## 实现思路

ColorGrading的cpp代码已经在原始代码中有了，入口在vulkanManager里面，只需要把glsl的代码填进去就能用了。

原始代码中提供的lut是2D的，采样x轴是rb，y轴是g，先手动采样b通道然后加上r通道即可得到x轴，y轴不用处理。

#version 310 es  
  
#extension GL\_GOOGLE\_include\_directive : enable  
  
#include "constants.h"  
  
**layout**(input\_attachment\_index = 0, set = 0, binding = 0) **uniform highp** subpassInput in\_color;  
  
**layout**(set = 0, binding = 1) **uniform sampler2D** color\_grading\_lut\_texture\_sampler;  
  
**layout**(location = 0) **out highp vec4** out\_color;  
  
**highp float** remap(**highp float** inputValue,**highp float** Gabe,**highp float** Max){  
 return floor(inputValue/(Gabe/Max))\*(Gabe/Max);  
}  
  
**void** main()  
{  
 **highp ivec2** lut\_tex\_size = textureSize(color\_grading\_lut\_texture\_sampler, 0);  
 **highp float** \_COLORS = **float**(lut\_tex\_size.y);  
  
 **highp vec4** color = subpassLoad(in\_color).rgba;  
 **highp vec2** uv=**vec2**(color.r\*(\_COLORS/**float**(lut\_tex\_size.x))+remap(color.b,\_COLORS,**float**(lut\_tex\_size.x)),color.g);  
 out\_color=texture(color\_grading\_lut\_texture\_sampler, uv).rgba;  
  
*// out\_color = color;*}

## 截图

