color Correction node adjusts the color of an image, separately in several tonal ranges (highlights, midtones and shadows).

Properties

Red, Green, Blue

Specifies which RGB channels will be affected by the correction.

Correction Tools (Columns)

Saturation

Adjusts the image's saturation.

Contrast

Adjust image contrast.

Gamma

Exponential gamma correction, affecting the midtones of the image. (Works like Power in the Color Balance node.)

Gain

Multiplier, stronger influence on the highlights. (Works like Slope in the Color Balance node.)

Lift

This value (can be negative) will be added (+), linear lightens or darkens the image. (Works like *Offset* in the Color Balance node.)

Tonal Ranges (Rows)

Master

These sliders affect the entire tonal range.

Highlights

These sliders only affect the highlights.

Midtones

These sliders only affect the midtones.

Shadows

Affects the dark tones of an image often affecting the shadows.

Midtones Start, Midtones End

Defines the start and the end of midtones range, i.e. values where the whole tonal range is divided into the highlights, midtones and shadows (there also a smooth transition between the ranges of width 0.2 units).

Inputs

Image

Standard color input.

Mask

Controls the amount of influence the node exerts on the output image.

Outputs

Color

Standard color output.

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