SHADER CALIBRATION SCENE
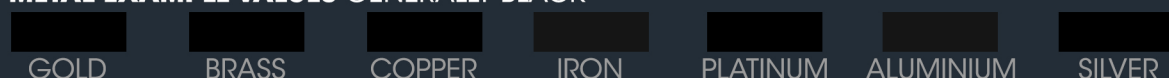## SPECULAR VALUE CHARTS

unity

ALBEDO RGB

ALBEDO DEFINES THE **DIFFUSE REFLECTIVITY** OF A SURFACE
FOR **NON-METALS** THIS WILL USUALLY BE THE PERCEIVED COLOUR OF THE OBJECT. FOR **METALS** THIS IS USUALLY BLACK
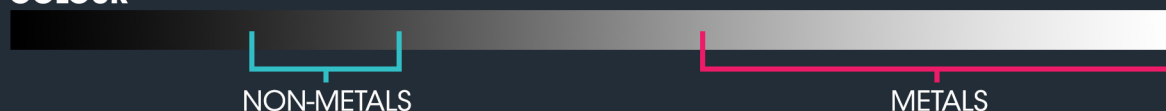
NON-METAL EXAMPLE VALUES

COAL	RUBBER	MUD	GRASS	BRICK	WOOD	CONCRETE

METAL EXAMPLE VALUES GENERALLY BLACK

GOLD	BRASS	COPPER	IRON	PLATINUM	ALUMINIUM	SILVER

SPECULAR RGB

SPECULAR DEFINES THE **SPECULAR REFLECTIVITY** OF A SURFACE
NON-METALS ARE USUALLY A DARK GREY OF ~55 in sRGB. FOR **METALS**, THIS IS USUALLY THE PERCEIVED COLOUR OF THE METAL

COLOUR

NON-METALS

METALS

NON-METAL sRGB RANGE **40-75**

METAL sRGB RANGE **155-255**

NON-METAL EXAMPLE VALUES GENERALLY GREYSCALE

COAL	RUBBER	MUD	GRASS	BRICK	WOOD	CONCRETE

METAL EXAMPLE VALUES

GOLD	BRASS	COPPER	IRON	PLATINUM	ALUMINIUM	SILVER

SMOOTHNESS A

SMOOTHNESS DEFINES THE PERCEIVED **GLOSSINESS** OR **ROUGHNESS** OF A SURFACE
FOR TEXTURES, THIS IS STORED AS THE ALPHA CHANNEL OF THE **SPECULAR MAP**

METALS

0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0

0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0

NON-METALS