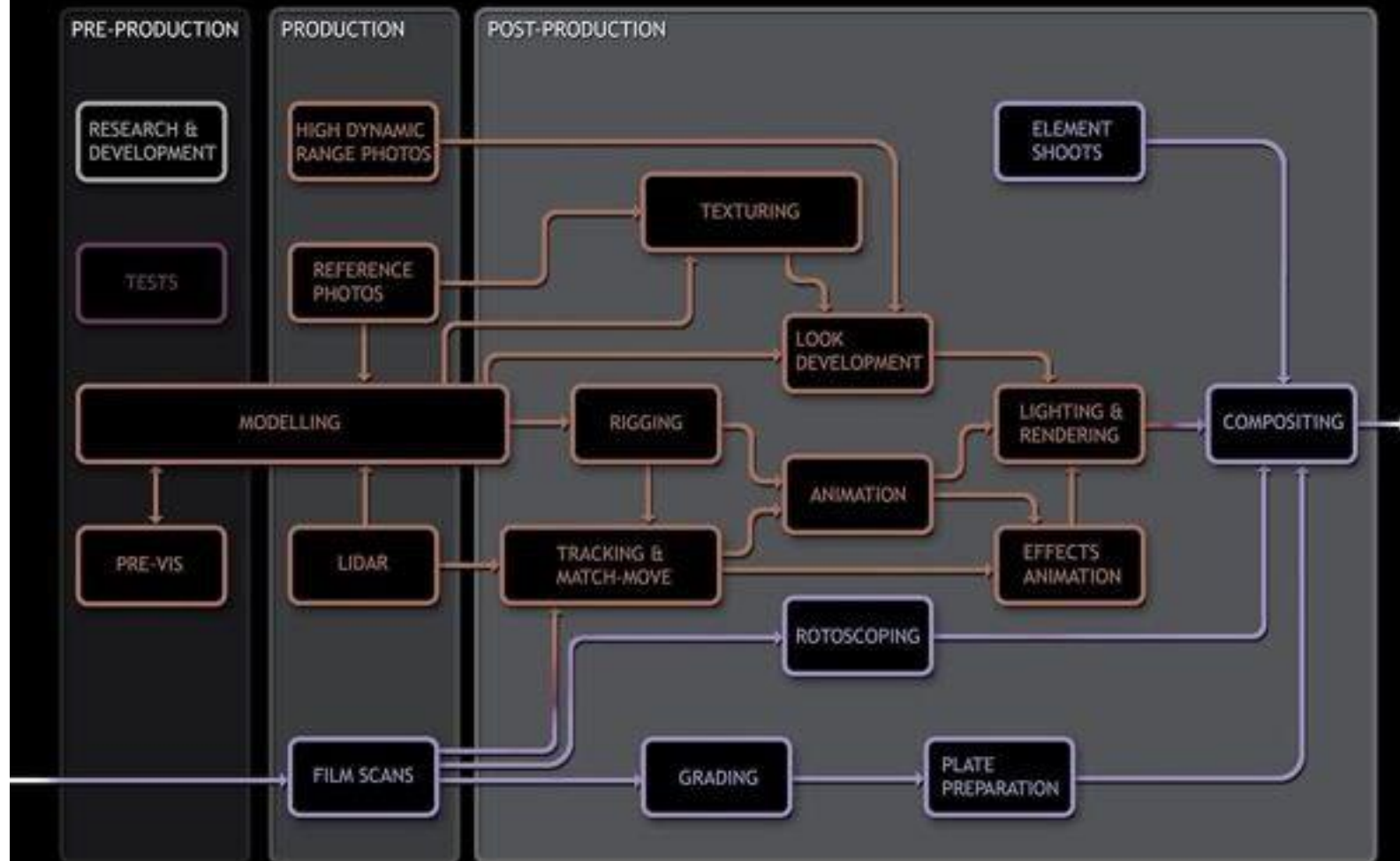
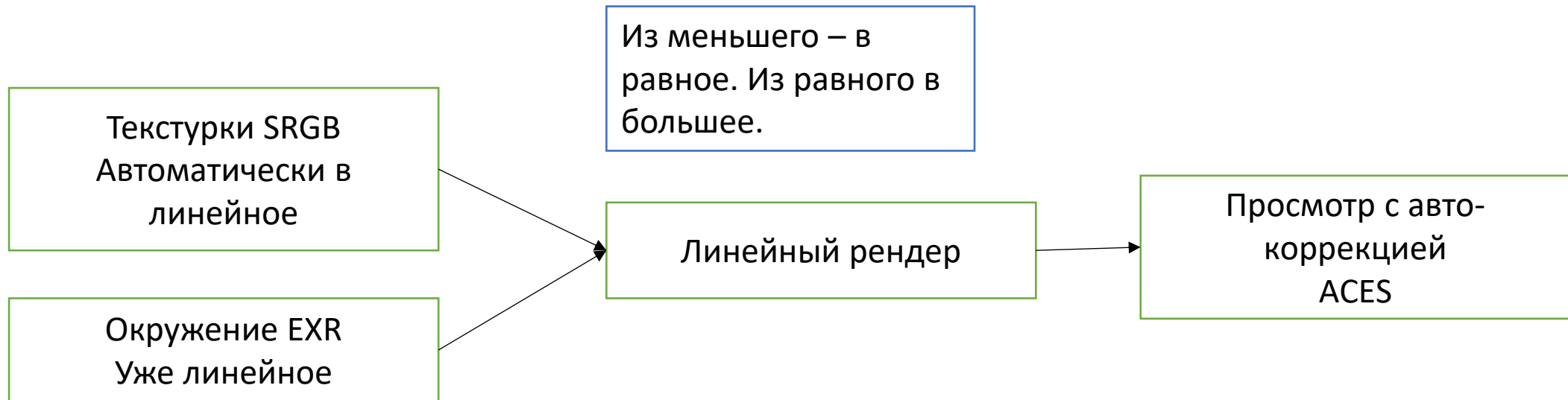
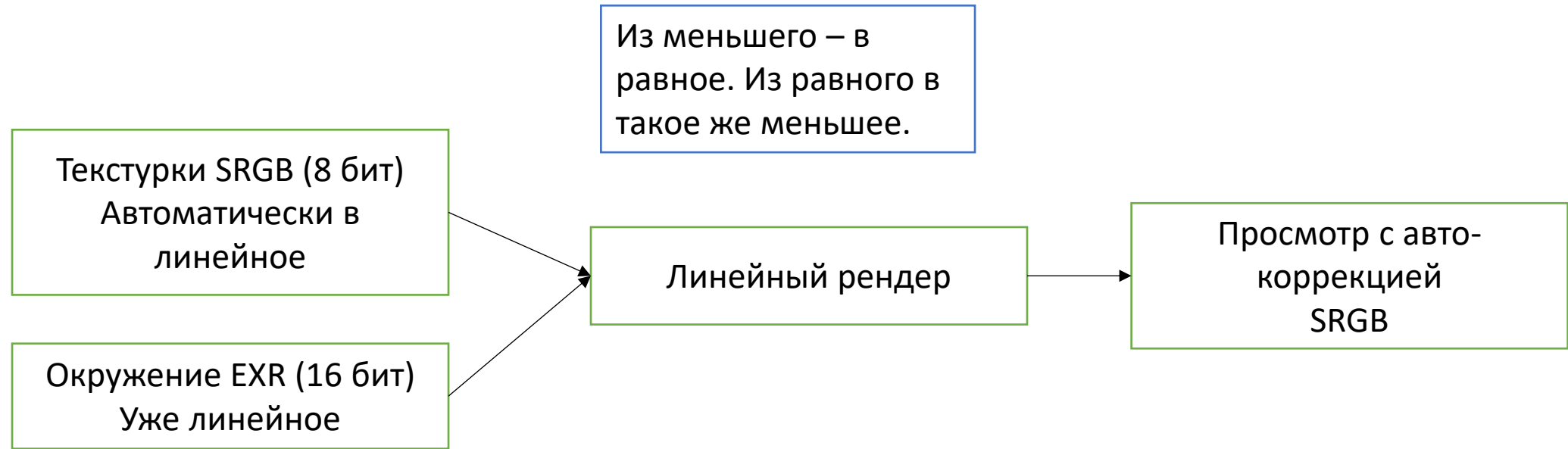
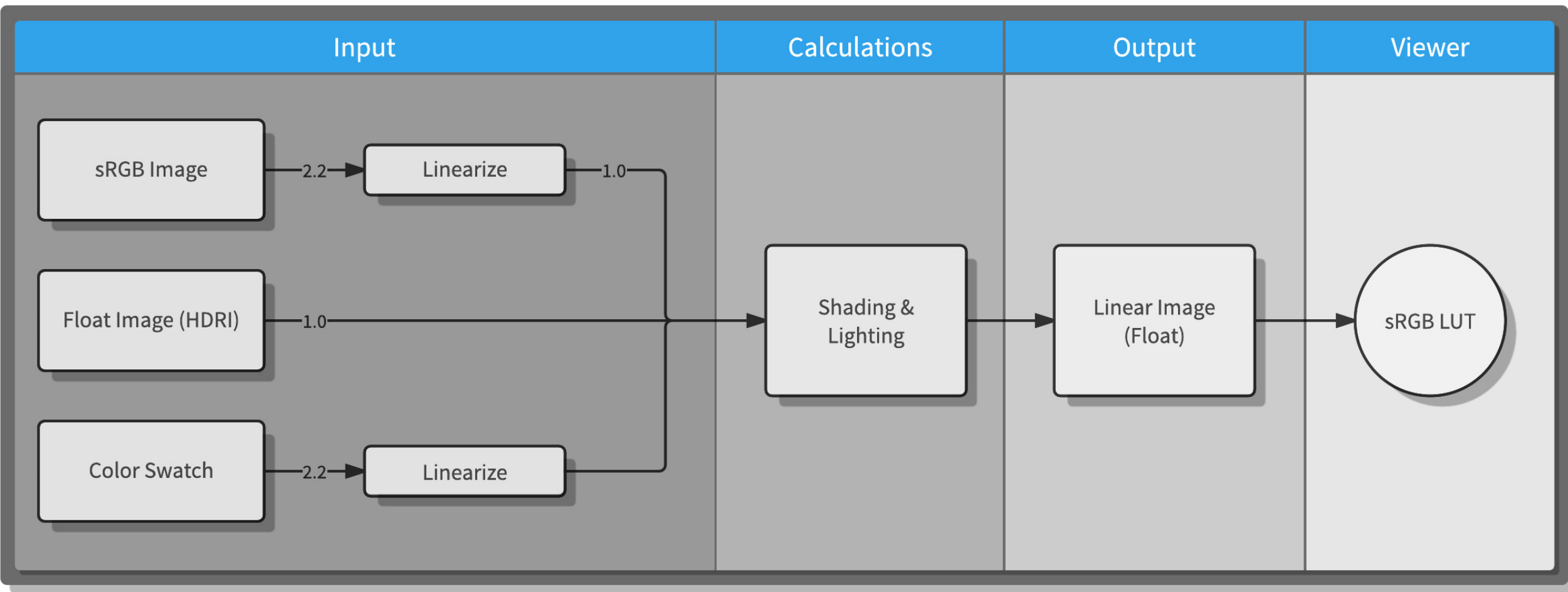


## A TYPICAL VFX PIPELINE

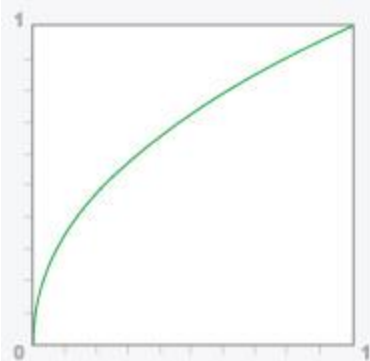




Хуя тогда будет

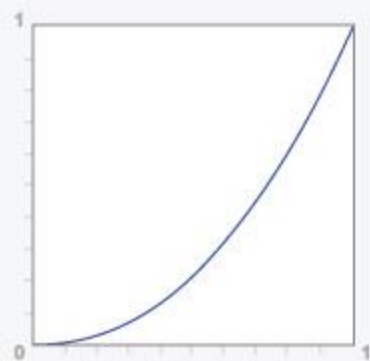


## INPUT



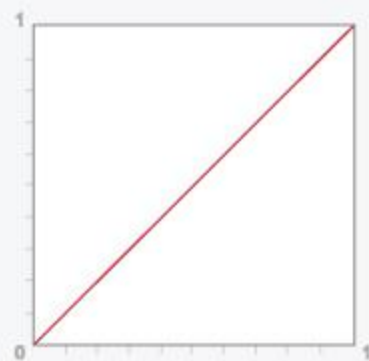
Incoming sRGB  
images such as jpg,  
tif, png, tga

## CONVERSION



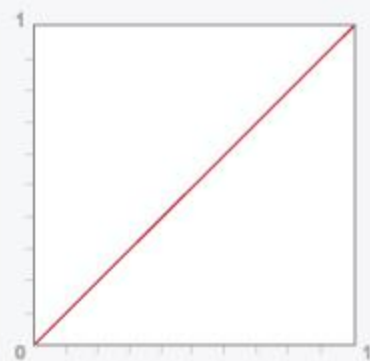
Need to have an  
inverse power  
function applied

## CALCULATIONS



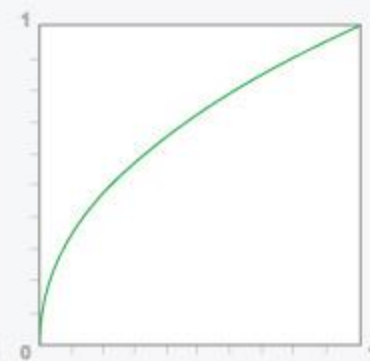
To make them  
linear and calculate  
proper light

## OUTPUT

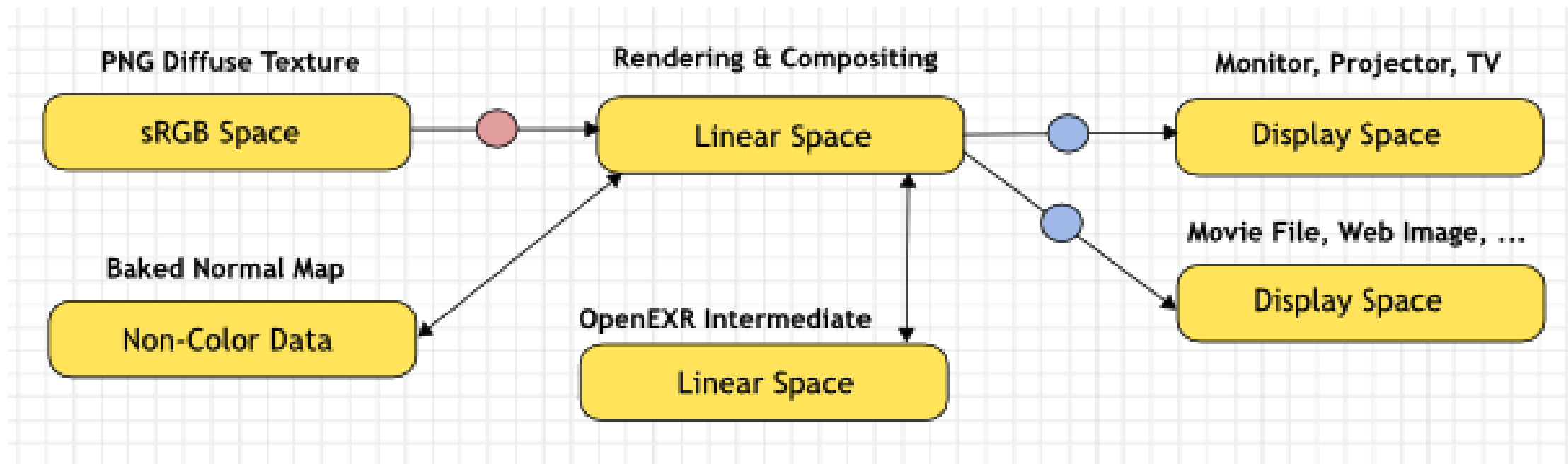


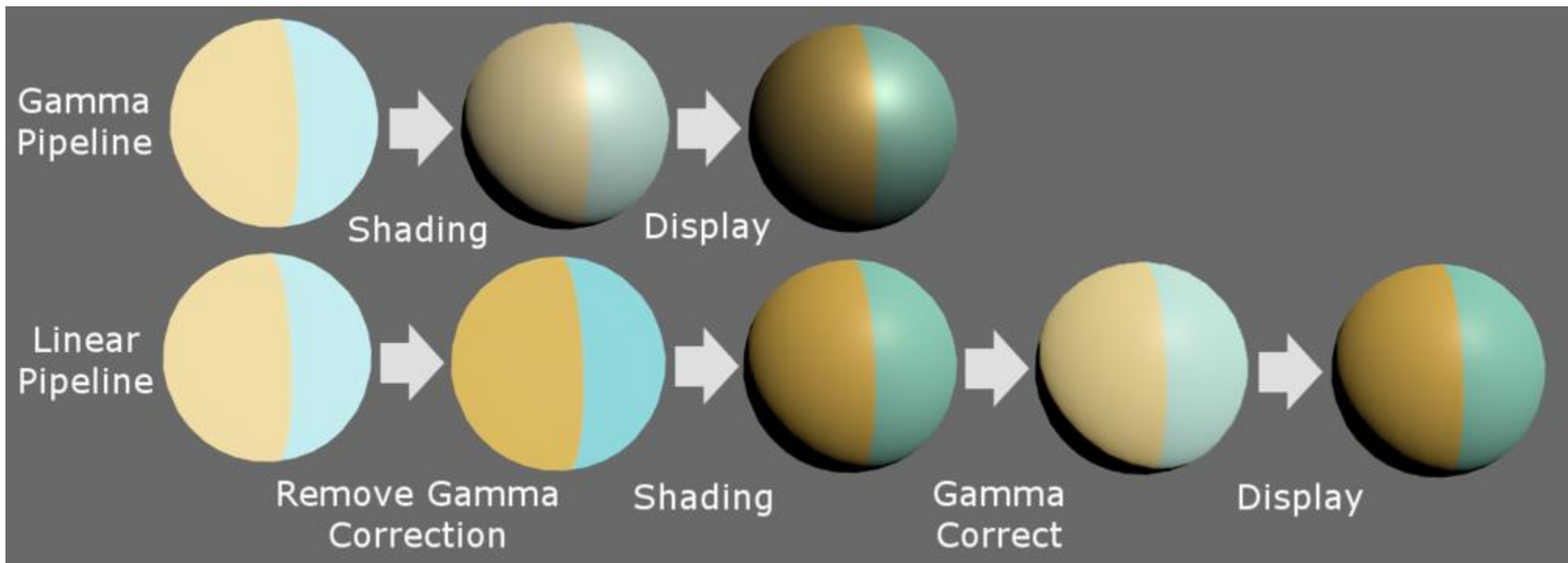
Outputs are linear  
such as EXR,  
float Tif

## VIEWING

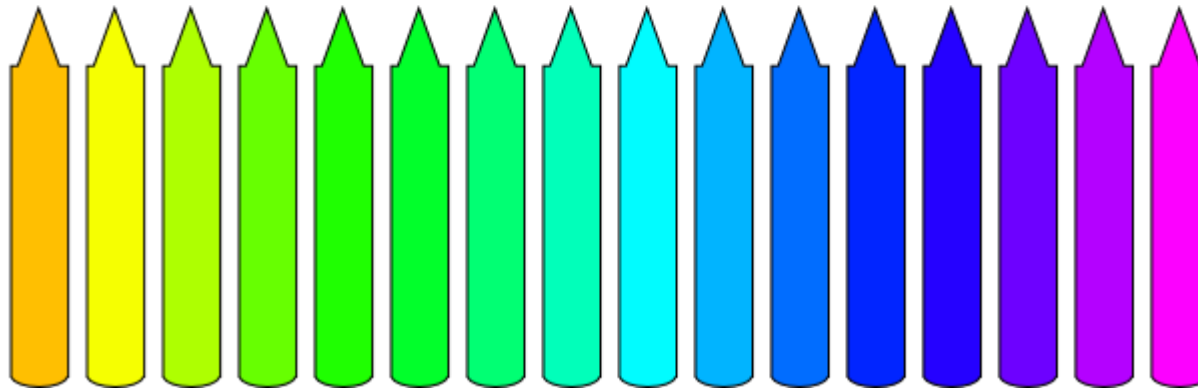
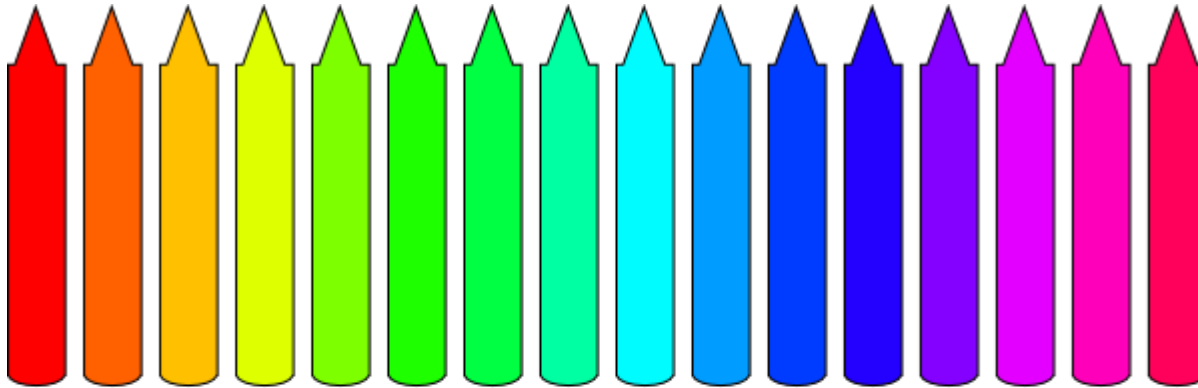


Renders are viewed  
with a sRGB LUT





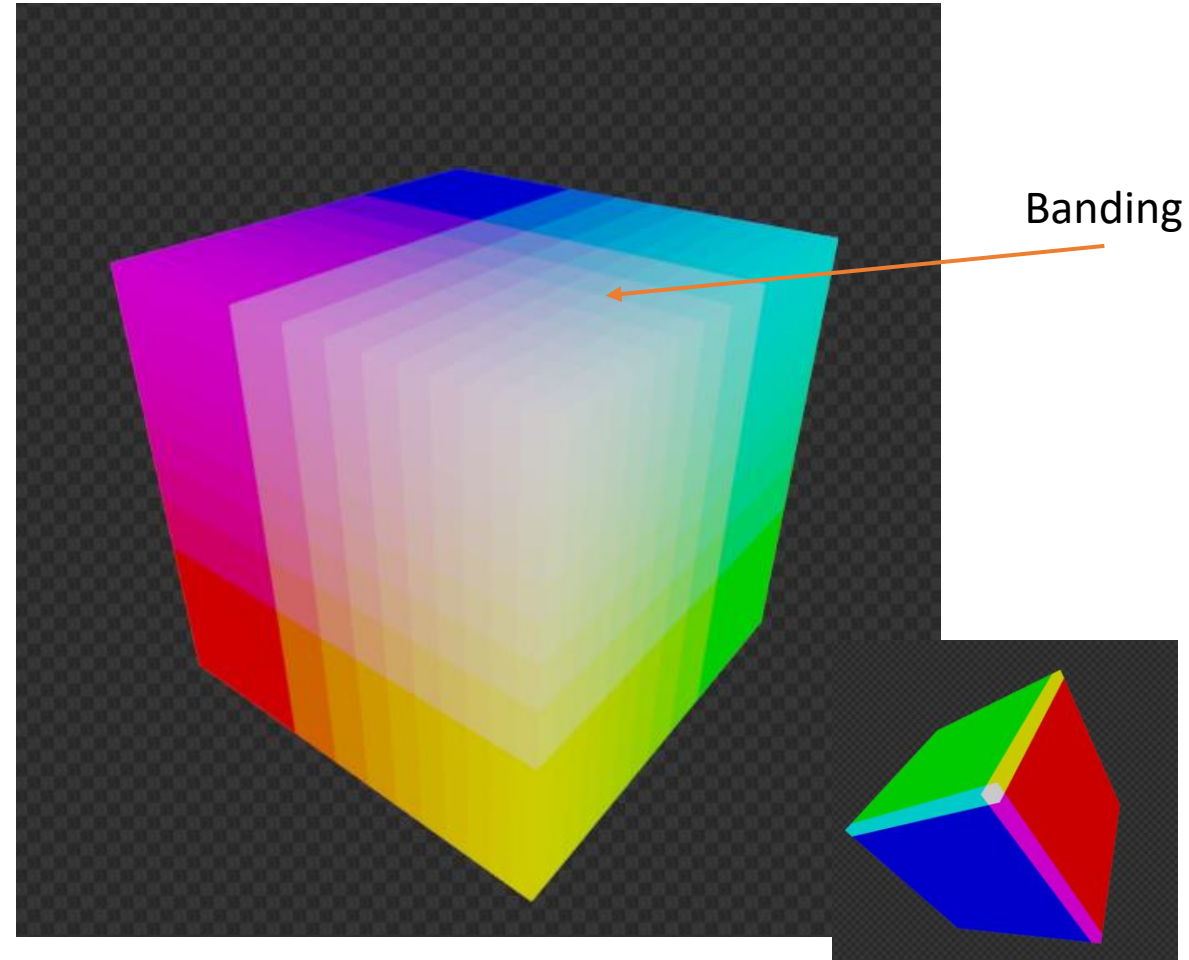
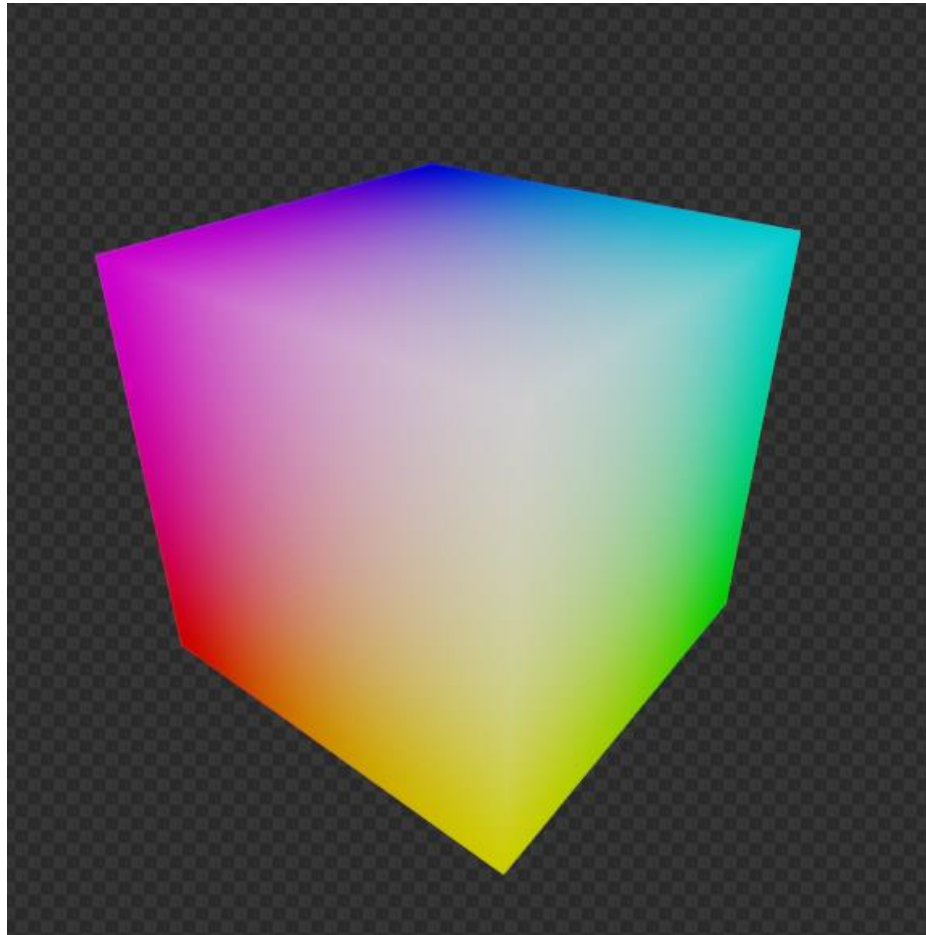
- **Bit depth** determines the *fineness* with which each *distinct color is graded*.
- **Color space** determines the *extent* within which those *colors are distributed*.



Вот простая аналогия:  
высота между двумя этажами  
как цветовое пространство.  
Это пространство между  
этажами. Теперь сколько  
ступенек нужно, чтобы  
построить лестницу с  
нижнего этажа на верхний?  
Ответ зависит от размера  
шага. Это битовая глубина.



Color Depth





## Color Space

