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# Combine Color Node

Combines four grayscale channels into one color image, based on a particular [Color Model](#).



## Inputs

The inputs of this node depend on the Mode property (see below).

### Alpha

The opacity of the output color.

## Properties

### Mode

The color model to use.

#### RGB:

Red, Green, Blue.

#### HSV:

Hue, Saturation, Value.

#### HSL:

Hue, Saturation, Lightness.

## Output

### Color

Standard color output.

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Last updated on 2025-05-10