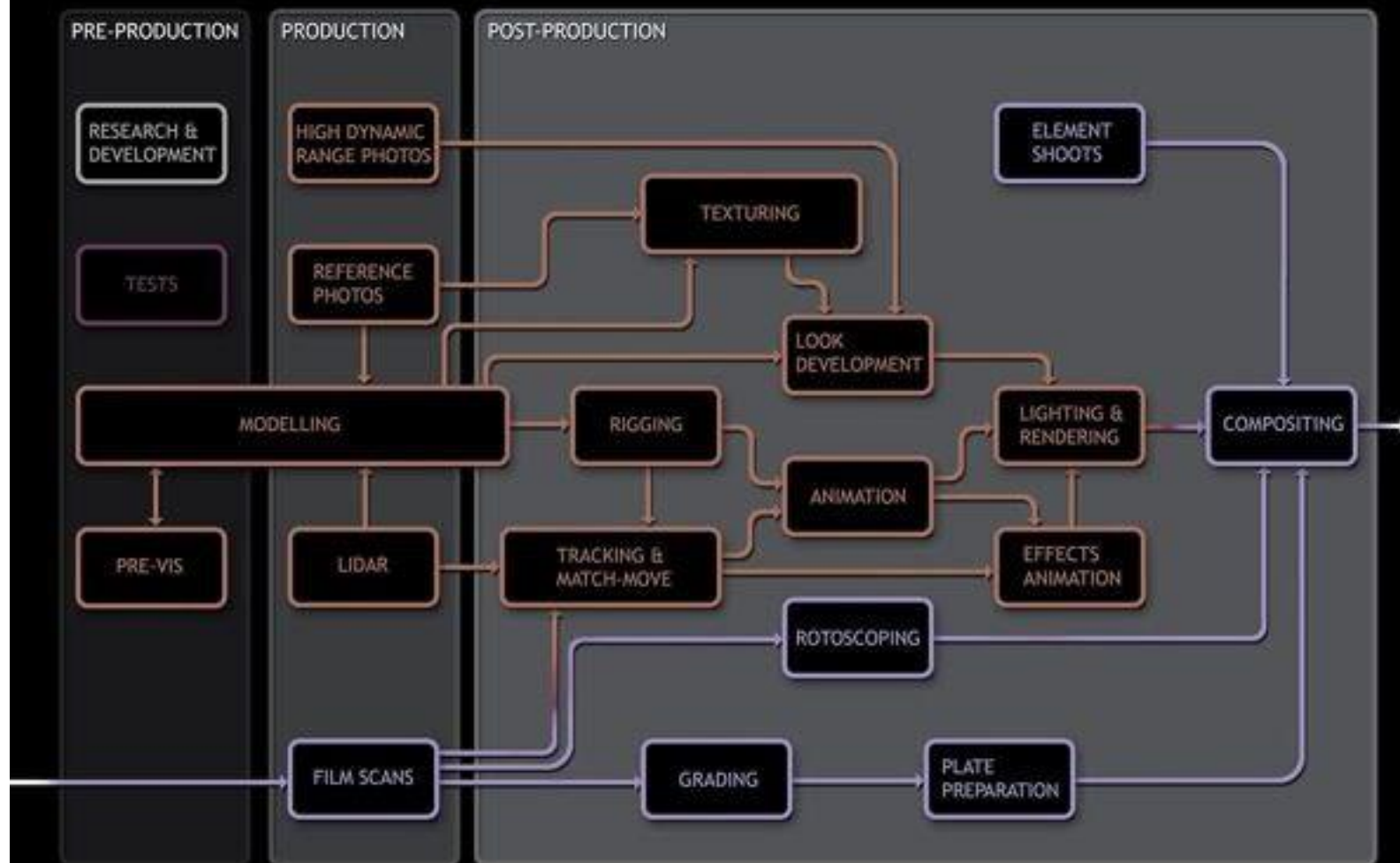
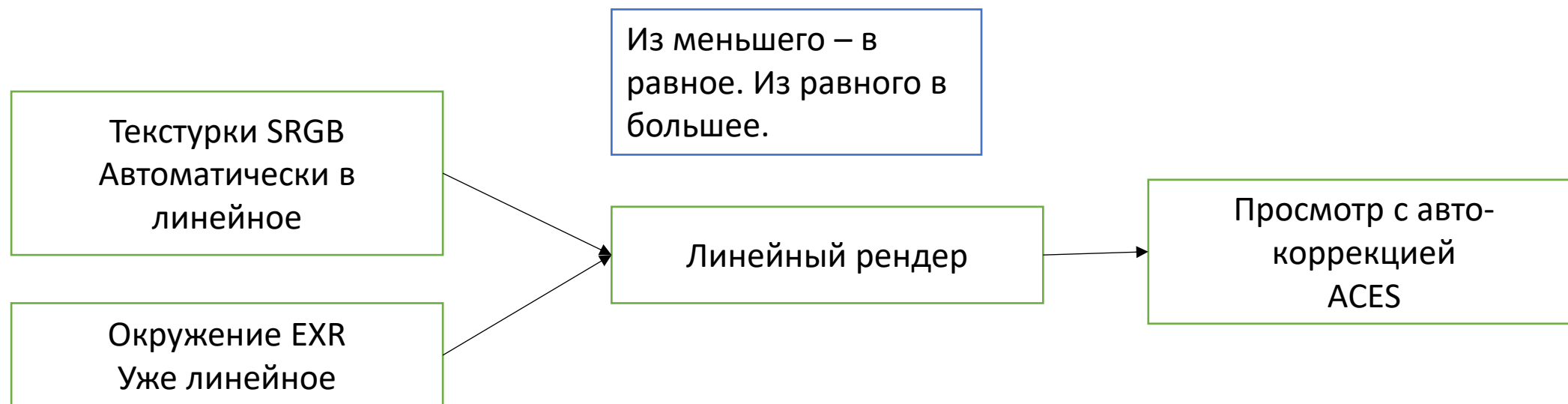
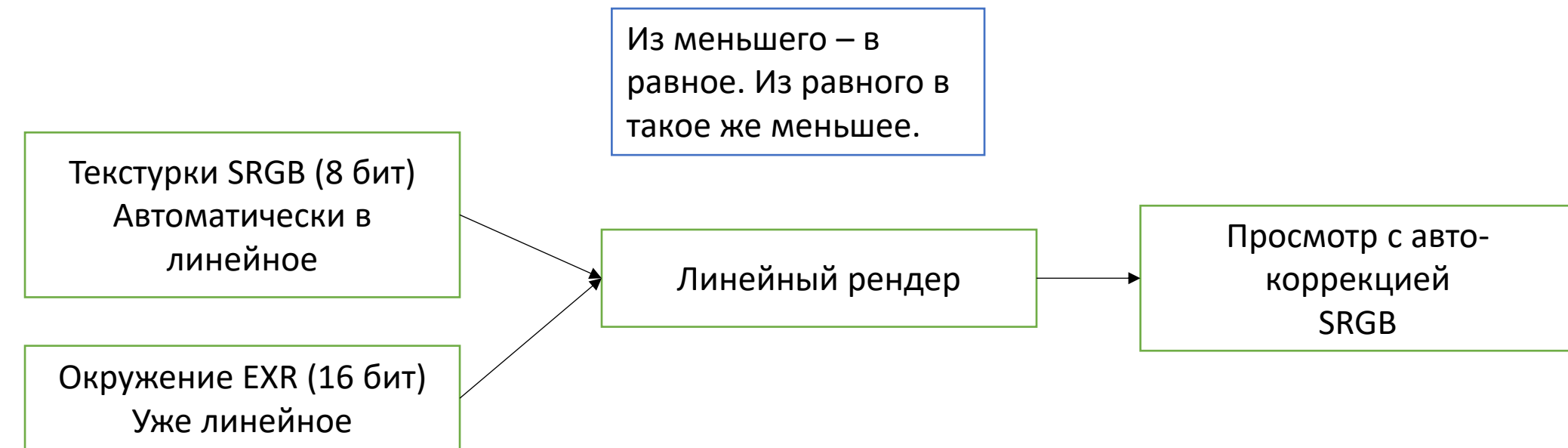
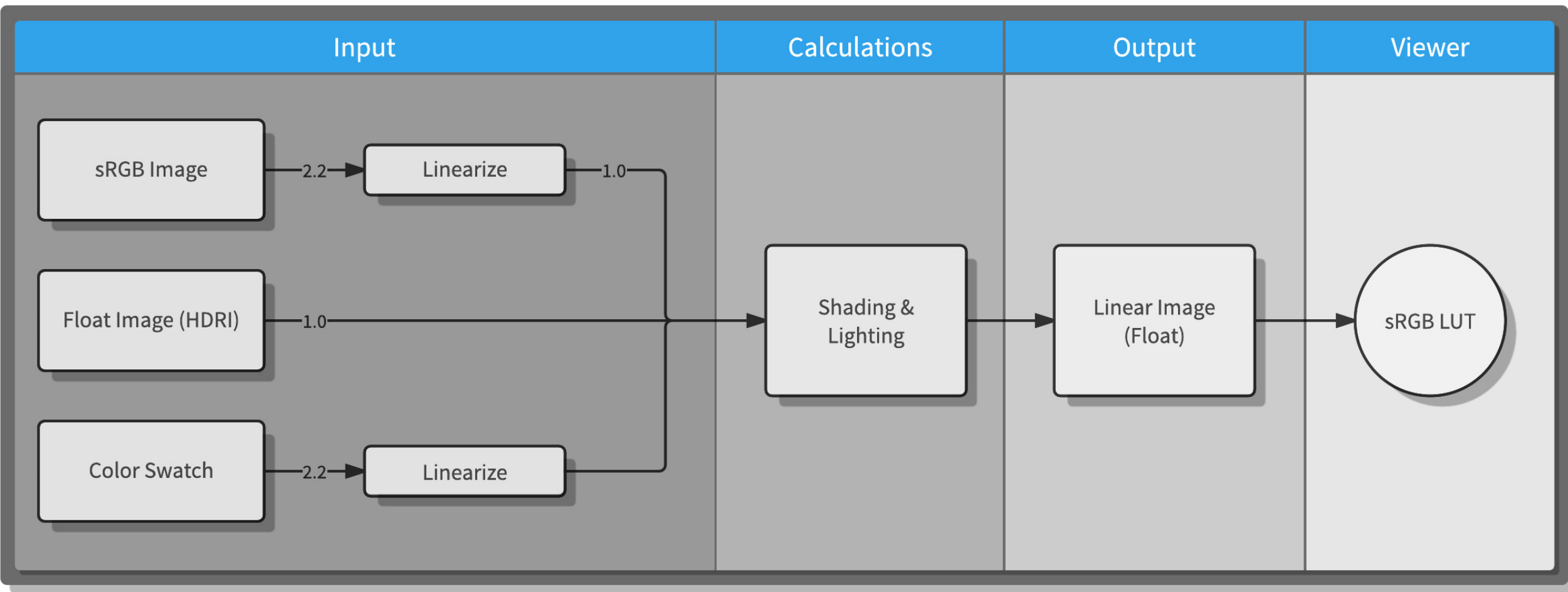


A TYPICAL VFX PIPELINE

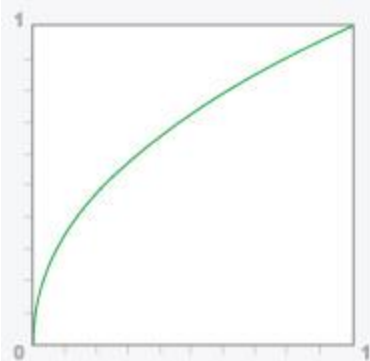




фигня тогда будет

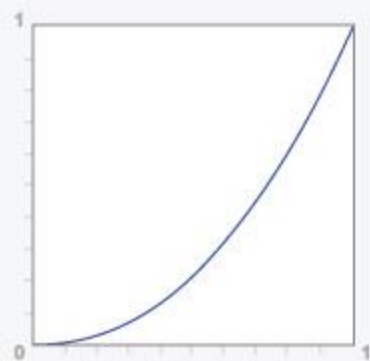


INPUT



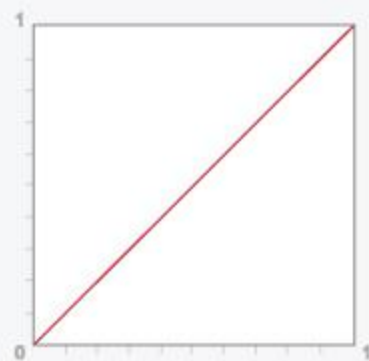
Incoming sRGB
images such as jpg,
tif, png, tga

CONVERSION



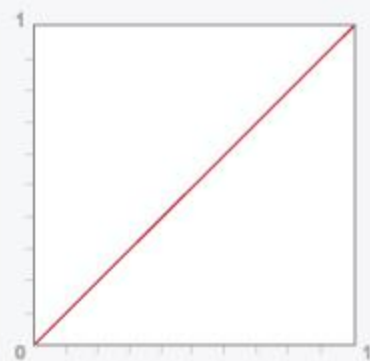
Need to have an
inverse power
function applied

CALCULATIONS



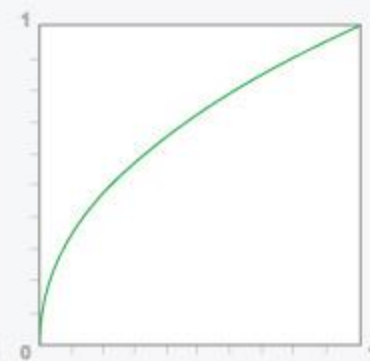
To make them
linear and calculate
proper light

OUTPUT

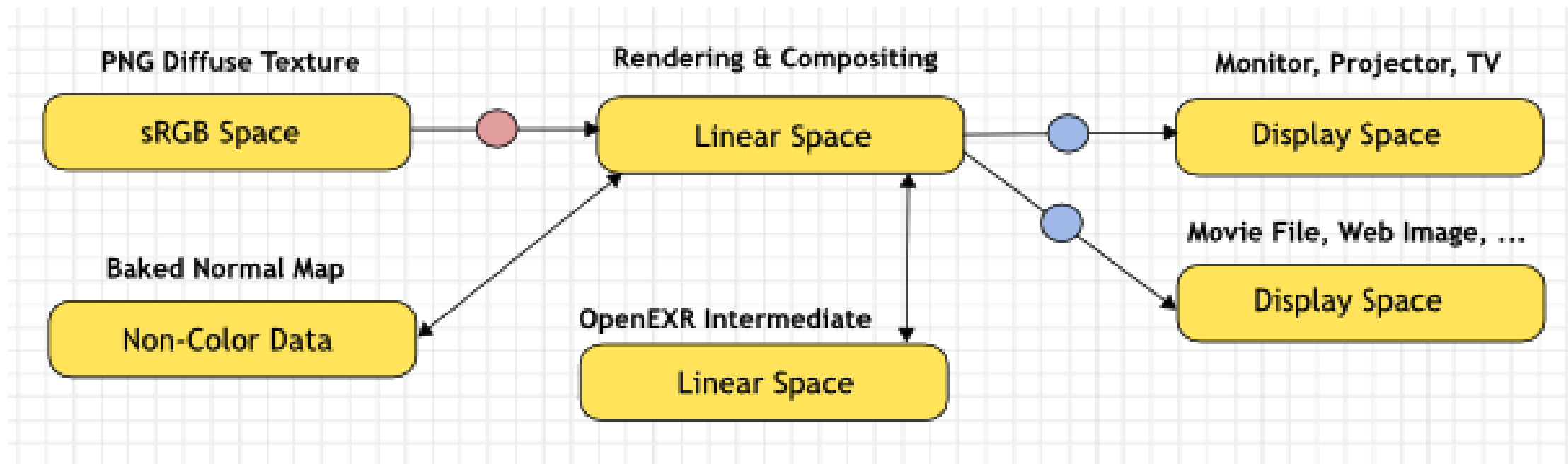


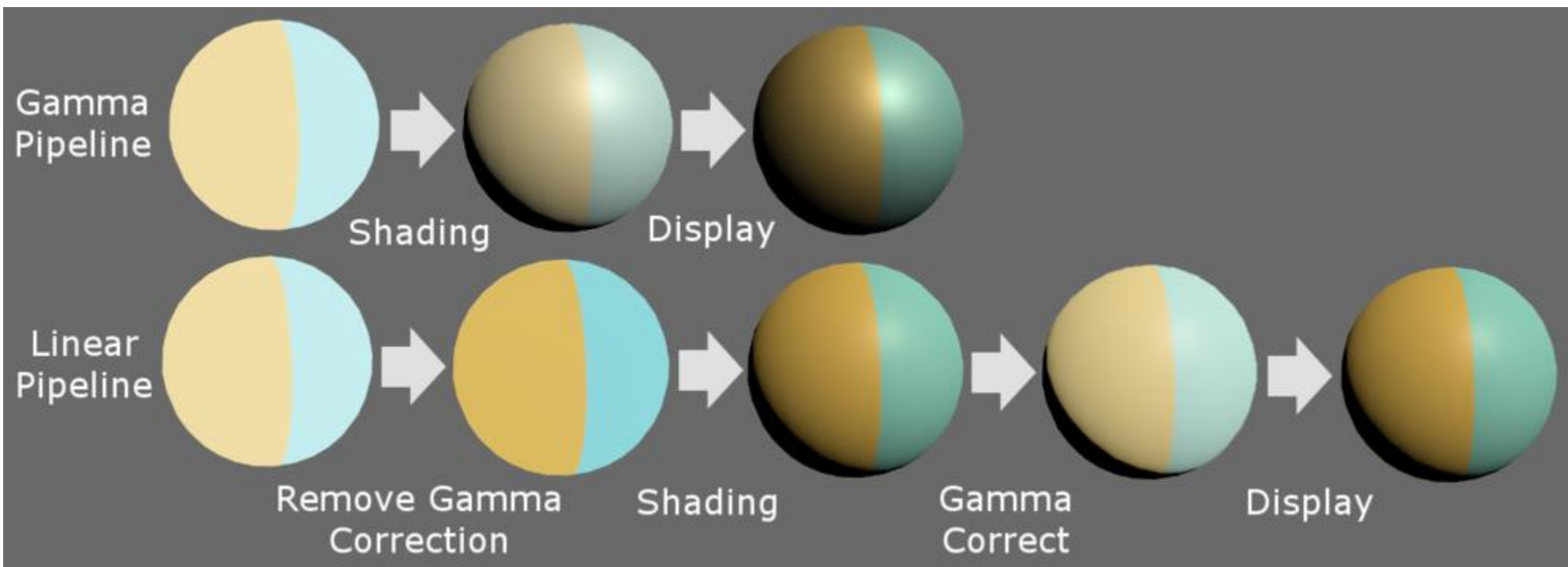
Outputs are linear
such as EXR,
float Tif

VIEWING

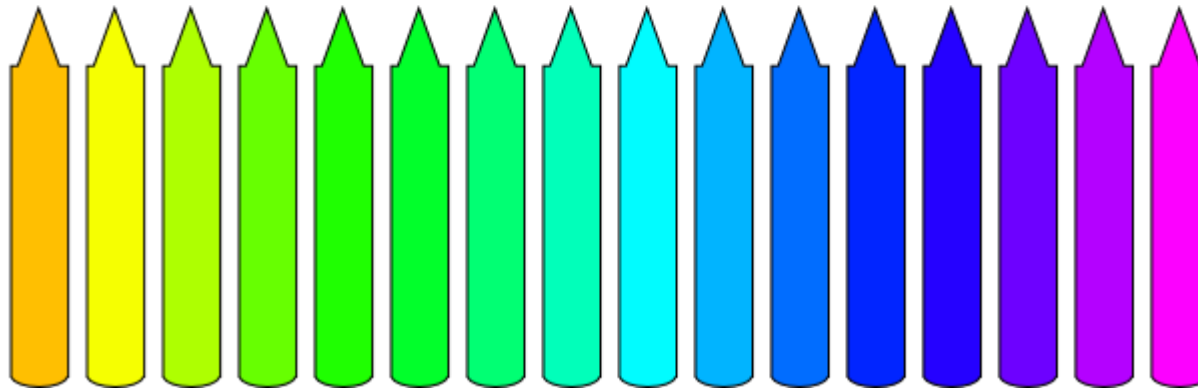
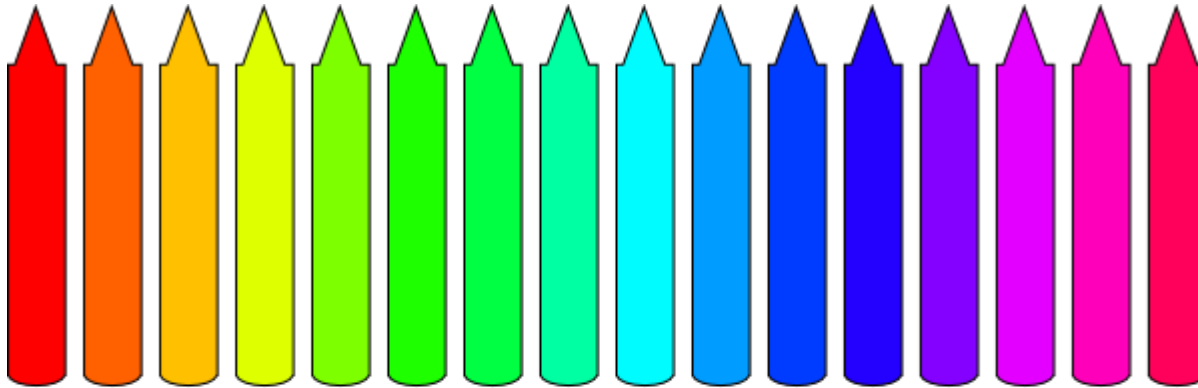


Renders are viewed
with a sRGB LUT





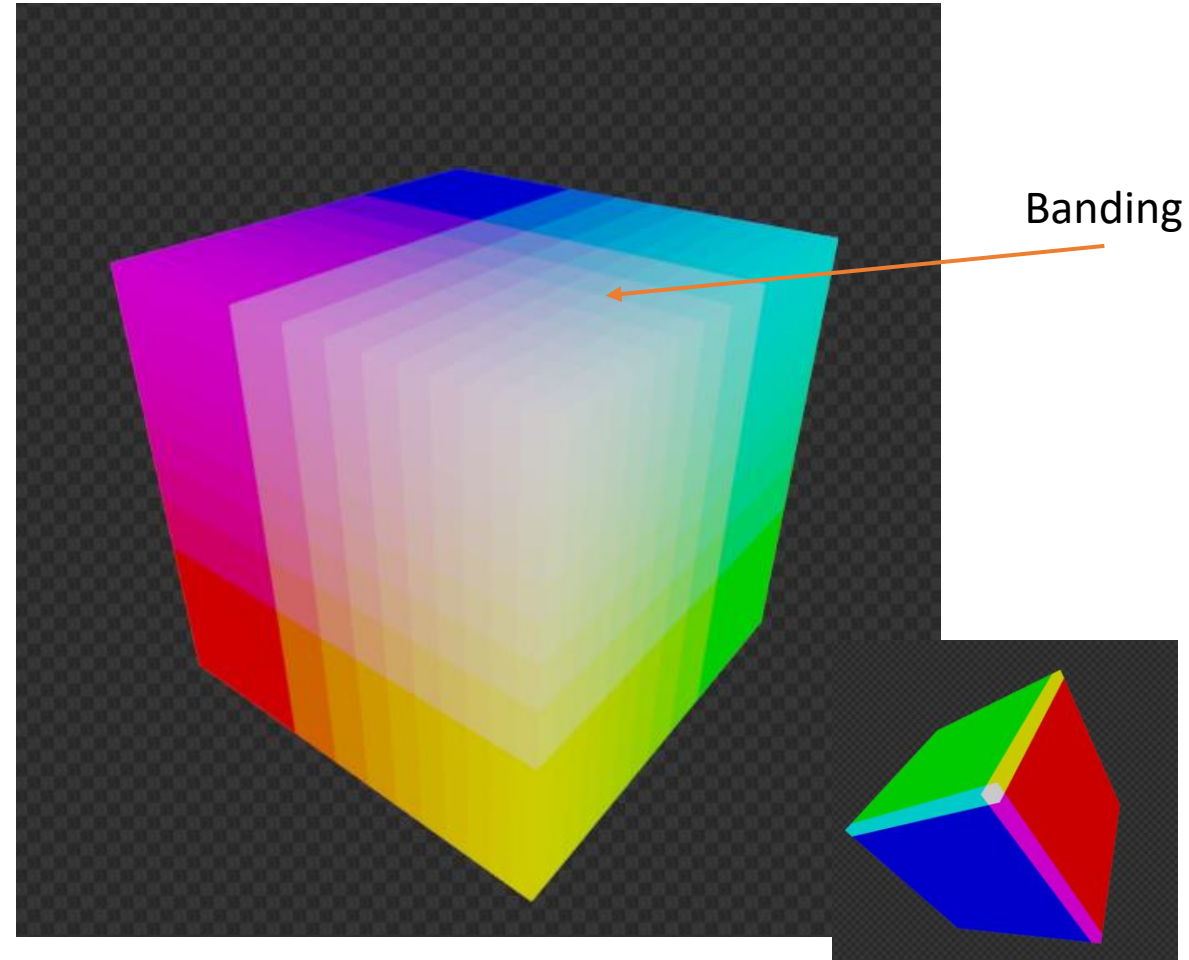
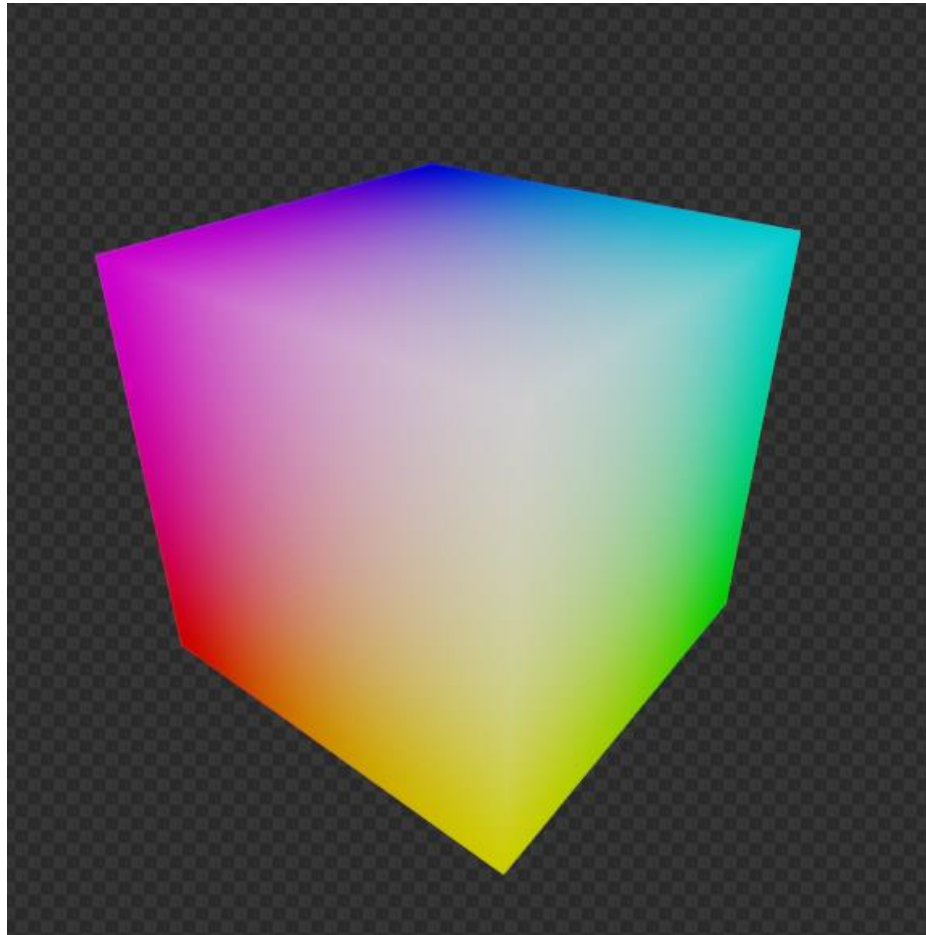
- **Bit depth** determines the *fineness* with which each *distinct color is graded*.
- **Color space** determines the *extent* within which those *colors are distributed*.



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

