

Exposure Areas

An area that changes the tone mapping parameters when entered. Used to simulate automatic correction of exposure that occurs when eyes get used to bright/dim lit environments.

General Parameters

- **Name:** Name for the billboard. Should be unique for all objects in map.
- **Position:** 3D Vector storing the position in world.
- **Rotation:** 3D Vector storing the rotation.
- **Size:** 3D Vector storing the size of the area box.

Specific Parameters

- **Exposure:** The total light that is allowed through the camera, increasing this value makes the image brighter. In the range of -10 to +10.
- **WhitePoint:** A real value that sets which value that should be considered the brightest.
- **Transition time:** The time it takes for the new exposure to apply.

From:

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Last update: **2012/12/07 15:51**

