

# Color Map (QSF)

## General

**File extension:** \*\_c.tif

**Image:** RGB Color

**Description:** Define the color of a surface. There are no lighting information in here.

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**Luminance range for dielectric surfaces:** 50-240

**Luminance range for metallic surfaces:** 128 - 255

img example

tutorial range setup in photoshop

### Color of dielectric surfaces

- based on physical surface colors
- real world average colors swatch of different surfaces
- no hard contrast
- no shadow
- no directional lighting
- no light reflections
- by using photo -> photograph only while overcast lighting to reduce directional lighting -> use a polarized lensfilter on camera to reduce light reflections -> use a colorchart on the photo to correct the color inconsistency + link background info

### Color of metallic surfaces

- most physicaly correct results with flat colors
- based on physical f0 value of a real world metallic surface
- real world metallic f0 values swatch
- url background info about F0

### What is metallic and dielectric?

Physical Based Rendering