

# Exposure Node

The Exposure Node adjusts the brightness of an image using a camera exposure parameter.



See also

The exposure can also be adjusted in the scene [Color Management](#).

## Inputs

### Image

Standard color input.

### Exposure

Scalar factor to adjust the exposure of the image.

## Properties

This node has no properties.

## Outputs

### Image

Standard color output.

## Examples

In the example below, the Exposure node is used to increase the brightness of the window area using a mask.



Example of an Exposure node.

