

# POST FX COLOR CORRECTION PACK, VOLUME 1.0



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## DOCUMENTATION & INSTALLATION GUIDE

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## ABOUT

*I offer a wide range of custom, very professional, detailed color corrections that are based on industry standard theoretical complimentary color schemes that actually match to the other color tones rather than ones that make the entire scene look like somebody threw up on it.*

*You don't have to know one thing about color correction, or tones, or hues, or brightness/gamma correction or have to customize any individual or master values to get the color correction you need. You just apply the color correction that comes in the pack that you think most fits your scene and apply it.*

*There are absolutely no script or source code changes that need to be applied first to apply the color correction. Everything is handled within the world editor and with a few clicks, you're all set.*

*The color correction can be applied on a per-mission basis without any code changes. Each color correction change can be saved and loaded when the mission loads automatically - again, no code changes necessary. For example, if you need a warm color scheme on one mission and a cool color scheme on another mission, you can apply the warm color correction to mission1 and then apply the cool color correction to mission2, save the presets on each and when that mission loads it will load your color correction respectively for each mission.*

*It cuts down dramatically on overall development time and if you have artists that are working on your environment, they will love it. Those of you that are developers will love it as well, because you can spend more time on developing other important features rather than mess with color correction or engine customizations to try and get proper color correction. I've done that all for you!*

## PREREQUISITES

*Any version of Torque 3D; however, it was tested and developed for Torque 3D 1.2.*

## INSTALLATION

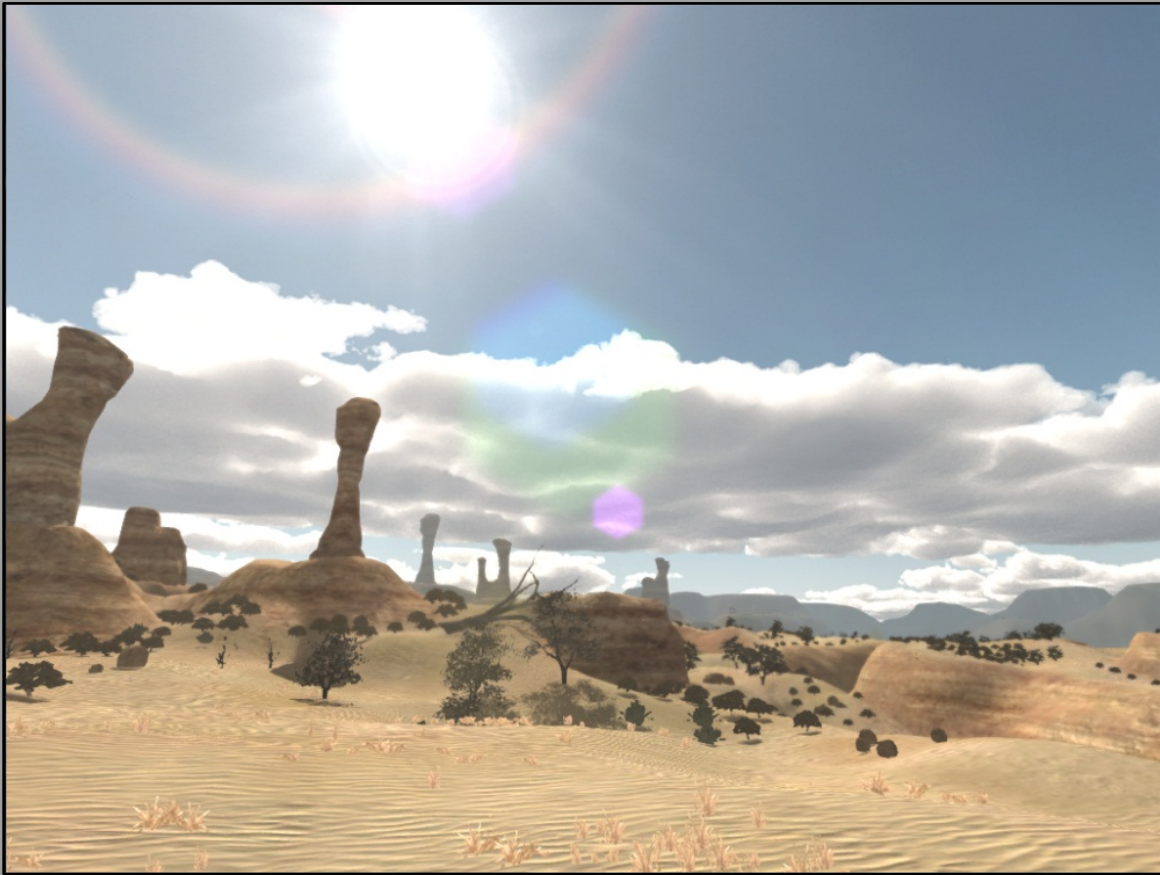
*The installation of the **ULTIMATE POST FX COLOR CORRECTION PACK, VOLUME 1** is very simple and painless. Best of all there are absolutely no source code changes that need to take place to start using them immediately.*

*Installation Steps:*

- 1. Copy the "game" directory that comes in the GPI\_CC\_Pack\_vol1.zip and paste it into your root Torque 3D project directory (\*Default: /Torque 3D 1.2/My Projects/[project\_name]/)*
- 2. You're done! See? Simple.*

## COLOR CORRECTION PRESETS

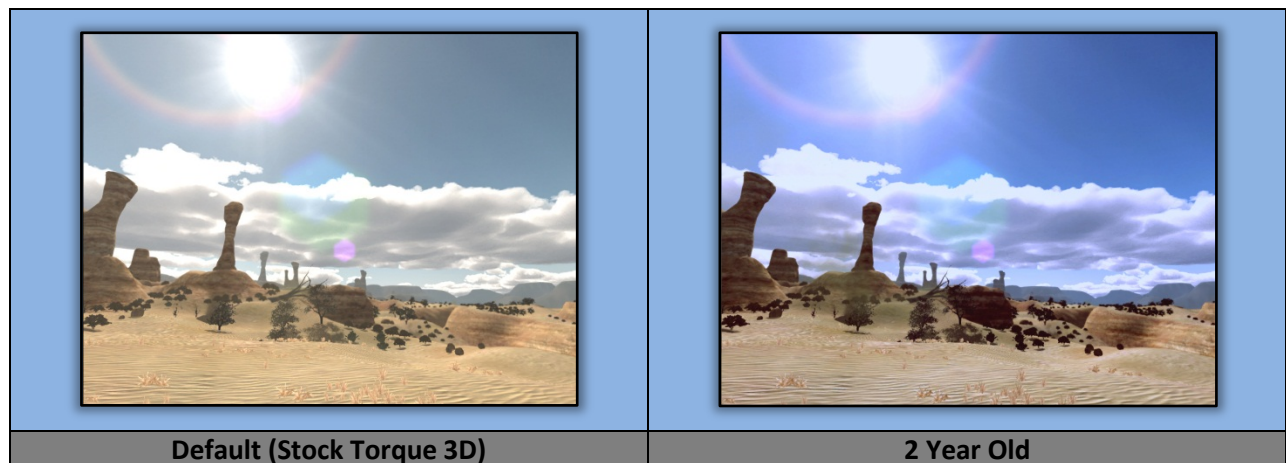
**Preset: Default (Stock Torque 3D) | Filename: null\_color\_ramp.png**



**Description:** This is the default color correction or “color ramp” that GarageGames has provided in stock Torque 3D. This is a very balanced and neutral color correction and is can be used as a starter for any game. I will be using this default color correction as a reference image on each preset page to show you the differences you can get with each of the color correction presets compared with stock Torque 3D.

**Preset: 2 YEAR OLD | Filename: 2YrOld.png**

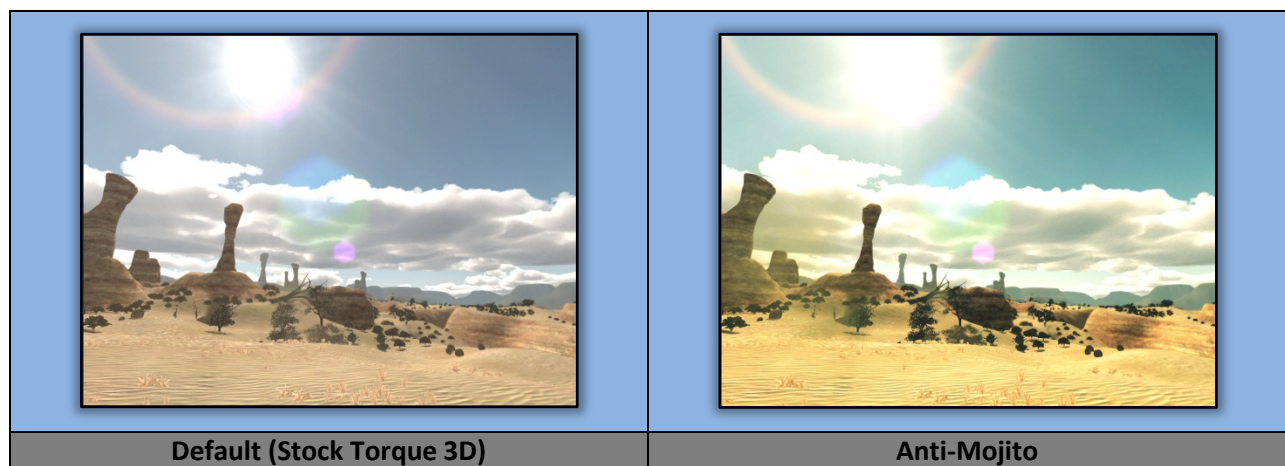
**Description:** I've decided to include this fun and surprisingly balanced color correction into this pack. My 2 year old son sat on my lap and started playing around with my color correction tools and created this color correction. It slightly increases the deep blues, adds a bit of light red and balances the mid-tone highlights with slight bleaching. I was pleasantly surprised by his skills so I thought you all would be as well.





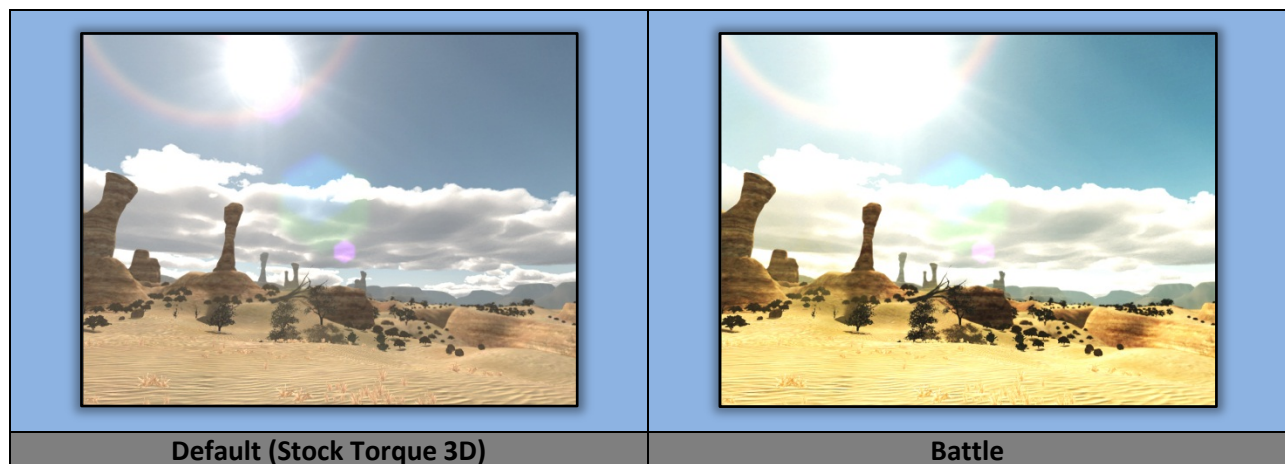
**Preset: ANTI-MOJITO | Filename: AntiMojito.png**

**Description:** Anti-Mojito is simply the opposite of Mojito. It contains lighter yellows, greens and greys. This is good for getting a decent sun bleached scene look.



**Preset: BATTLE | Filename: Battle.png**

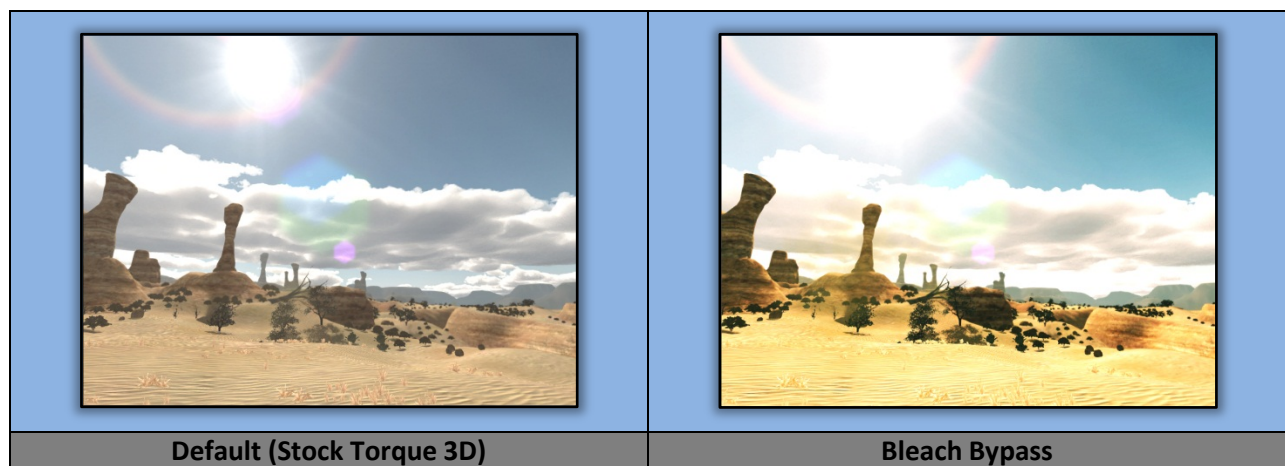
**Description:** Battle is good for that good old bleached-out look typically seen in Hollywood war movies and to get that nice balance between color and contrast. Similar to the Anti-Mojito preset but with more bleaching.





**Preset: BLEACH BYPASS | Filename: BleachBypass.png**

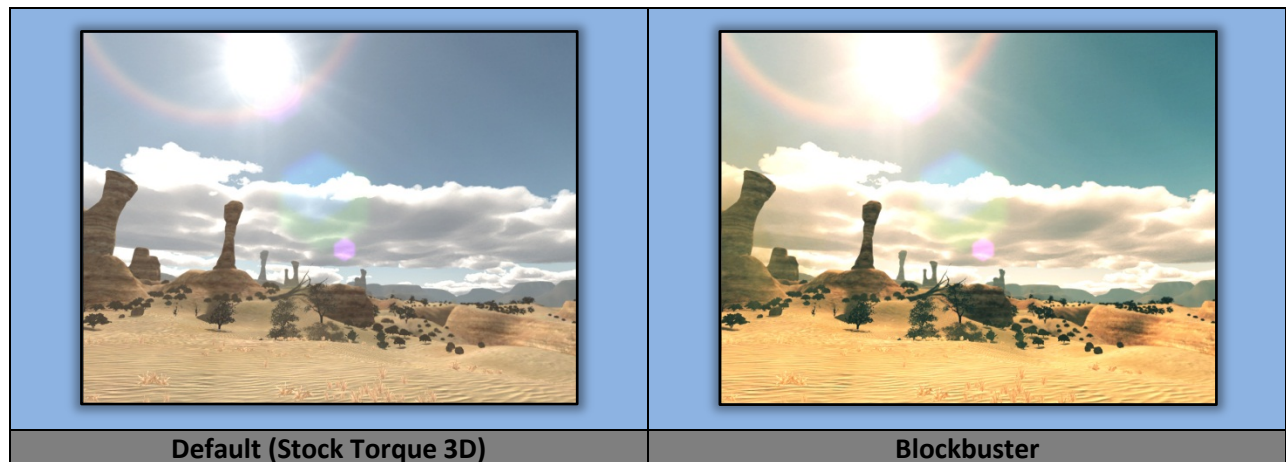
**Description:** Bleach Bypass is simply a bleach look with more reds. The shadows are less defined in some of those red areas that the sun wraps around, but darker in the cooler areas.





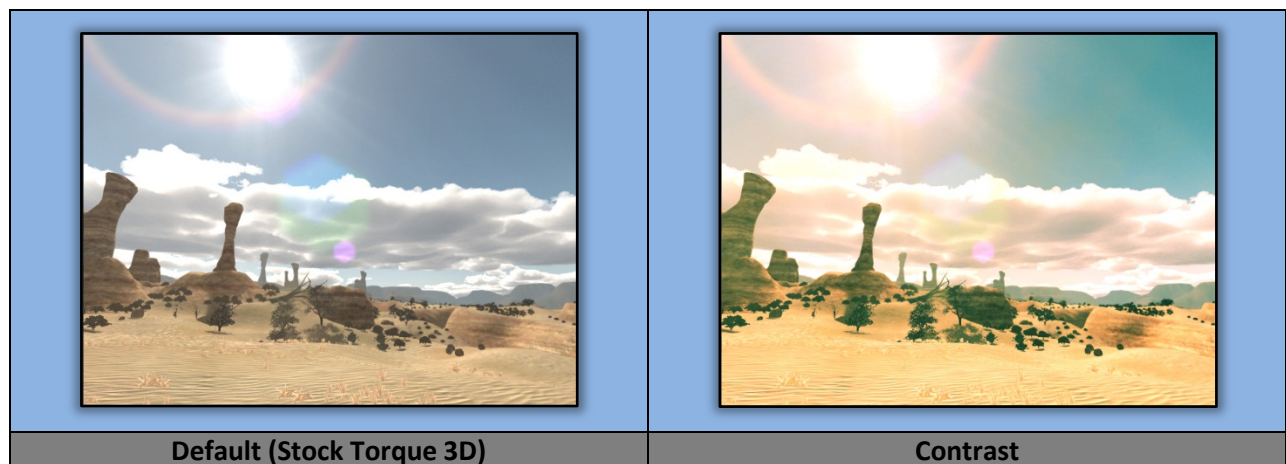
**Preset: BLOCKBUSTER | Filename: Blockbuster.png**

**Description:** Blockbuster is my favorite bypass I've created by far. I've named it Blockbuster because that's exactly the type of look you'll get with this color correction preset: that HD blockbuster movie look. It is very vivid with all colors and color blending isn't as apparent, but gives amazing depth.

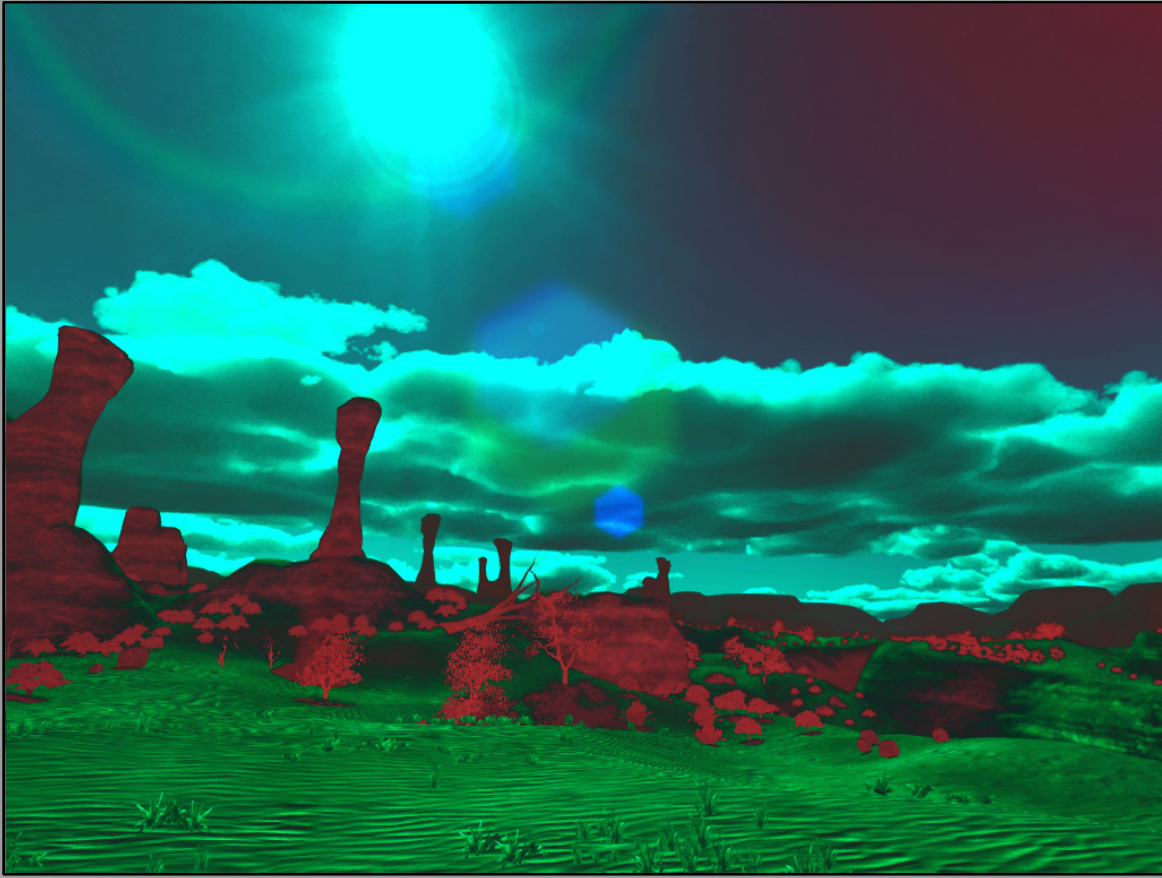


**Preset: CONTRAST | Filename: Contrast.png**

**Description:** This Contrast color correction preset has more varied color differences and really brings out the contrast in all colors. Greens wash out the shading areas, while the brighter areas are flooded with an apparent red. The blues are more of a mixture between the reds and greens.

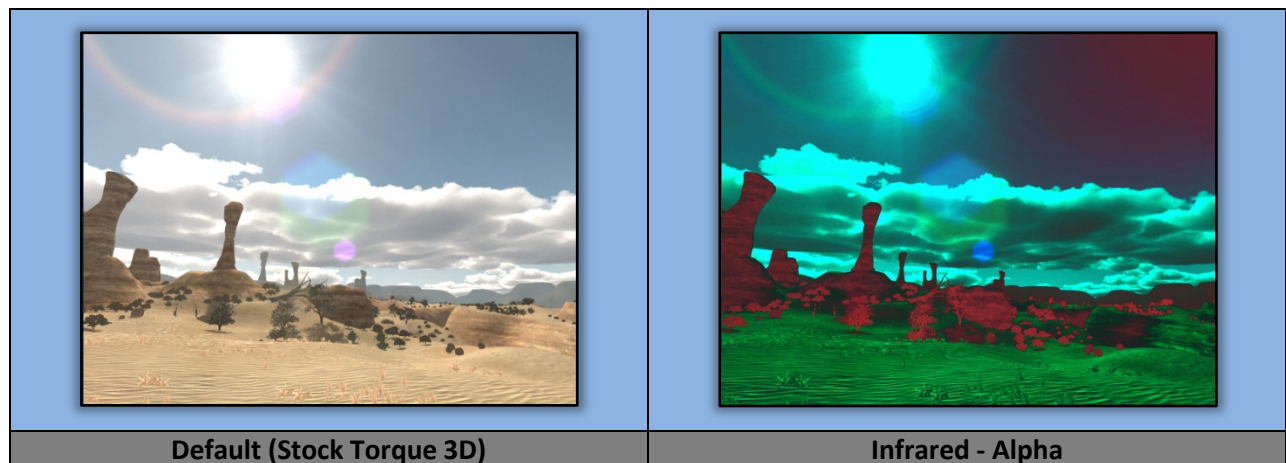




**Preset: INFRARED - Alpha | Filename: Infrared.png**

**Description:** This is just a fun preset I was playing around with to see how far I could push color correction in Torque 3D. I got a nice blend of each of the color tones defined as greens and reds. You should have some fun with this, and may come up with something kind of interesting. If so, send an email to me with a picture or a link to a YouTube video of what you've come up with to:

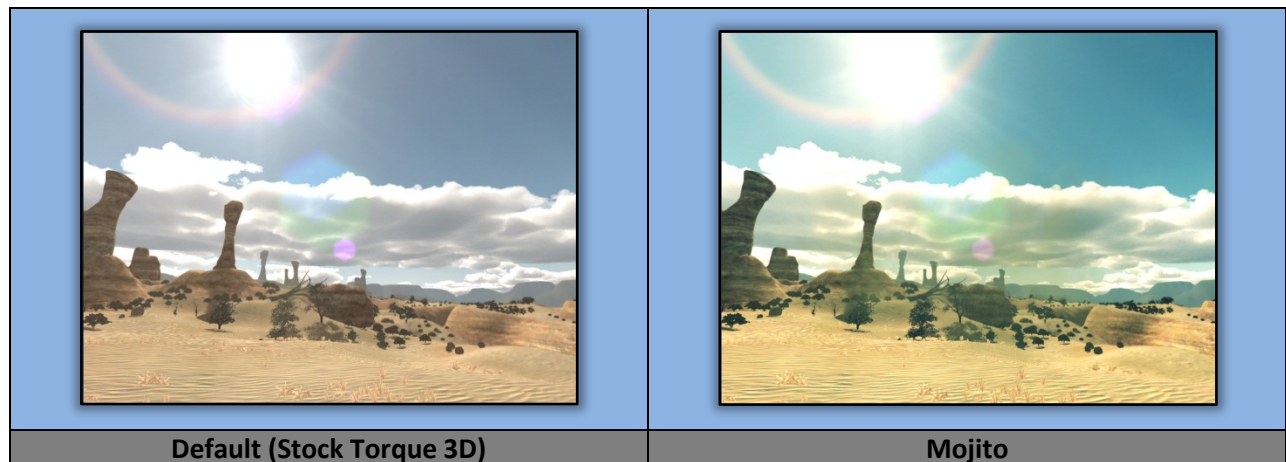
[jordan.parsons@gpinteractive.com](mailto:jordan.parsons@gpinteractive.com)

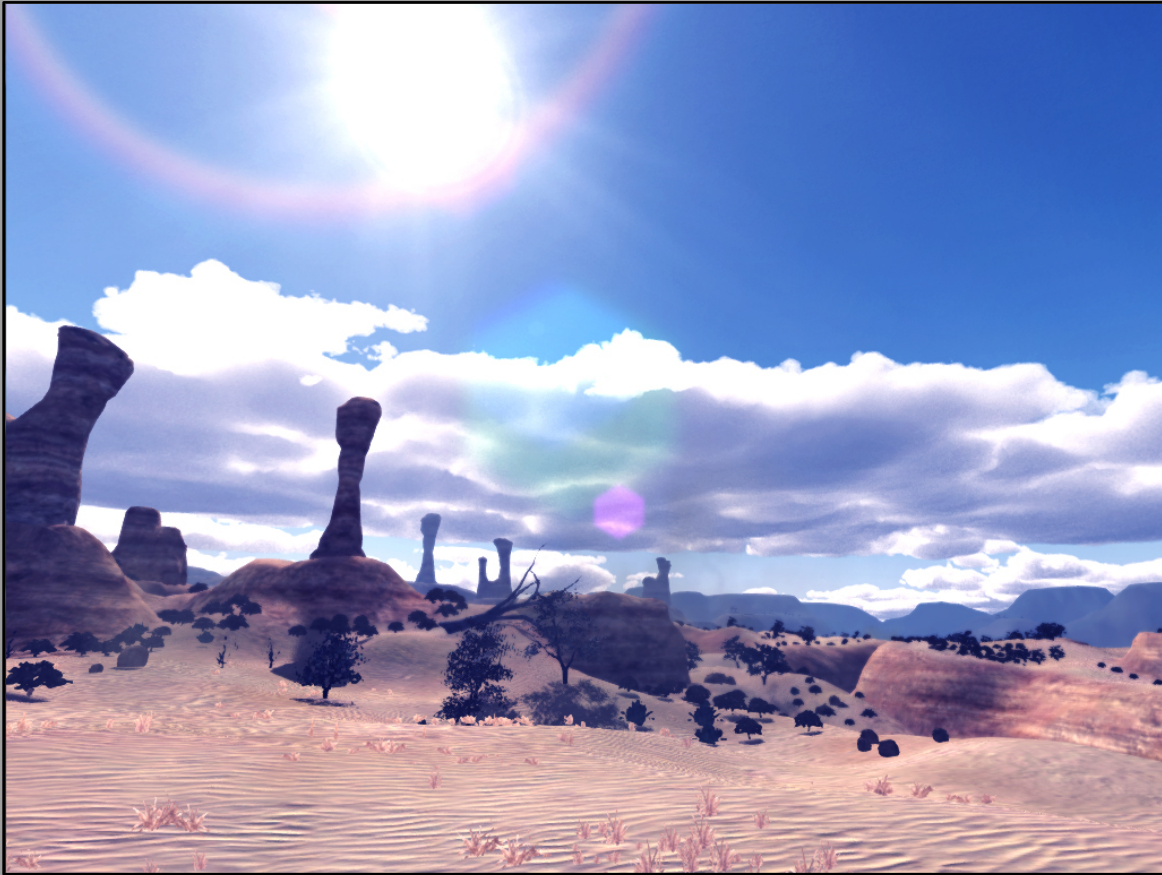




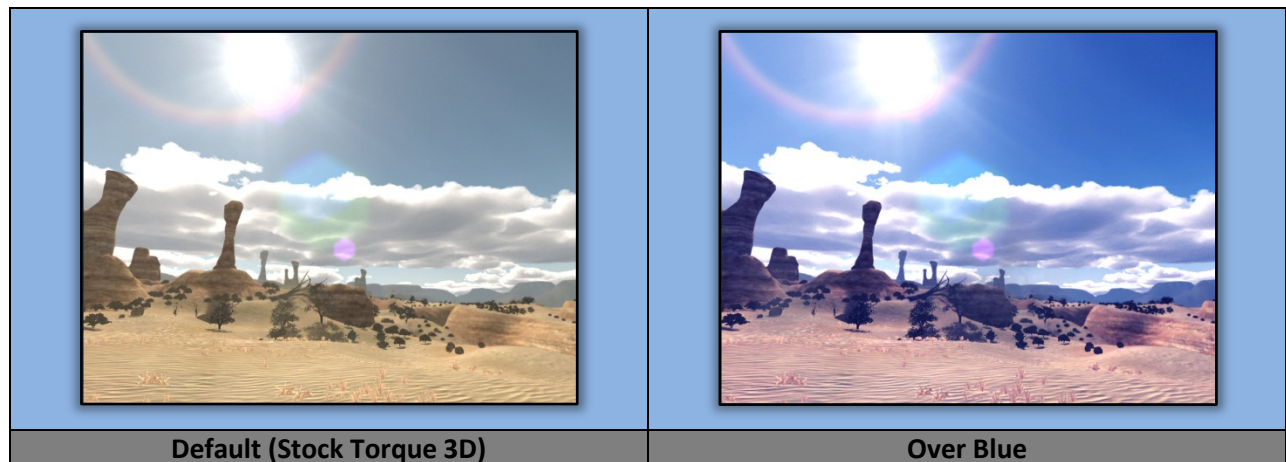
**Preset: MOJITO | Filename: Mojito.png**

**Description:** Here is the very popular industry-standard Mojito look. It's a very delicate balance of dark greens, deep blues and that bleached desert yellow. It's a very good color correction to use because of how complimentary the palette is.



**Preset: OVER BLUE | Filename: OverBlue.png**

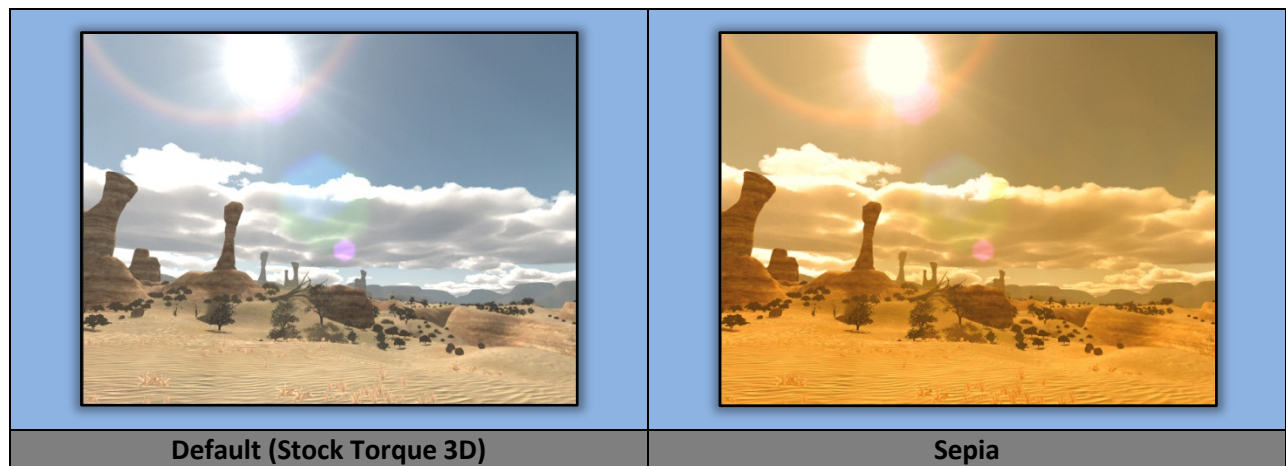
**Description:** This is for those of you that want to add that really cool color palette look to your game. This isn't as well balanced, but could be used in a snow-scene or an unfriendly area of your game or project.





**Preset: SEPIA | Filename: Sepia.png**

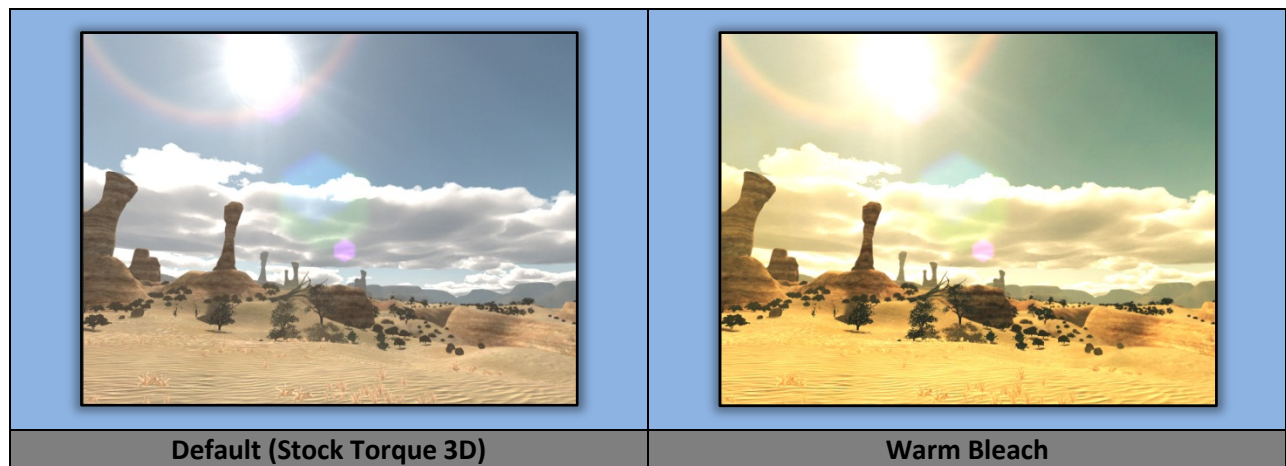
**Description:** The Sepia color correction preset doesn't need too much explanation. You can tell the drastic difference between the default Torque scene and the Sepia scene. Sepia is a popular preset/filter that comes with almost all digital cameras and camcorders. You could use this preset for a nuclear fallout type of game and the color can be complimentary if used properly with your in-game art.





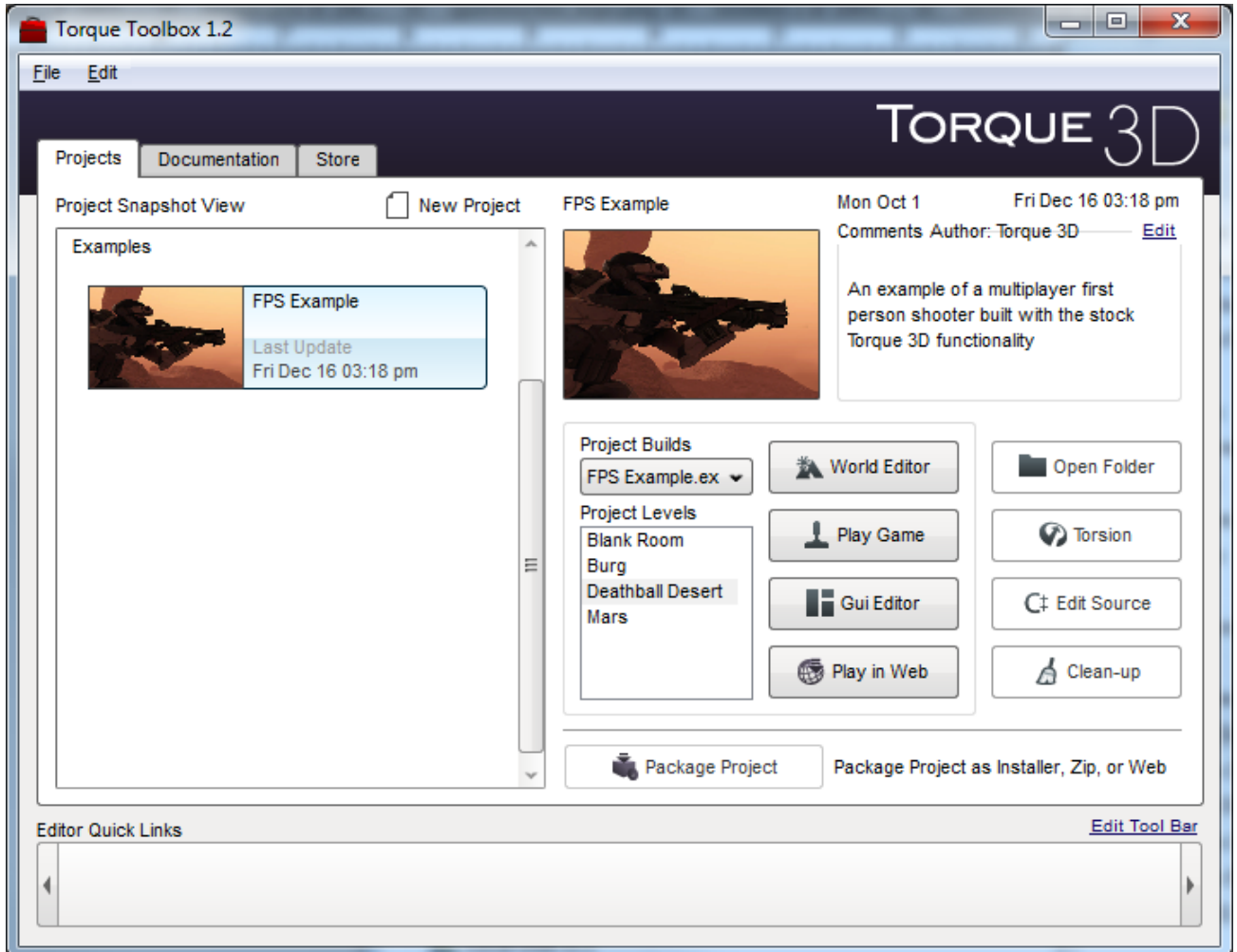
**Preset: WARM BLEACH | Filename: WarmBleach.png**

**Description:** The Warm Bleach is a great preset. It offers that warm and fuzzy feeling you want to portray in a friendly town or area. It's a complete opposite of the creepy cool preset and can be used for a whole wide range of scenes. This is my second favorite color correction I've made and I hope you find it beneficial to your game.



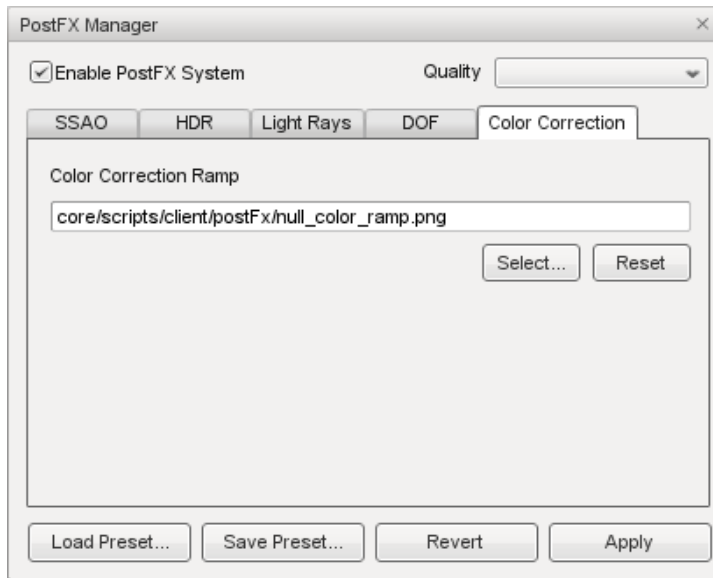
## APPLYING COLOR CORRECTION TO YOUR LEVEL

1. Open the Torque Toolbox

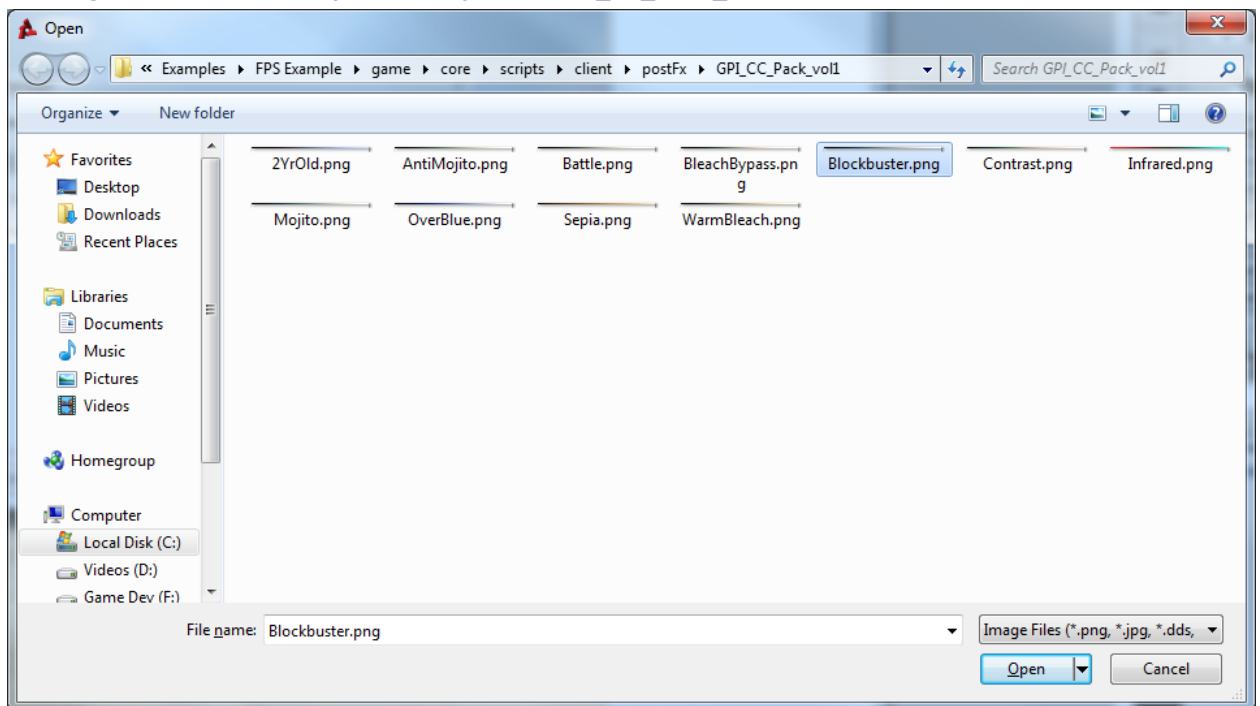


2. Go into the **World Editor** and load a mission of your choice. In this tutorial, I'm using the "**FPS Example**" project and loading the "**Deathball Desert**" level.

3. Once your level loads in World Editor mode, click on Edit → PostEffect Manager.



4. Select the **Color Correction** tab and under the **Color Correction Ramp**, click the “Select...” button to navigate to: `core/scripts/client/postFx/GPI_CC_Pack_Vol1/`



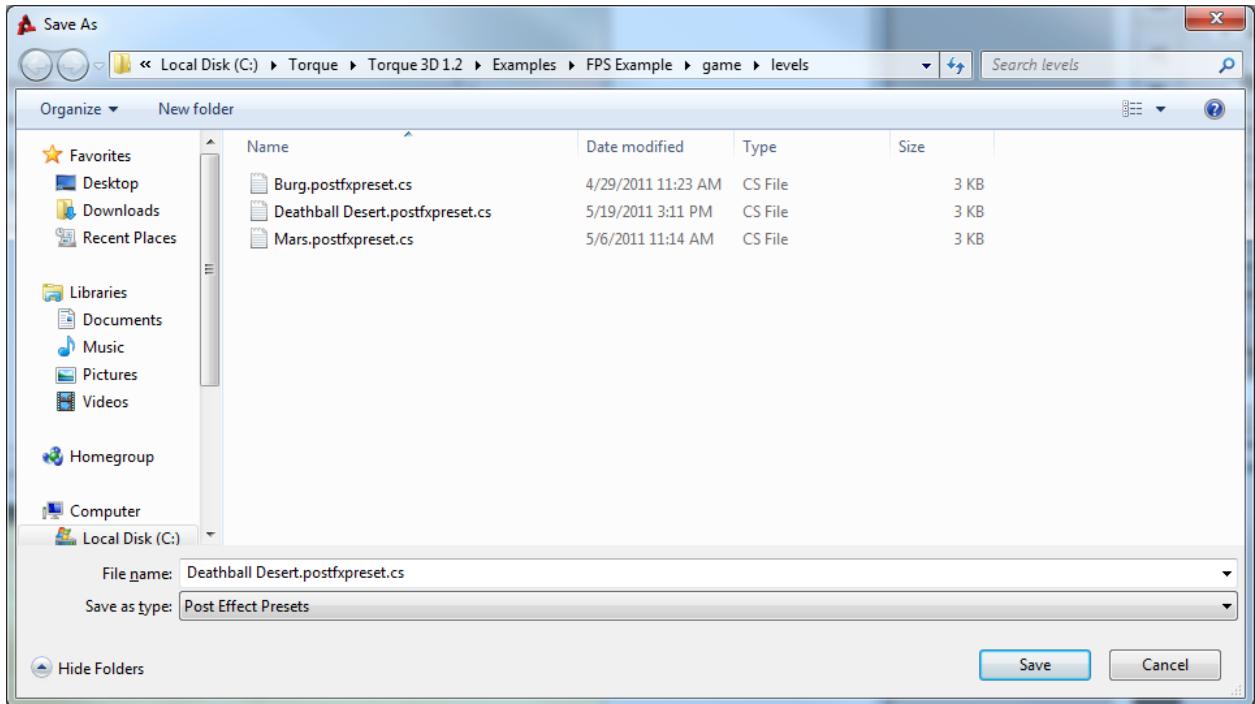
5. Now, select any one of the color correction presets that you want to use for your mission/game.  
6. Click “**Apply**” in the **PostFX Manager** to use it.

*\*Note Torque 3D doesn't by default save the changes you make in the PostFX Manager. You have to save it yourself.*



## SAVING COLOR CORRECTION PRESETS

To save changes you've made in the **PostFX Manager** and have your mission load the color correction preset, you will need to go back into the **PostFX Manager** if you don't already have it open, then click on **"Save Preset..."**. To have it load correctly next time you load your mission, you'll need to have the proper naming convention applied to the **.postfxpreset.cs** file and in the proper directory.



Since this tutorial uses the **"Deathball Desert"** level, I would need to save my **PostFX** changes to a file called: **Deathball Desert.postfxpreset.cs**

Now, next time I load my mission, all my changes and the proper color correction will be applied by default.

## **COMMENTS OR SUGGESTIONS**

*If you have any comments, suggestions, or any color correction requests then please email me anytime at: [jordan.parsons@gpinteractive.com](mailto:jordan.parsons@gpinteractive.com), with the subject including “**PostFX CC Pack**”. I will read each and every one of your emails and try to respond within a timely manner. Thank you for using this pack and I hope it will benefit all who use it.*