

# FILMIC TONE CURVE V2

## USER MANUAL

*Filmic Tone Curve is a look development tool that allows you to bring a filmic contrast curve into your image. It mimics the characteristics of analog film with a linear section around middle exposure and soft highlight (shoulder) and shadow (toe) roll-off. This DCTL is transfer curve aware, that is, it behaves consistently across different input transfer curves. It natively supports DaVinci Intermediate, ACEScct, ARRI LogC3 and LogC4. It is intended for use in a scene space and can be used to bake log-to-log LUTs.*

## CONTROLS

### Contrast

Adjusts the overall contrast (the slope of the linear section).

### Pivot

Shifts the mid grey point up or down in stops relative to middle grey.

### White

Defines the maximum white point from 0 (3 stops above mid grey) to 1 (1000 nits).

### Black

Defines the minimum black point from 0 to 0.2. Higher values give milkier blacks.

### Shoulder Length

Adjusts the transition point between the linear section and the shoulder (highlight roll-off).

### Shoulder Strength


Controls the shape of the shoulder. At lower values, the curve reaches white at a gentler slope, leading to "creamier" highlights. At maximum, highlights are compressed into a narrower range, causing "pingier" highlights.

### Toe Length

Adjusts the transition point between the linear section and the toe (shadow roll-off).

## Toe Strength

Controls the shape of the toe. Lower values give a softer toe and more shadow detail retention; higher values give inkier, deeper shadows.

 *If you don't get enough response out of the toe controls, try slightly raising your black point. Generally, the higher the black point, the stronger the effect of the toe controls. Slightly raised black points also tend to look more filmic and cinematic.*

## Preserve Saturation

Adjusting contrast on a per-channel basis affects saturation. This slider lets you blend between a per-channel operation and an adjustment of the Y-channel only. Higher values can emulate a bleach bypass characteristic, lower values can make colors pop. Leaving this slider at 0.5 tends to give natural, transparent looking results.

## Show Curve


Enables the curve overlay.

## Inverted Curve

This can help making the curve more legible on bright backgrounds.

## Transfer Curve

Sets the input transfer curve (gamma). This is to ensure that the tool behaves correctly and consistently. This DCTL gives back the image in the same transfer curve it has received as its input.

 *Currently supported transfer curves are ACEScct, ARRI LogC3 and LogC4, and DaVinci Intermediate. If you work in a different space, please use a CST upstream or gamma tag your node as one of the above. **If you do this, make sure that your timeline color space is set up correctly in your timeline settings.***