

Texture levels

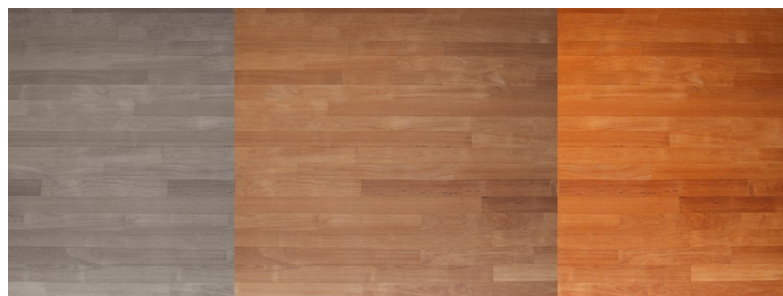
There are many things that you can do on a computer that are mostly impossible in real life. On a computer, you can make an object with a completely red surface, with an RGB of 256,0,0, which is practically impossible in the real world. While you can still put that material into Indigo and render it with realistic lighting, it will still look out of place. Therefore, there are a couple of rules-of-thumb that you should follow to avoid surreal scenes. These suggestions are most obvious when used on a diffuse material, and even though a reflective material such as a phong will light the surface and subdue the color levels, any surface shadows will still appear a bit funny.



Image by Prof4D

Saturation

Saturation is the level of colors in an image or texture: the higher the saturation, the more vivid the colors are. As in the example with the pure red, it is mostly impossible to get such a saturated color, it is usually blended with other colors. Here is an example of wood texture saturations:



A range of saturations, middle being optimal.