V-Ray ICC

This page contains information about the V-Ray TexICC node.

Overview

V-Ray TexICC is a V-Ray utility node that allows you to apply an ICC profile to any texture.

Parameters

**File** – Specifies the location of the ICC profile.

Basemap – A slot to load the map that needs an ICC profile applied on it.

Render Intent – Chooses between different color gamuts, which in turn affect the set of color corrections applied to the texture. The available options are *Perceptual*, *Relative Colorimetric*, *Saturation*, and *Absolute Colorimetric*.

For more information on V-Ray's implementation of Render intents, see the ICC Specifications and the Image technology colour management papers.

Black point compensation – When enabled, black point compensation maps the darkest possible value in the scene to the darkest possible value in the resulting image displayed.
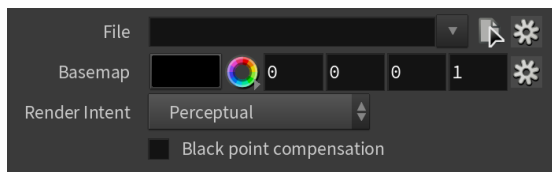
References

- ICC White Paper 40 - Black-point compensation: theory and application (International Color Consortium) https://www.color.org/WP40-Black_Point_Compensation_2010-07-27.pdf
- Introduction to the ICC profile format (International Color Consortium) https://www.color.org/iccprofile.xalter
- Color Rendering Intent https://www.color.org/icc_white_paper_9_workflow.pdf