## renderer.gammaOutput = false no lights - no textures - only basic material with vertexcolors Blue Magenta Magenta В Cyan White White Red Red G Green Yellow Yellow White Cyan Magenta Cyan Blue Green Green Black gradients on colors we white artifact ('stripes') halfway between two colors in gradient are much more visible when gamma isn't corrected perceive as light (yellow, green, cyan) look right (smooth) with gamma corrected Magenta Magenta Blue Red Red White Cyan Yellow Yellow Green almost no red and blue influence in the palette Black Red Magenta Magenta Yellow Blue Blue Black red to magenta and yellow gradients, and also blue to cyan and magenta gradients are much smoother without correction Blue Cyan Cyan Magenta Green Green Black

## renderer.gammaFactor = 2.2 renderer.gammaOutput = true no lights - no textures - only basic material with vertexcolors Blue Cyan G Green White Magenta Blue В Black very steep transitions on primary colors, especially red and blue looks like double gamma correction Blue White Cyan Green Black Red Yellow Black the primaries red and blue colors are very concentrated and taken over quickly by surrounding colors (hard transition) Blue Magenta almost no Black influence of black in the gradients it almost looks like all primaries (red, green, blue) have problems, but secundary colors are transitioning fine/smooth