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Color Balance Node

The Color Balance node adjusts the color and values of an image.

Inputs

Factor

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

Color

Standard color input.

Properties

Correction Formula

The mathematical method to adjust the image's colors.

Lift/Gamma/Gain:

Adjusts the colors and tonal range of an image by controlling the shadows, midtones, and highlights separately.

Lift

Adjusts the darkest areas of the image (the shadows).

Gamma

Primarily affects the midtones, the middle range of brightness in the image.

Gain

Controls the brightest parts of the image (the highlights).

Offset/Power/Slope (ASC-CDL):

A standardized model for adjusting the colors and tonal range of an image. This allows the same values to be used across different applicati to yield the same result. See Advanced for more details on the underlying implementation.

Offset

Adjusts the darkest areas of the image (the shadows).

Basis

Additional offset, allows to specify a negative offset value.

Power

Primarily affects the midtones, the middle range of brightness in the image.

Slope

Controls the brightest parts of the image (the highlights).

White Point:

Adjusts the color that should be considered white. The white point is specified as setting the inputs color temperature and then the desired output temperature.

Temperature

The blackbody temperature of the primary illuminant. By default a D65 white point is used.

Tint

The amount of green/magenta shift of the blackbody curve.

Outputs

Color

Standard output image.

Advanced

The Offset/Power/Slope Formula

$$\text{out} = (i \times s + o)^p$$

where:

- *out*: The color graded pixel code value.
- *i*: The input pixel code value (0 to 1) (black to white).
- *s*: Slope (any number 0 or greater, nominal value is 1.0).
- *o*: Offset (any number, the nominal value is 0).
- *p*: Power (any number greater than 0, nominal value is 1.0).

Previous
Brightness/Contrast Node

N
Color Correction No

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