Tone Map Node

Tone mapping is used to map high dynamic range colors into a more limited dynamic range supported by the display, while preserving the appearance as much as possible.

This is a legacy node. It is recommended to use view transforms in the color management settings instead, and output linear high dynamic range images from the compositor instead of low dynamic range.

Inputs

Image

HDR image.

Properties

Type

Rh Simple

Key

The value the average luminance is mapped to.

Offset

Normally always 1, but can be used as an extra control to alter the brightness curve.

Gamma

If not used, set to 1.

R/D Photoreceptor

Intensity

If less than zero, darkens image; otherwise, makes it brighter.

Contrast

Set to 0 to use estimate from input image.

Adaptation

If 0, global; if 1, based on pixel intensity.

Color Correction

If 0, same for all channels; if 1, each independent.

Outputs

Image

LDR image.