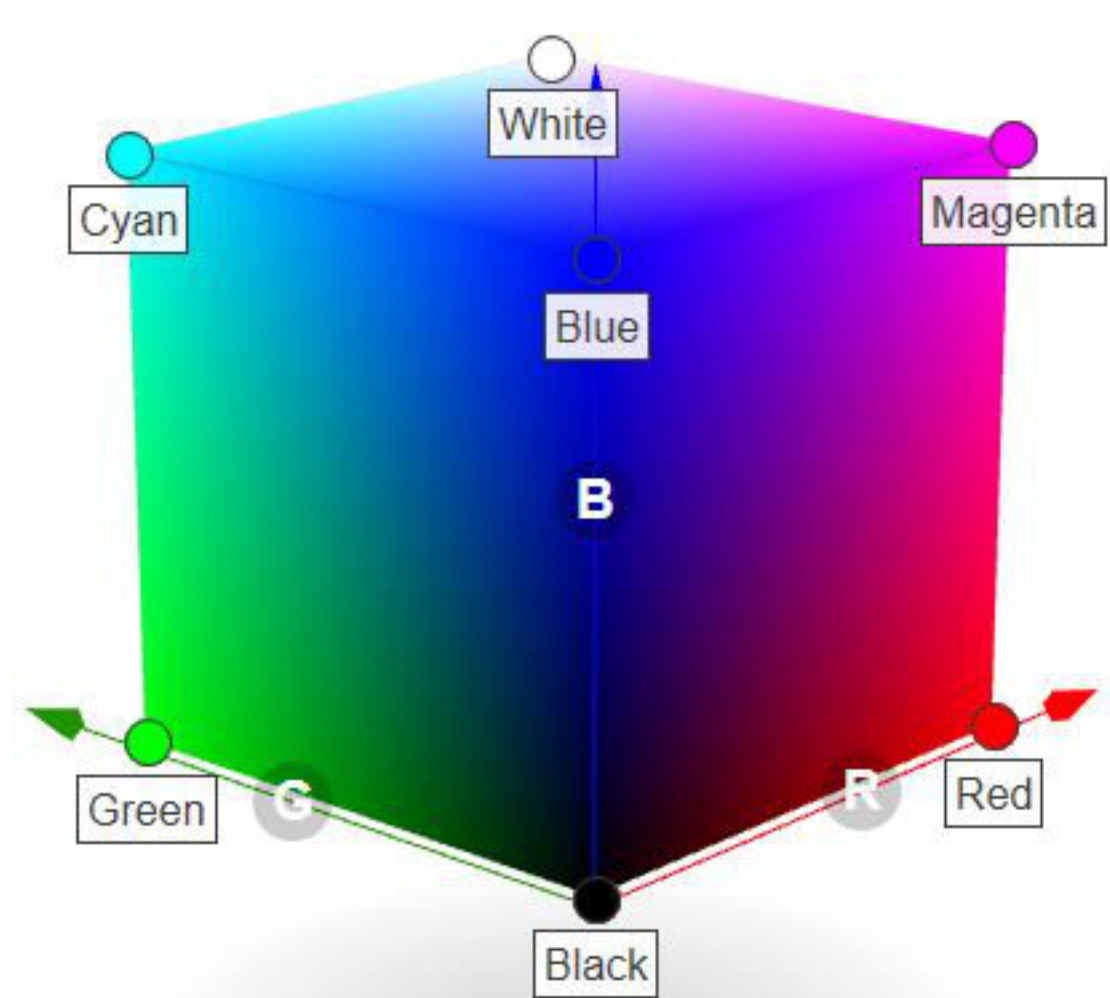
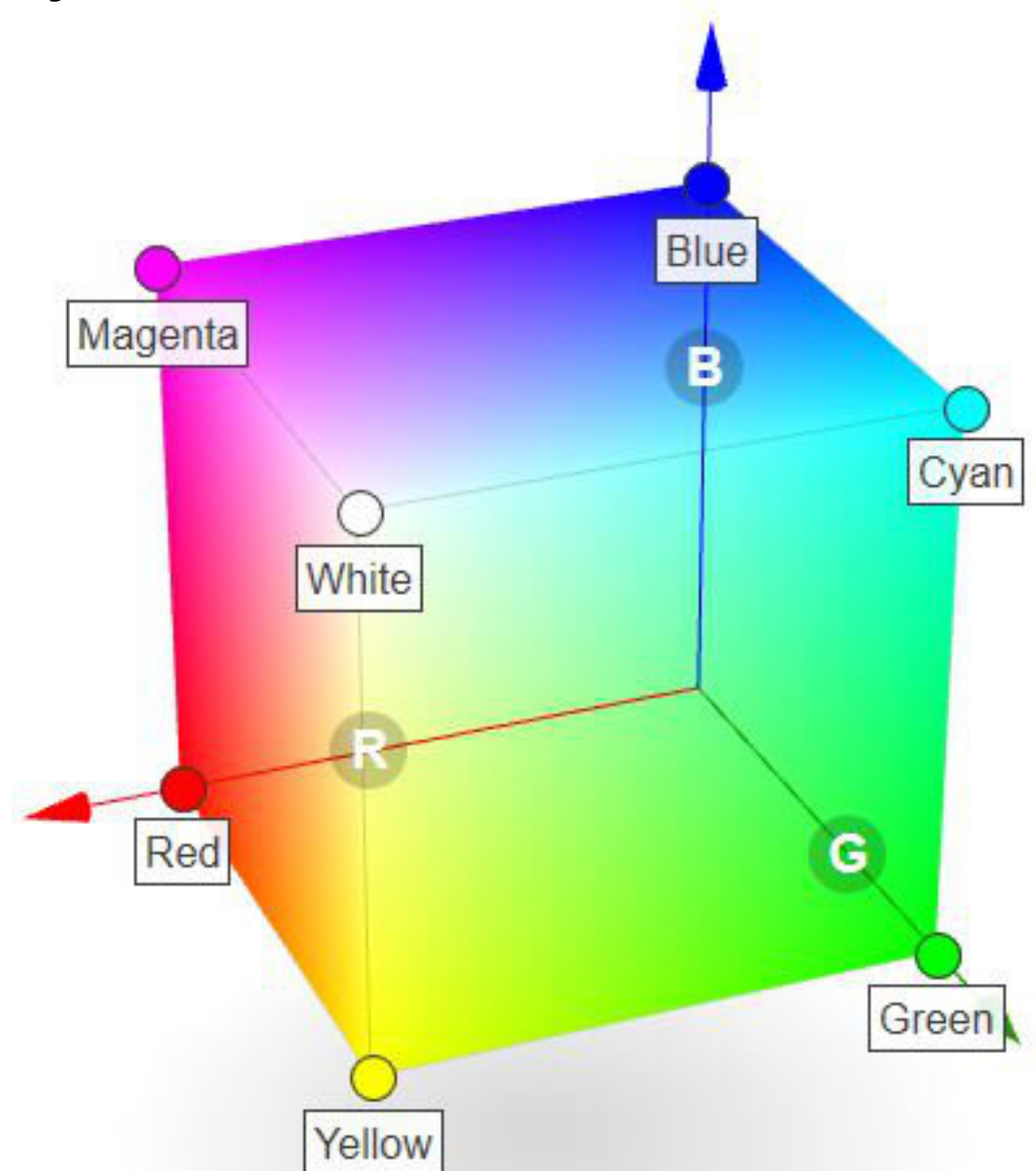
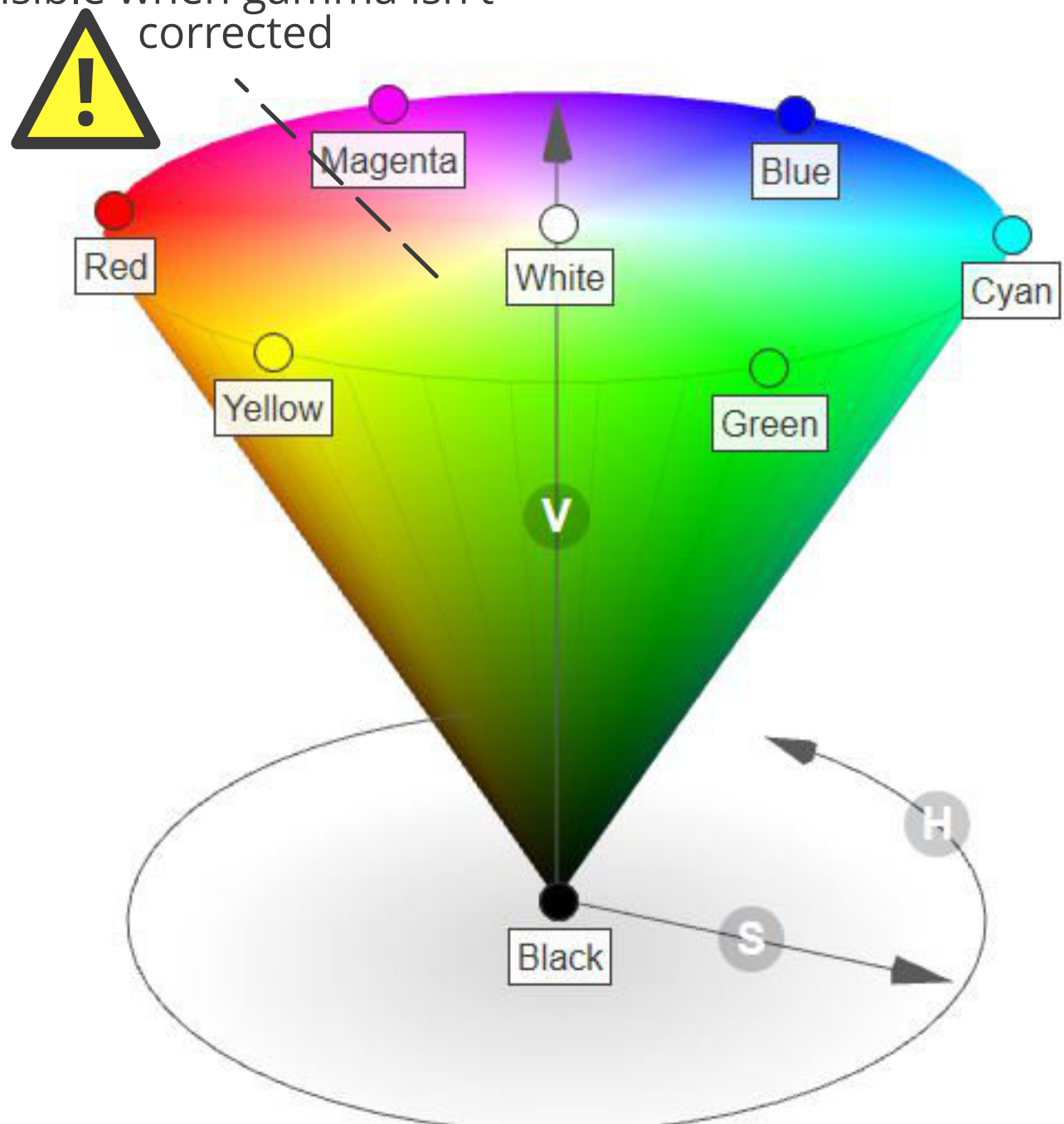


renderer.gammaOutput = false

no lights - no textures -
only basic material with vertexcolors

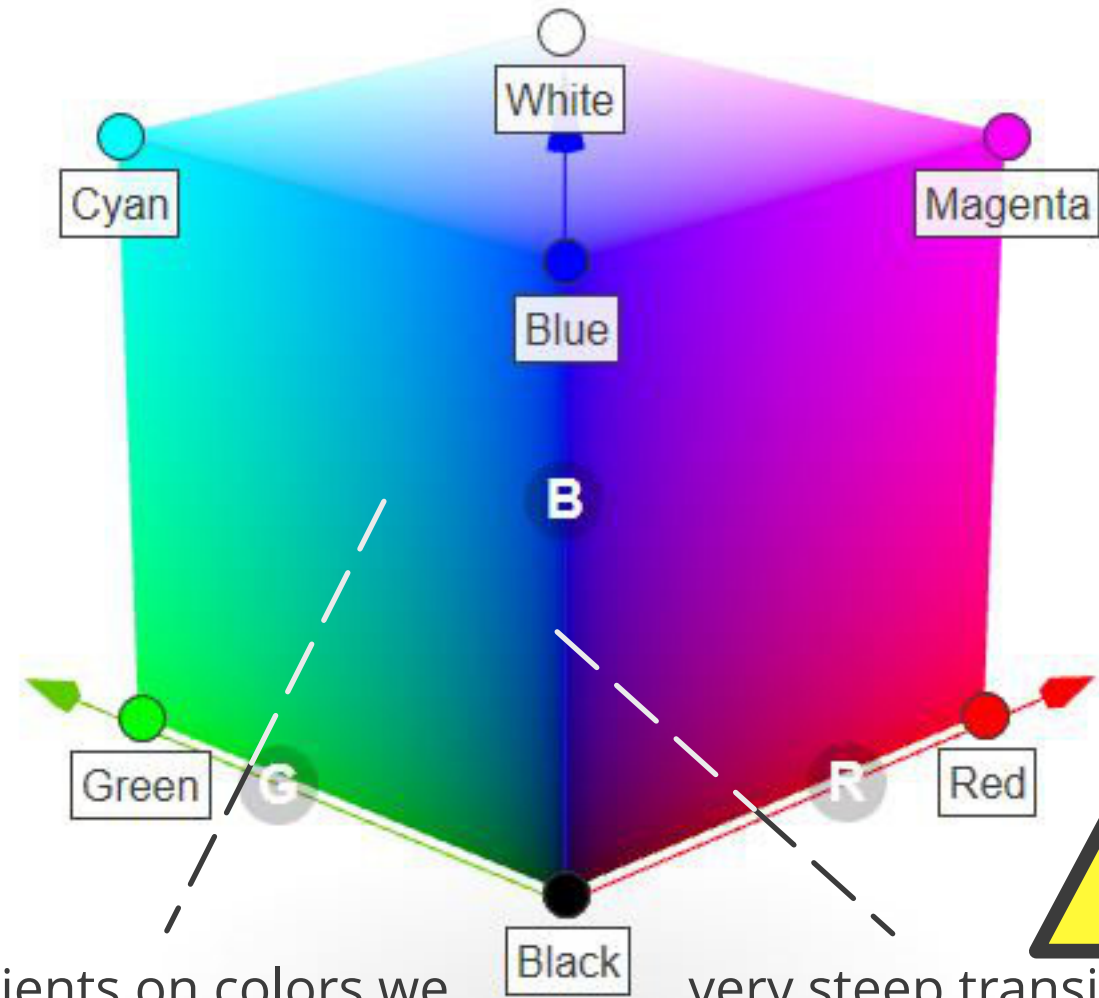
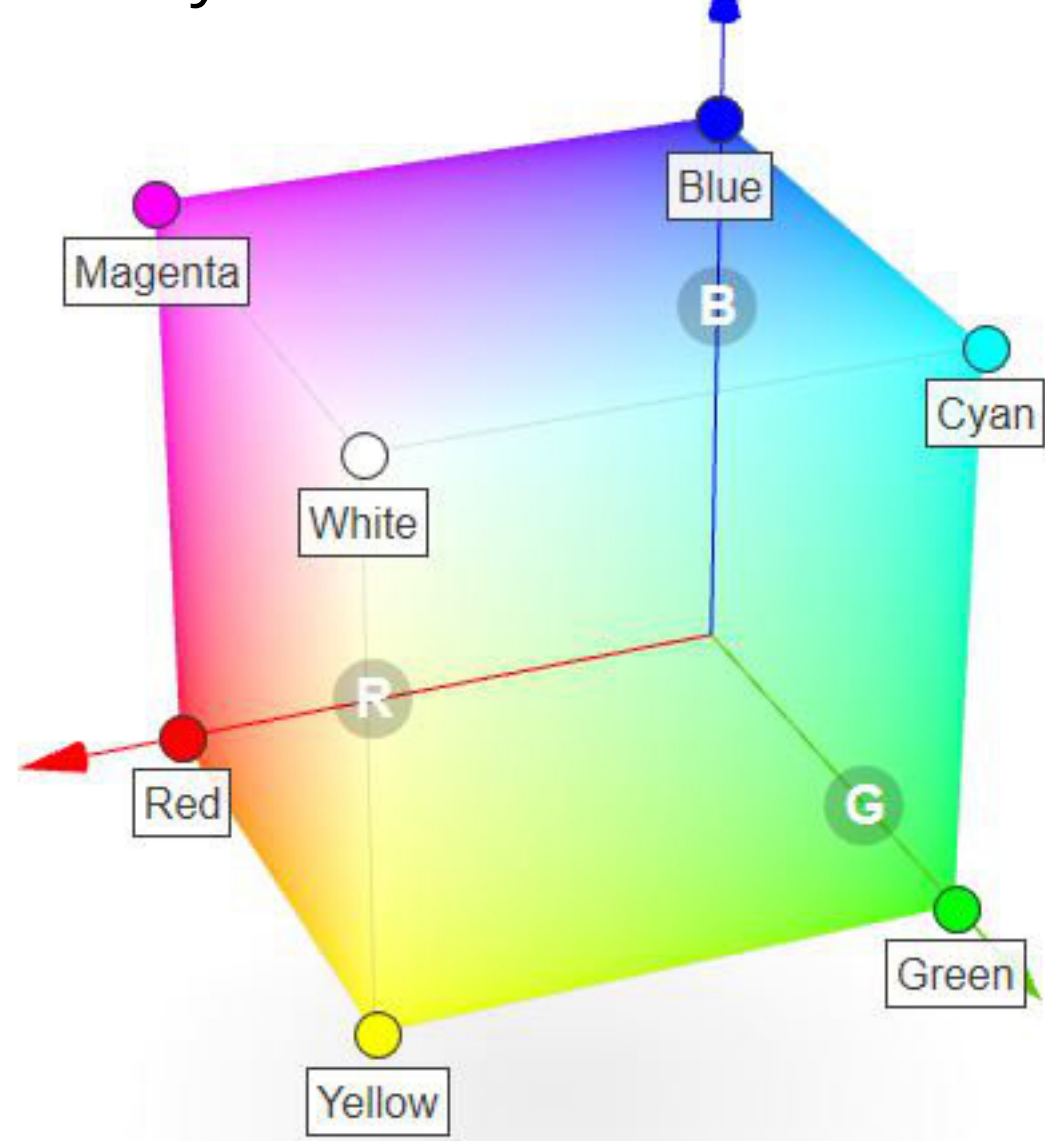


white artifact ('stripes')
halfway between two colors
in gradient are much more
visible when gamma isn't
corrected



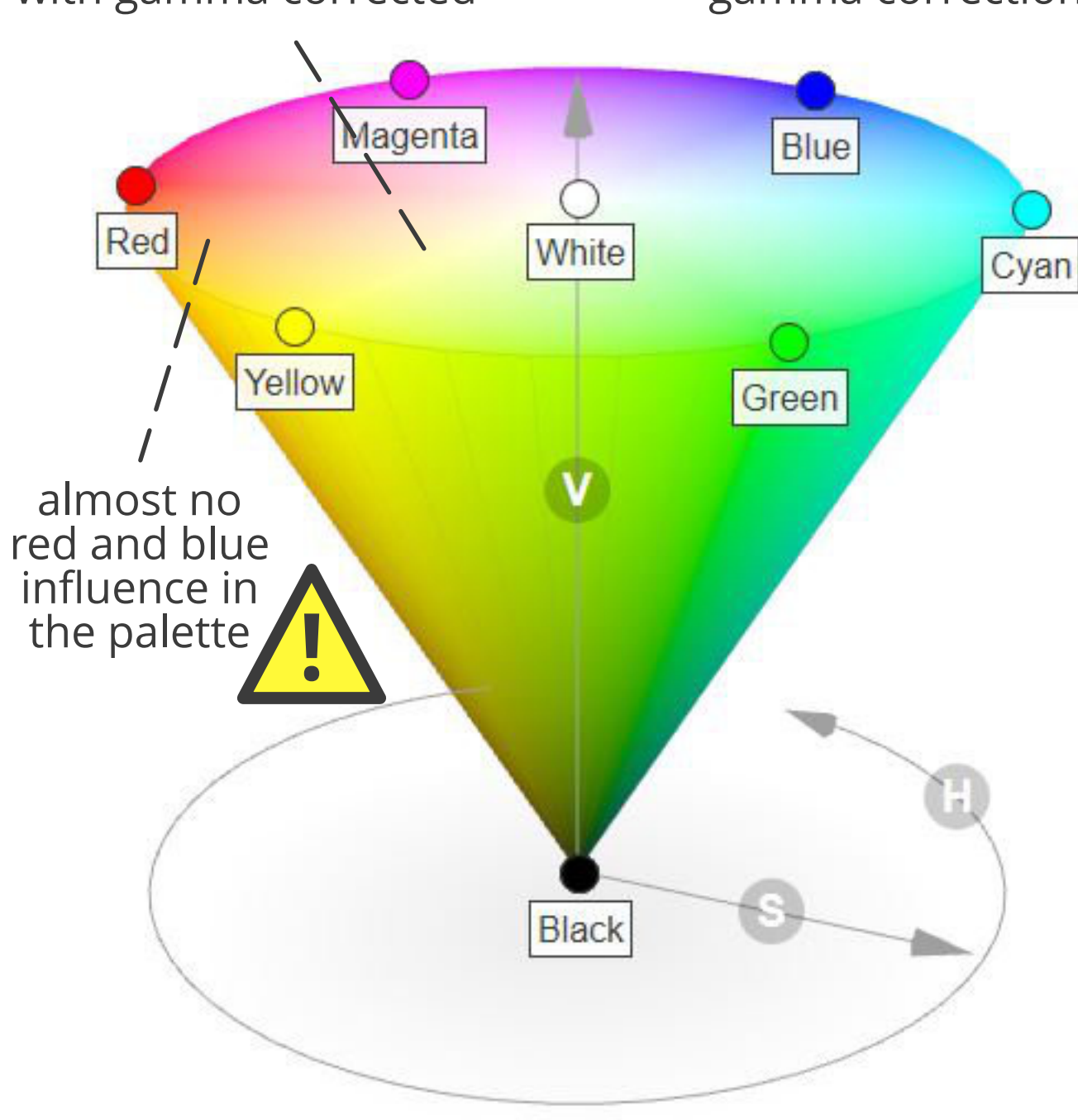
renderer.gammaFactor = 2.2
renderer.gammaOutput = true

no lights - no textures -
only basic material with vertexcolors

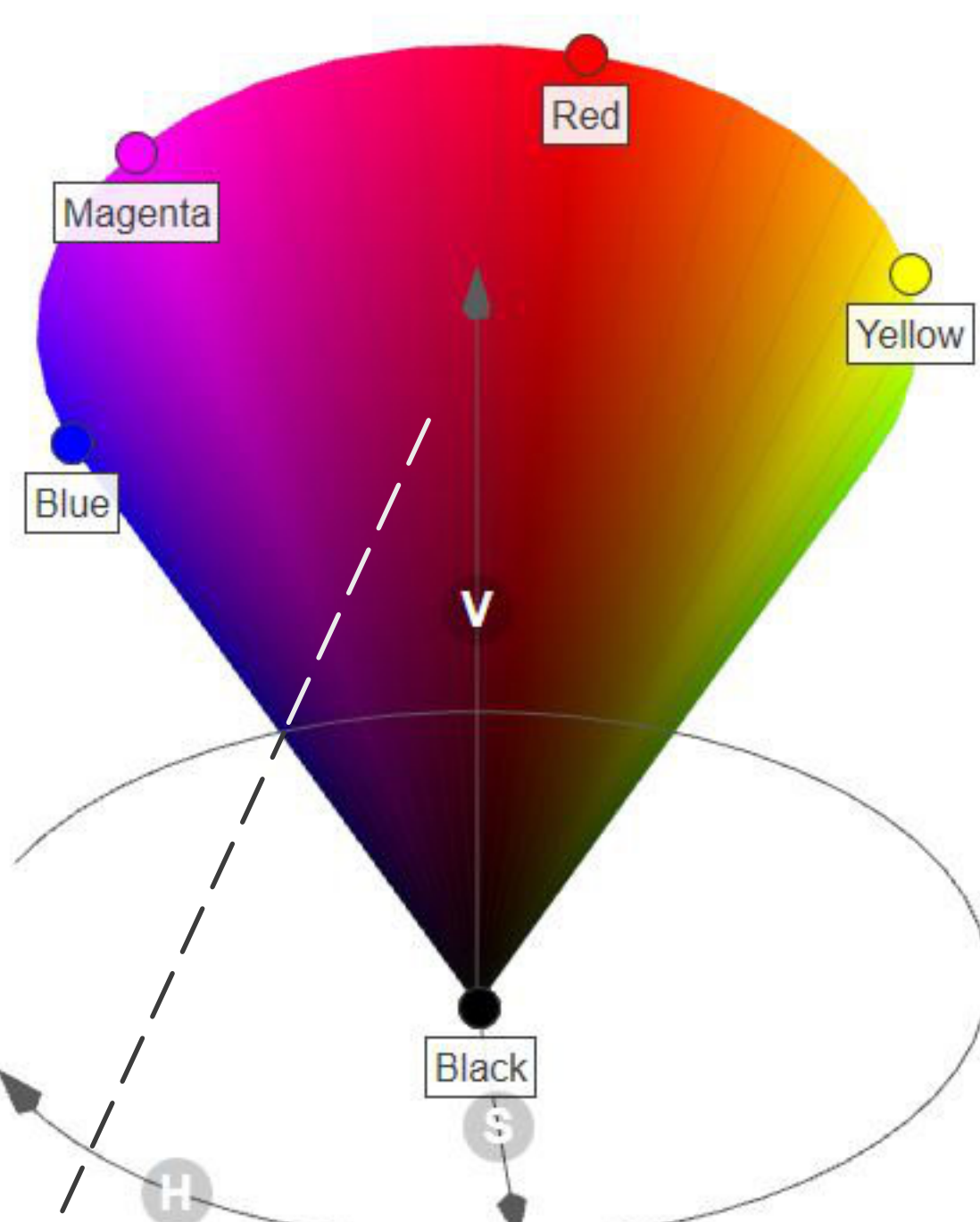


gradients on colors we
perceive as light
(yellow, green, cyan)
look right (smooth)
with gamma corrected

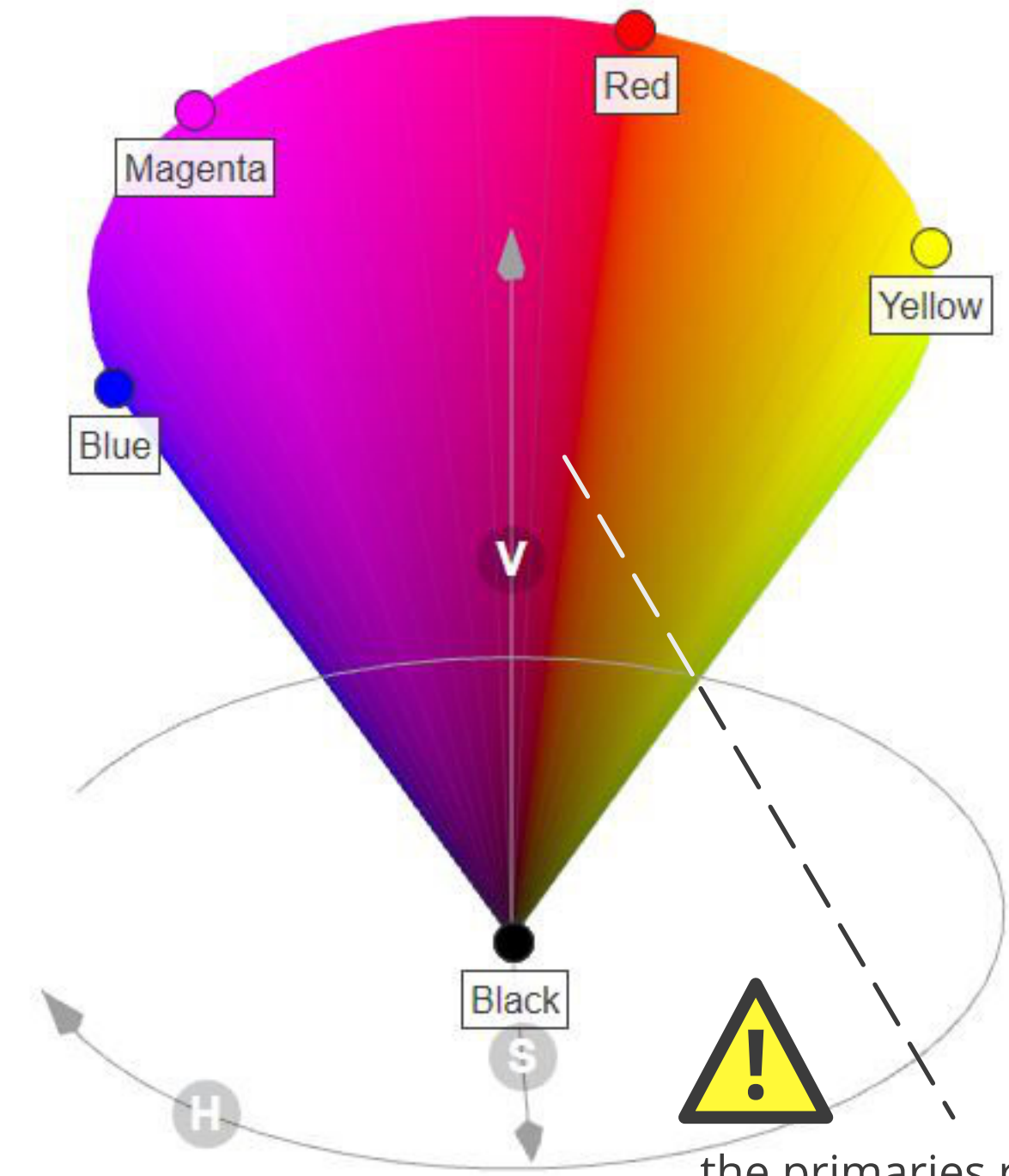
very steep transitions
on primary colors,
especially red and blue
looks like double
gamma correction



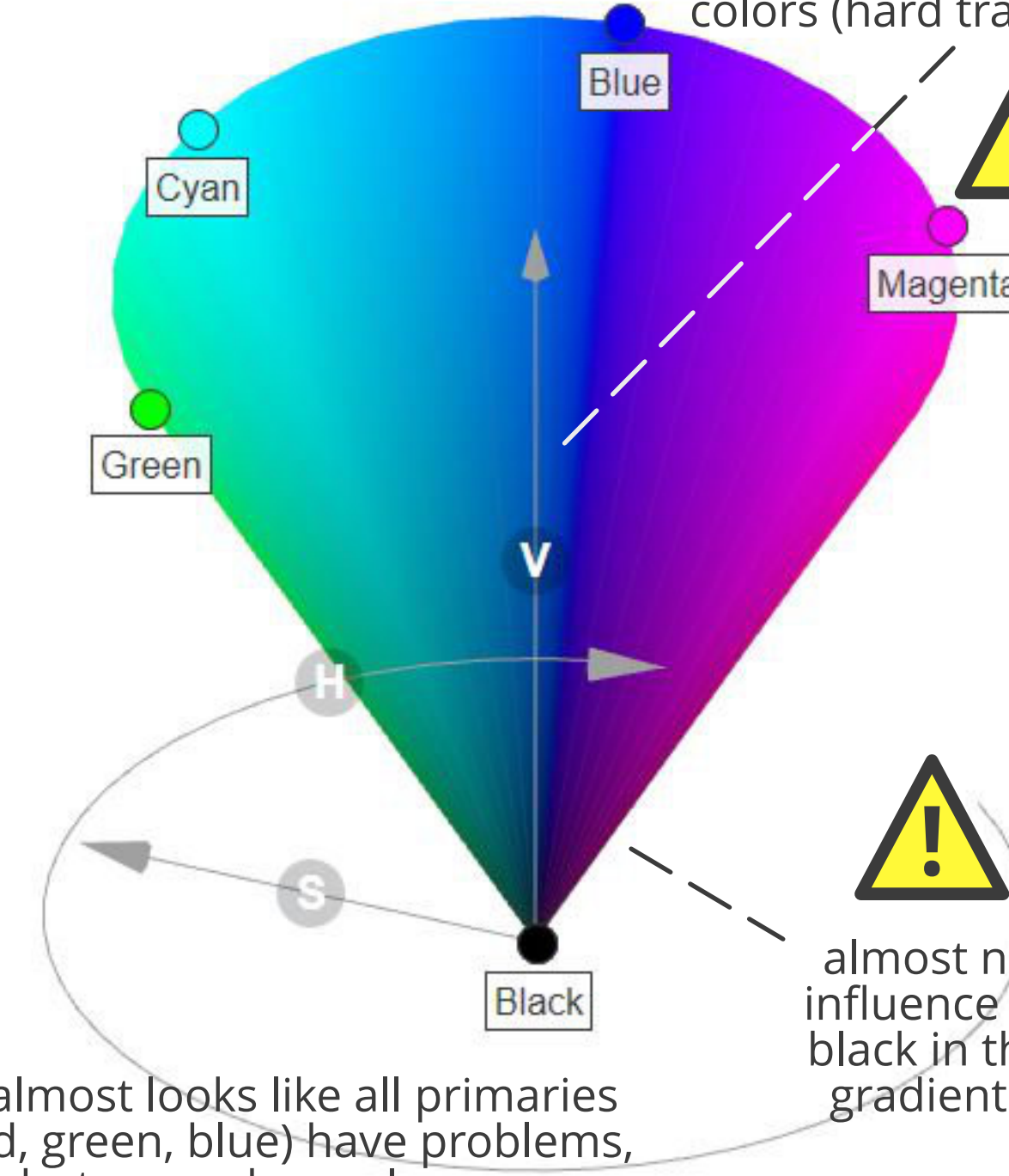
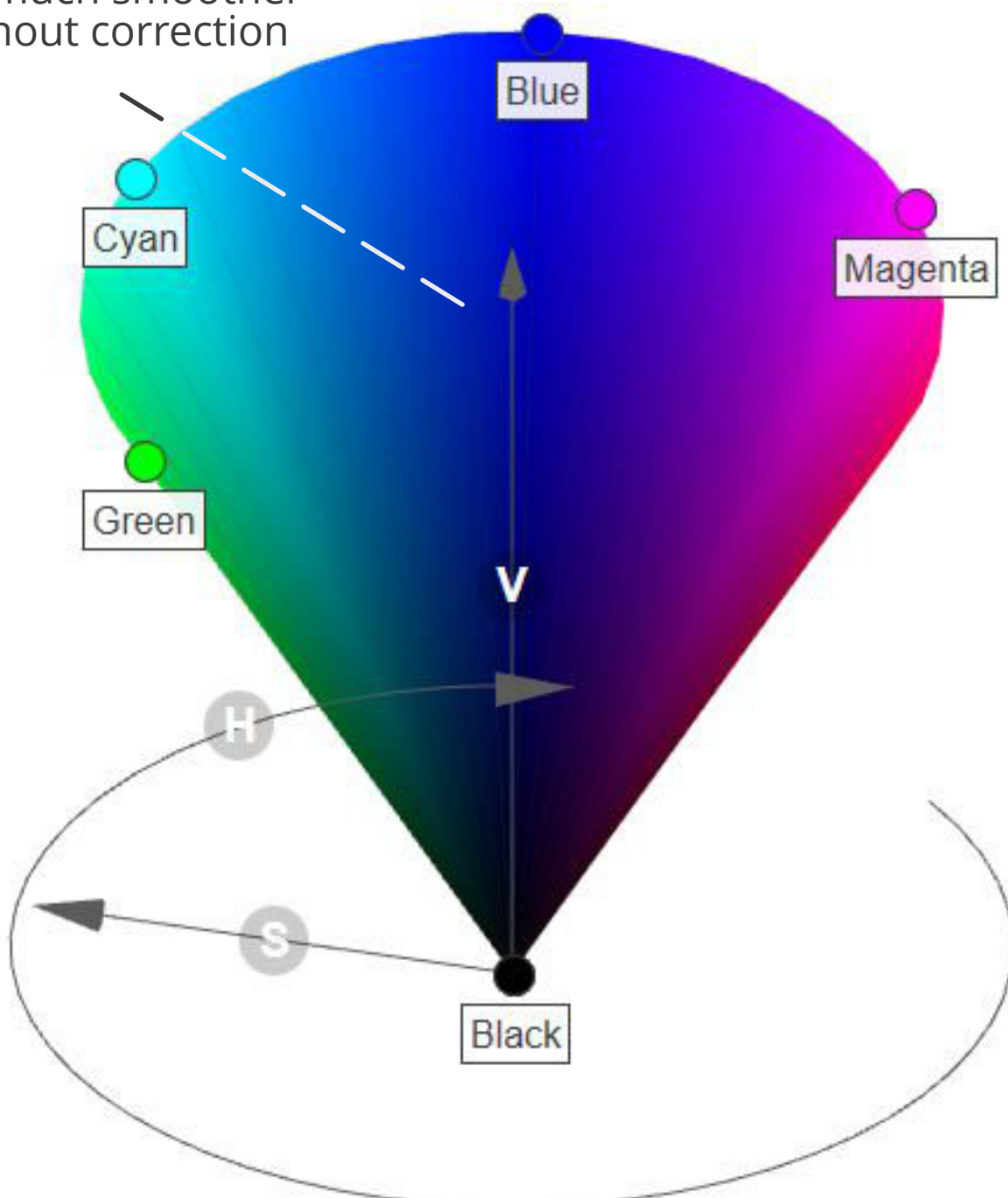
almost no
red and blue
influence in
the palette



red to magenta and
yellow gradients,
and also blue to cyan
and magenta gradients
are much smoother
without correction



the primaries red and
blue colors are very
concentrated and
taken over quickly
by surrounding
colors (hard transition)



it almost looks like all primaries
(red, green, blue) have problems,
but secondary colors are
transitioning fine/smooth

almost no
influence of
black in the
gradients