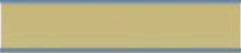

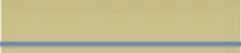

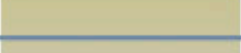

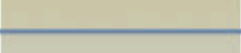
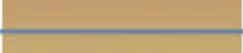
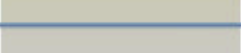
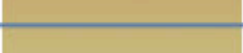


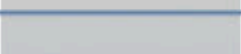

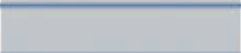
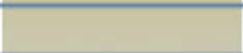
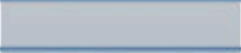


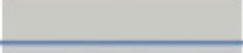
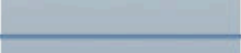


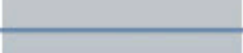










Color Temperature is a measurement in Degrees Kelvin that indicates the hue of a specific type of light source. You can use a Color Temperature (as shown in the chart below) to suggest realistic colors for the lights in a 3D scene.

Visible colors are relative to the Color Balance (or White Balance) of a film stock or video camera, with the two most common fixed settings being 3200K Indoor color balance, and 5500K Outdoor (Daylight) color balance. To pick an RGB value from the chart below, first choose whether your scene would be shot with Indoor or Outdoor film (usually chosen based on the dominant lighting), then find the color corresponding to the type of light source at that color temperature.

Degrees Kelvin	Type of Light Source	Indoor (3200k) Color Balance	Outdoor (5500k) Color Balance
1700-1800K	Match Flame		
1850-1930K	Candle Flame		
2000-3000K	Sun: At Sunrise or Sunset		
2500-2900K	Household Tungsten Bulbs		
3000K	Tungsten lamp 500W-1k		
3200-3500K	Quartz Lights		
3200-7500K	Fluorescent Lights		
3275K	Tungsten Lamp 2k		
3380K	Tungsten Lamp 5k, 10k		
5000-5400K	Sun: Direct at Noon		
5500-6500K	Daylight (Sun + Sky)		
5500-6500K	Sun: through clouds/haze		
6000-7500K	Sky: Overcast		
6500K	RGB Monitor (White Pt.)		
7000-8000K	Outdoor Shade Areas		
8000-10000K	Sky: Partly Cloudy		

Based on information from the book [digital] Lighting & Rendering
 Chart and colors (c)2003 Jeremy Birn for www.3dRender.com