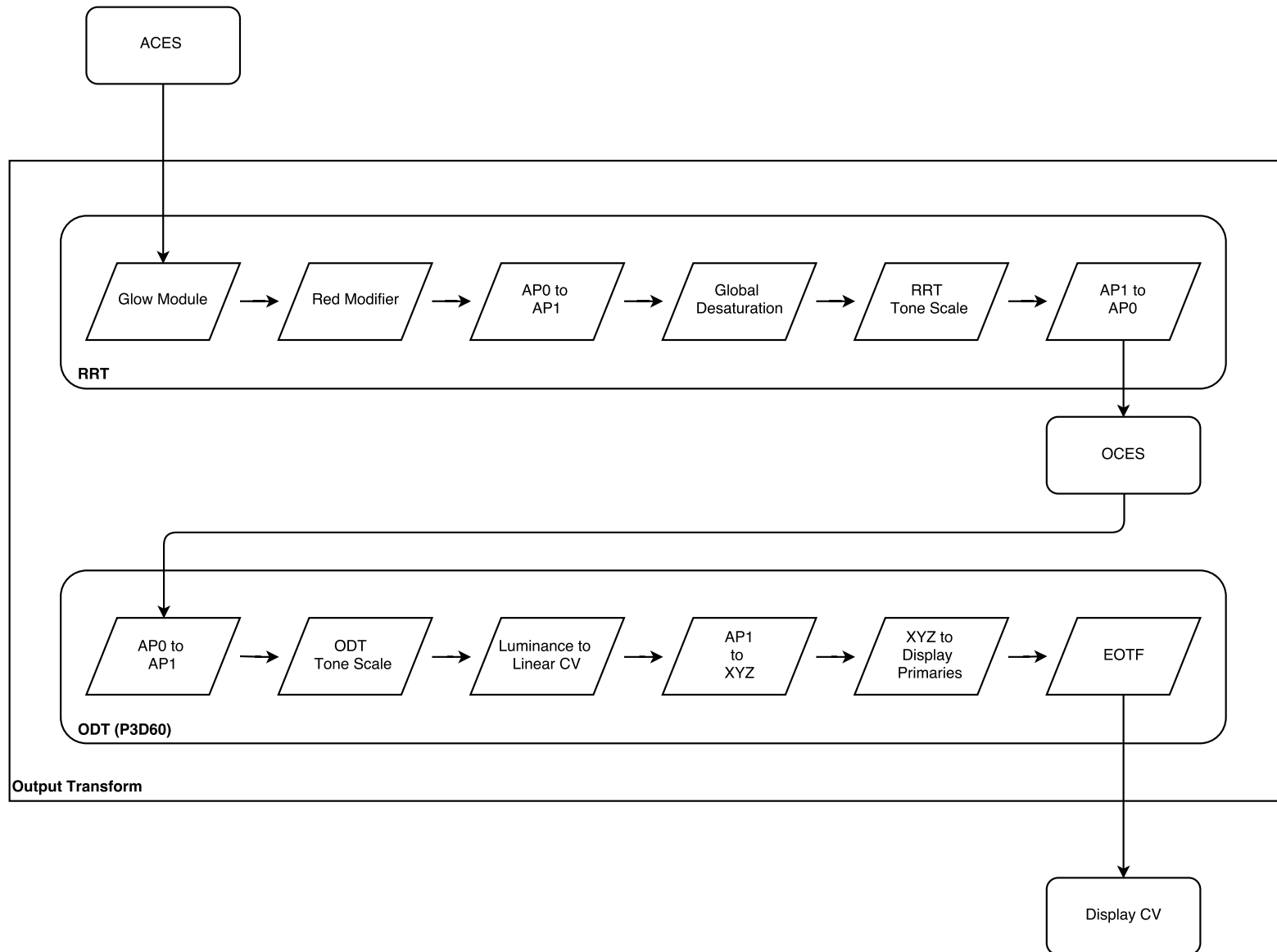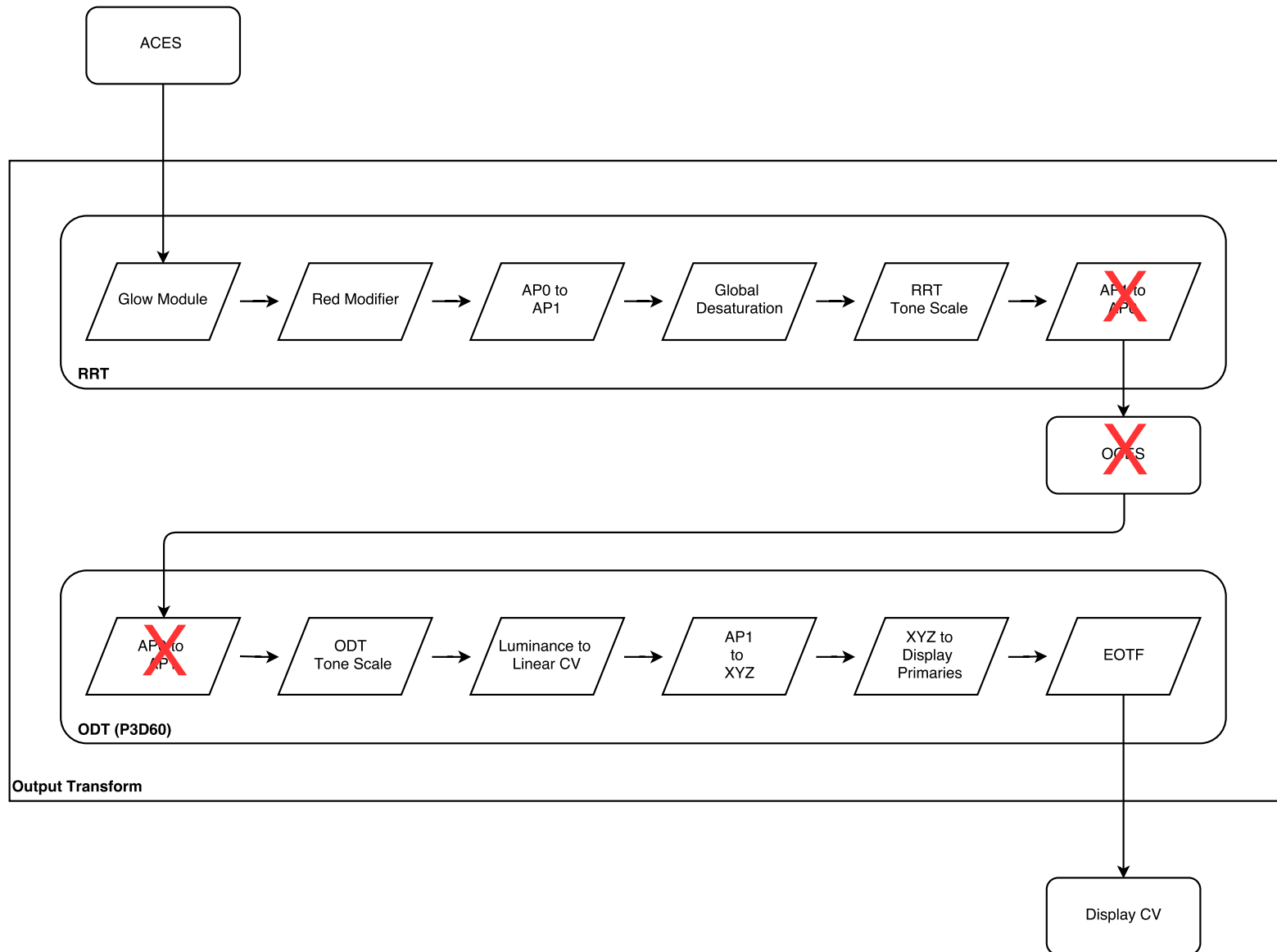# Achieving a Flexible Tone Scale Function

- Current 2 part Output Transform structure imposes limitations

- May be addressable with a unified Output Transform structure

- May ease implementation for product partners

- Example diagrams

    - Illustration only

    - P3D60 ODT for simplicity

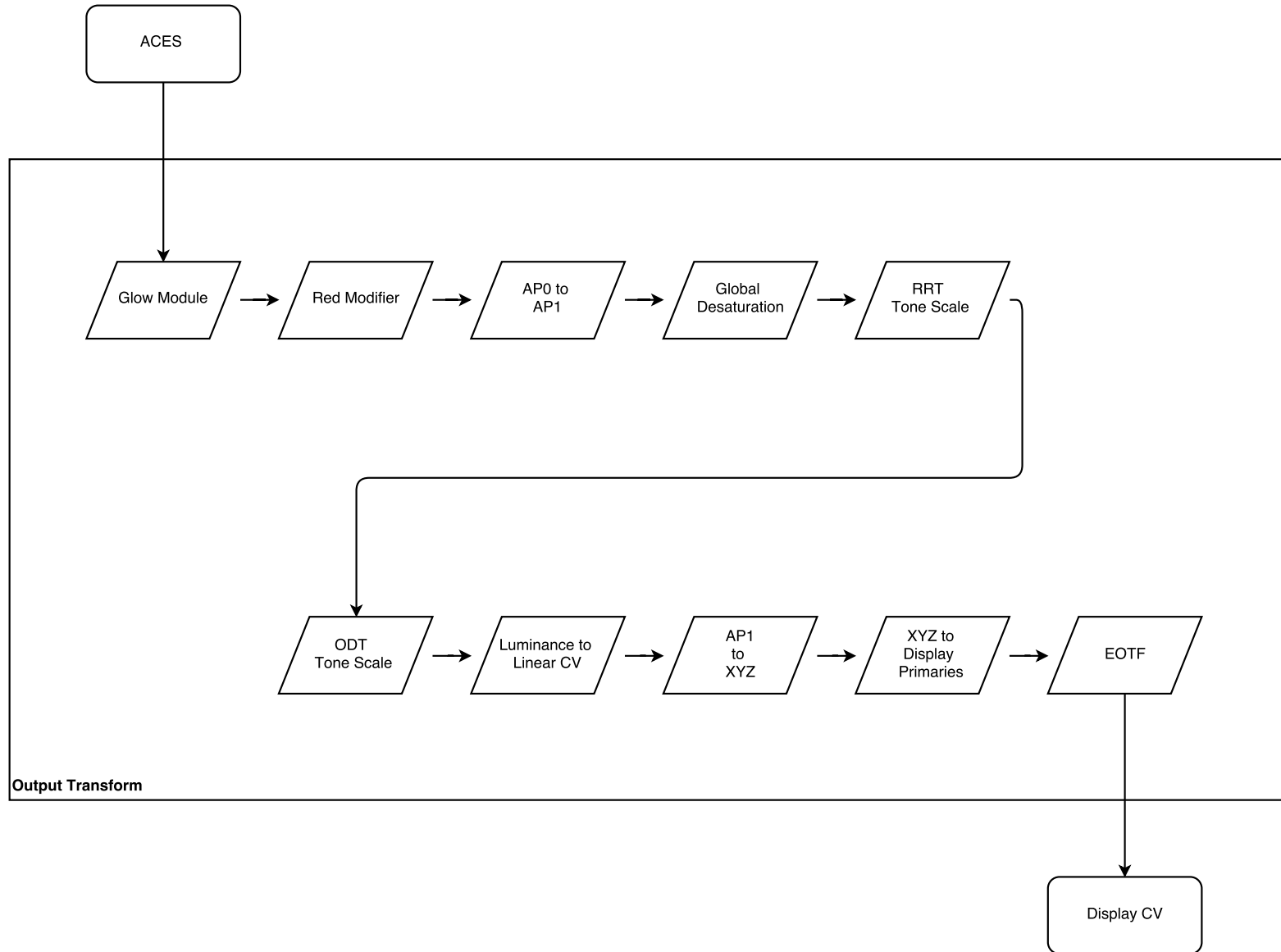   - Doesn't address other changes we may or may not want to make to RRT

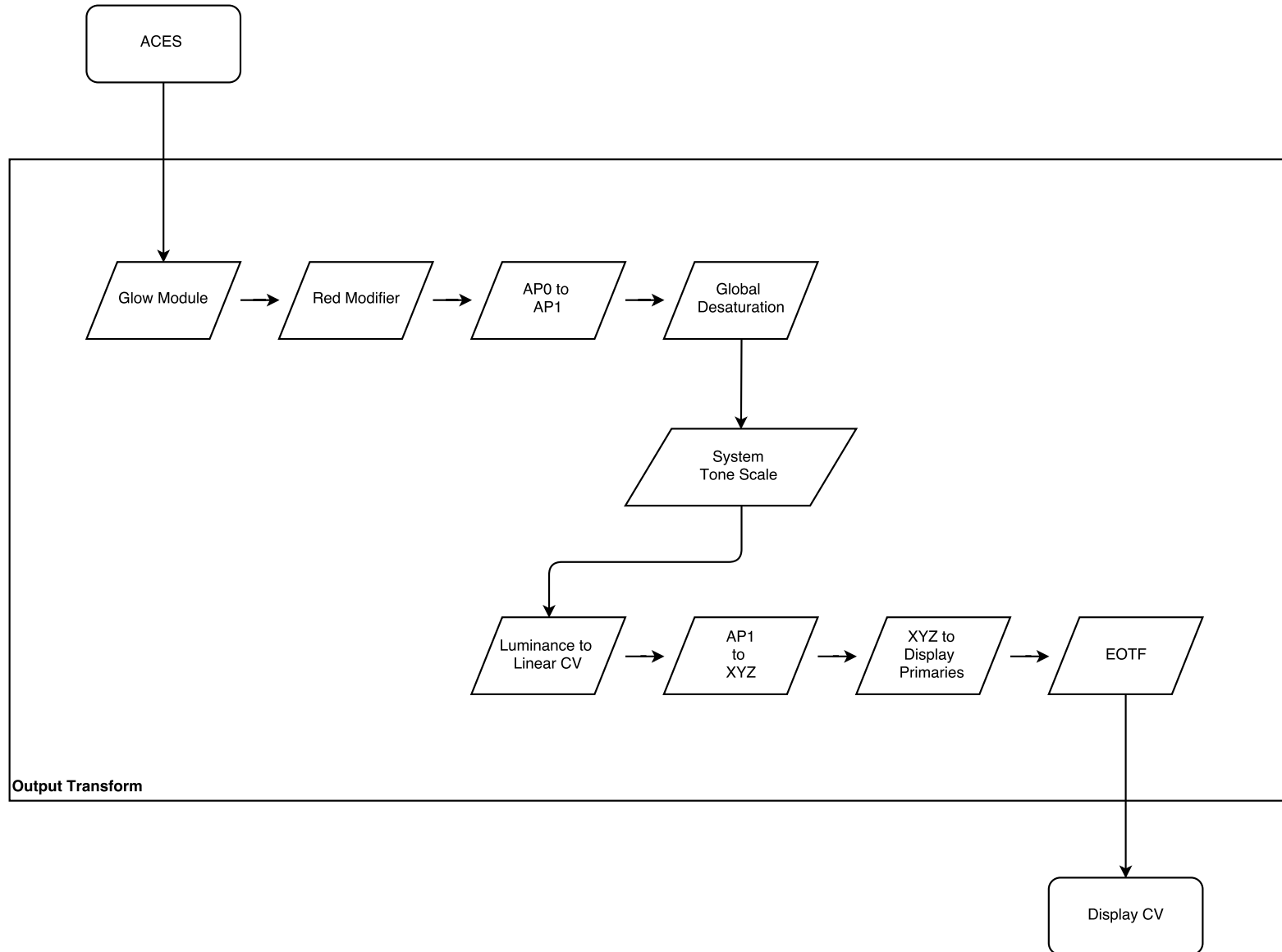# Achieving a Flexible Tone Scale Function

Achieving a Flexible Tone Scale Function

Achieving a Flexible Tone Scale Function

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ACES
```

Output Transform

Glow Module → Red Modifier → AP0 to AP1 → Global Desaturation → RRT Tone Scale

ODT Tone Scale → Luminance to Linear CV → AP1 to XYZ → XYZ to Display Primaries → EOTF

Display CV

Achieving a Flexible Tone Scale Function

Achieving a Flexible Tone Scale Function

ACES

Glow Module → Red Modifier → AP0 to AP1 → Global Desaturation

System Tone Scale **(10,000 to 0.0001)**

Luminance to Linear CV → AP1 to XYZ → XYZ to Display Primaries **(AP0)** → EOTF **(Linear)**

Output Transform (RRT)

Display CV **(OCES)**