



12.1.7 Editors - Geometry Nodes Editor - Header - Add Menu - Color

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Detailed table of content

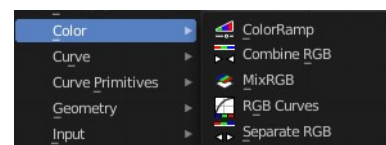
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Add menu - Color

Here you find mainly nodes to convert color values.



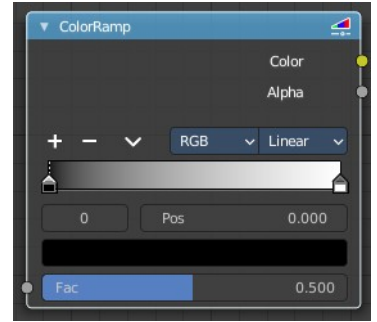
Color Ramp

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.

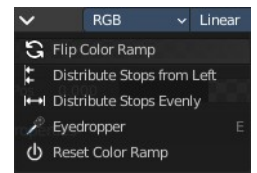
-

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.

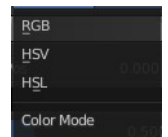
Reset Color Ramp

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

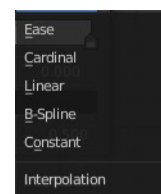
Uses a Linear Interpolation for the color stops.

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

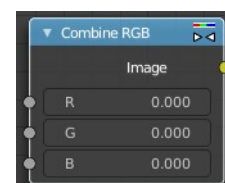
Image

Standard image output.

Alpha

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.

Tools

Tools is a menu where you can find some curve related tools.

Reset View

Resets the curve windows zoom.

Vector Handle

Set handle type to Vector.

Auto Handle

Set handle type to Auto.

Auto Clamped Handle

Set handle type to Auto Clamped.

Extend horizontal

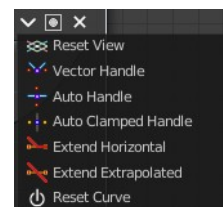
Extends the curve before the first curve point and behind the last curve point horizontally.

Extend extrapolated

Extends the curve before the first curve point and behind the last curve point extrapolated.

Reset Curve

Resets the curve to the initial shape.



Output

Color

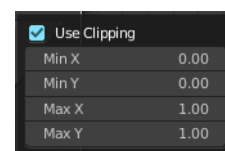
Color output.

Use Clipping

Clipping options. Set up clipping for the stroke.

Delete Points

Deletes selected curve points.



MixRGB

The Mix Node mixes images by working on the individual and corresponding pixels of the two input images. Called “MixRGB” in the shader and texture context.



Inputs

Factor

Controls the amount of influence the node exerts on the output image.

Color 1

Usually the background image. The image size and resolution sets the dimensions of the output image.

Color 2

Usually the foreground image.

Properties

Mix

Choose the different blending modes.

Add, Subtract, Multiply, Screen, Divide, Difference, Darken, Lighten, Overlay, Color Dodge, Color Burn, Hue, Saturation, Value, Color, Soft Light, Linear Light.

Clamp

Limit the highest color value to not exceed 1.

Outputs

Color

Standard output.

RGB Curves

Adjust the RGB channels by curves.

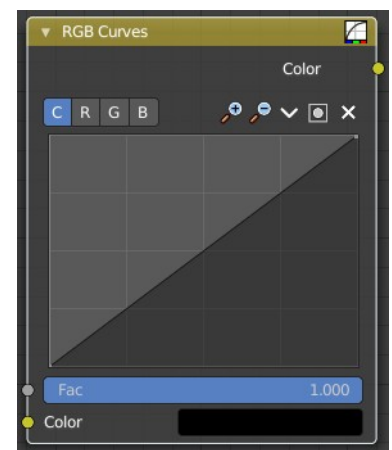
Input

Factor

The blend factor.

Color

The input color.



Channel buttons

Clicking on one of the channels displays the curve for each.



C (Combined RGB), R (Red), G (Green), B (Blue).

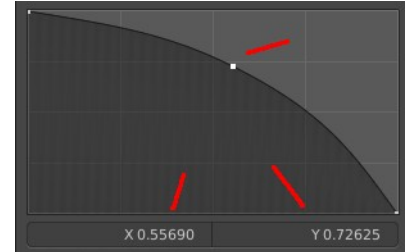
Curve edit field

Create and tweak a Bezier curve that varies the input levels (X axis) to produce an output level (Y axis).

Selecting Points

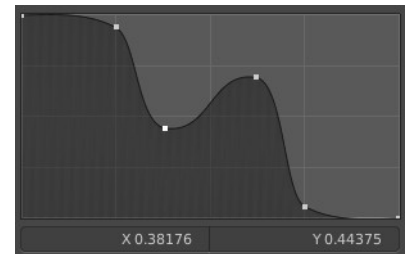
You can select curve points. This reveals two edit boxes for the x and y coordinate of this point.

Selected points can be moved around. Left click at them, hold the mouse button down and move them to a new location.



Adding Points

You can add new curve points by simply left clicking at the curve. Move the mouse to position them where you need it.



Navigation elements

The navigation elements at the top are described from left to right.

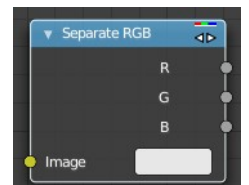
Zoom in and out

The two buttons with the magnifying glass at it zooms in and out in the curve window.



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.