Node Combsep Color Items

RGB:

RGB.

Use RGB (Red, Green, Blue) color processing.

HSV:

HSV.

Use HSV (Hue, Saturation, Value) color processing.

HSL:

HSL.

Use HSL (Hue, Saturation, Lightness) color processing.

Previous Geometry Component Type Items Report issue on this page $\begin{array}{c} \text{Copyright} \circledcirc \text{Blender Authors} \\ \text{Made with } \overline{\text{Furo}} \end{array}$

Node Socket Data Type Ite