Color grade texture creation

Overview

Color grading is a way to map the color of a pixel to another color. This can be used to change the brightness, contrast, hue, saturation, … of a whole image.
It is possible to smoothly fade between two different grading templates.
It uses a small 3D texture with a color as input and another color as output.

Requirements

- Photoshop or any other image editing software

Setup

1. Take a screenshot of the game with color grading disabled
2. Open the screenshot in Photoshop
3. Drag and drop the default grading texture on the canvas (`\textures\gradingmaps\colorgrading_base.png`)
4. Place the color strip anywhere in the image
5. Flatten the image to merge all the layers
6. Select "Image > Mode > 16 Bits/Channel" in the top menu

Adjustments

- Use any of the options in "Image > Adjustments"
- These can be used to change the brightness, saturation, contrast and so on
- Any changes you see on the image in Photoshop will carry over to the game

Layers

- It is also possible to use the any of the layer blend modes
- There are two kinds of layers allowed:

1. Solid color
2. Dupilcate of the first layer

- It is possible to duplicate the first layer and make adjustments to it and then blend it
- The use of Layer Masks is allowed as long as they are generated from the image and not hand painted
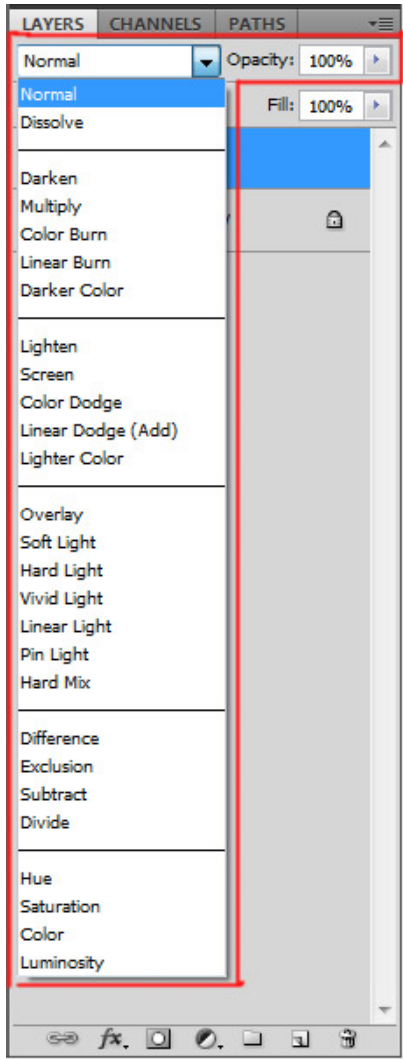
Saving

1. Crop the color strip from the canvas, make sure the resulting image is 256×16 px
2. Select "Save As…" and set the format as "PNG" and save it in the folder "\textures\gradingmaps"
3.

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Last update: **2020/03/28 13:52**