

Overview

This section explains how to setup and apply advanced effects like lens flares and color grading.

In This Topic

- [Color Grading](#) — Color correction can be used subtly or drastically change the look of a scene.
- [Flow Graph Effects](#) — It is possible to use the Flow Graph to create full screen effects. This document explains the nodes and functions for making these effects.
- [Lens Flare Editor](#) — A dedicated Lens Flare Editor and library tool to simulate on-screen many various effects from light sources.
- [Water Volume Caustics](#)
- [Voxel-Based Global Illumination](#)
- [Stereoscopic Rendering](#)