

# range

## Class

Shader

## Output

RGB

## synopsis

Remap input from the  $[input\_min, input\_max]$  range to the  $[output\_min, output\_max]$  range linearly. The result is not clamped unless *smoothstep* is on, and the result is interpolated smoothly and the result is clamped in the  $[output\_min, output\_max]$  range.

---

### input

Input shader to apply the range to.

### input\_min

Minimum input value to be used.

### input\_max

Maximum input value to be used.

### output\_min

Minimum output value to be used.

### output\_max

Maximum output value to be used.

### smoothstep

If enabled, remapping is done using a smooth step function. Otherwise, it's done linearly.

### contrast

Scales values around the *Contrast Pivot*.



0.1



0.2

## contrast\_pivot

The origin of the contrast scaling. The default is 0.18 which is the average perceptual mid-gray.



0.1



0.2

## bias

Push or pull values by altering the slope at the beginning of the range. Bias values below 0.5 decrease the slope and lower values overall. Above 0.5, the slope is higher, and the value grows more quickly. A value of 0.5 has no effect.

## gain

Increase or decrease the slope of the mid-range values. Gain values below 0.5 increase the contrast whereas values above 0.5 flatten the mid-range values. A value of 0.5 has no effect.