#### lum (Luminance Effect)

This element specifies a luminance effect. Brightness linearly shifts all colors closer to white or black. Contrast scales all colors to be either closer or further apart.

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| Parent Elements |
| [blip](blip.docx) (§); [cont](cont.docx) (§); [effectDag](effectDag.docx) (§) |

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| Attributes | Description |
| bright (Brightness) | Specifies the percent to change the brightness.The possible values for this attribute are defined by the [ST\_FixedPercentage](ST_FixedPercentage.docx) simple type (§). |
| contrast (Contrast) | Specifies the percent to change the contrast.The possible values for this attribute are defined by the [ST\_FixedPercentage](ST_FixedPercentage.docx) simple type (§). |

The following XML Schema fragment defines the contents of this element:

<complexType [name](name.docx)="CT\_LuminanceEffect">

 <attribute name="bright" type="[ST\_FixedPercentage](ST_FixedPercentage.docx)" use="optional" default="0"/>

 <attribute name="contrast" type="[ST\_FixedPercentage](ST_FixedPercentage.docx)" use="optional" default="0"/>

</complexType>