

## 10.1.7 Editors - Geometry Nodes Editor - Header - Add Menu - Color

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### Detailed table of content

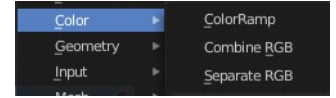
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## Add menu - Color

Here you find mainly nodes to convert color values.



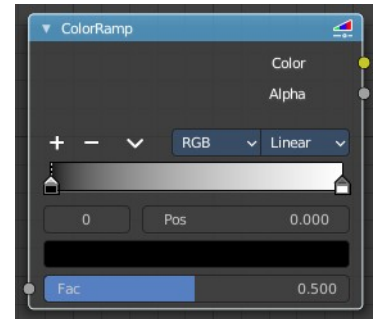
## Color Ramp

The Color Ramp Node is used for mapping values to colors with the use of a gradient.

### Inputs

#### **Factor**

The Factor input is used as an index for the color ramp.



### Properties

#### **Color Ramp**

Color Ramps enables the user to specify a range of colors based on color stops. The color between the color stops gets interpolated.

### Controls

+

Add a stop to your color ramp. The stop will be added after the selected one, in the middle to the next one.

-

Deletes the selected color stop from the list.

#### **Tools menu**

#### **Flip Color Ramp**

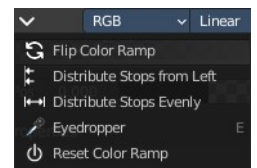
Flips the gradient, inverting the values of the color ramp.

#### **Distribute Stops from Left**

Rearrange the stops so that every step has the same space to the right.

#### **Distribute Stops Evenly**

Space between all neighboring stops becomes equal.



## Eyedropper (pipette icon) E

An Eyedropper to sample a color or gradient from the interface to be used in the color ramp.

## Reset Color Ramp

Resets the color ramp to its default state.

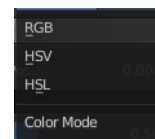
## Color Mode

### RGB

Blends color by mixing each color channel and combining.

### HSV/HSL

Blends colors by first converting to HSV or HSL, mixing, then combining again. This has the advantage of maintaining saturation between different hues, where RGB would de-saturate, this allows for a richer gradient.



## Interpolation

### Ease

Uses an Ease Interpolation for the color stops.

### Cardinal

Uses a Cardinal Interpolation for the color stops.

### Linear

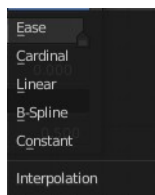
Uses a Linear Interpolation for the color stops.

### B-Spline

Uses a B-Spline Interpolation for the color stops.

### Constant

Uses a Constant Interpolation for the color stops.



## Color Ramp

The color band. A click at one of the color stops makes it the active one. You can move the color stops by clicking at them and dragging them around.



## Active Color Stop elements

Adjust the active color stop.



## Choose active color stop

Choose the color stop by index.

## Pos

The position of the active color stop. The range goes from 0.000 to 1.000

## Outputs

### Image

Standard image output.

## Alpha

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### Combine RGB

Combine the single RGB channels into a single image.

#### Input

##### *R, G and B*

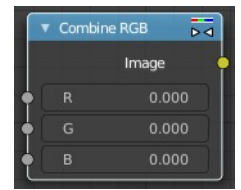
The red, green and blue channels of an image.

#### Output

##### *Color*

Color output.

---



### Separate RGB

Combine the single RGB channels into a single image.

#### Input

##### *Image*

The image input.

#### Output

##### *R, G and B*

The red, green and blue channels of an image.

