

SHADER CALIBRATION SCENE

METALLIC VALUE CHARTS

ALBEDO RGB

ALBEDO DEFINES THE **OVERALL COLOUR** OF AN OBJECT
VALUES USUALLY MATCH THE PERCEIVED COLOUR OF AN OBJECT

MEDIAN LUMINOSITY



NON-METAL sRGB RANGE **50-243**

METAL sRGB RANGE **186-255**

NON-METAL EXAMPLE VALUES



METAL EXAMPLE VALUES



METALLIC R

METALLIC DEFINES WHETHER A SURFACE APPEARS TO BE **METAL** OR **NON-METAL**
WHILST PURE SURFACES WILL BE EITHER **0.0** OR **1.0**, BEAR IN MIND FEW PURE, CLEAN, UNWEATHERED MATERIALS EXIST IN REAL LIFE
WHEN **TEXTURING** A METALLIC MAP, THIS VALUE WILL ALWAYS BE **GREYSCALE** AND IS STORED IN THE **R CHANNEL** OF AN RGB FILE

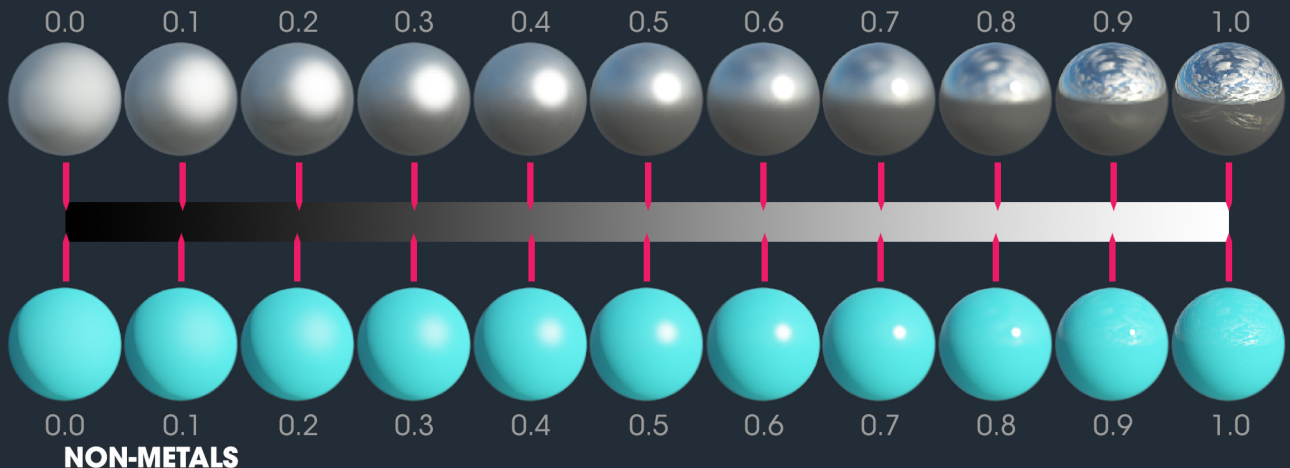
GREYSCALE



SMOOTHNESS A

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

METALS



NON-METALS