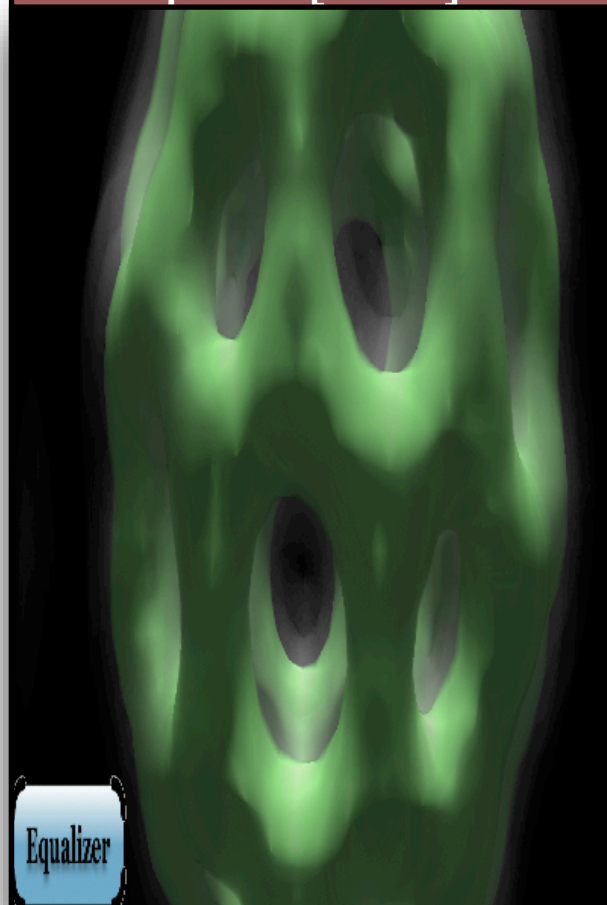


channel "destination"  
wall { ... }

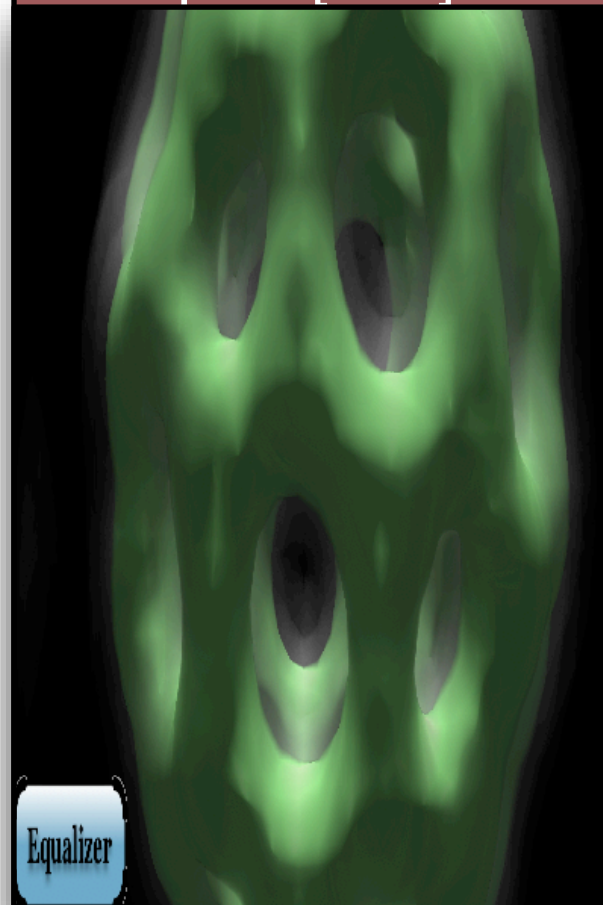
channel "buffer1"  
pixel [ 0 3 ]



Equalizer

outputframe "frame1"

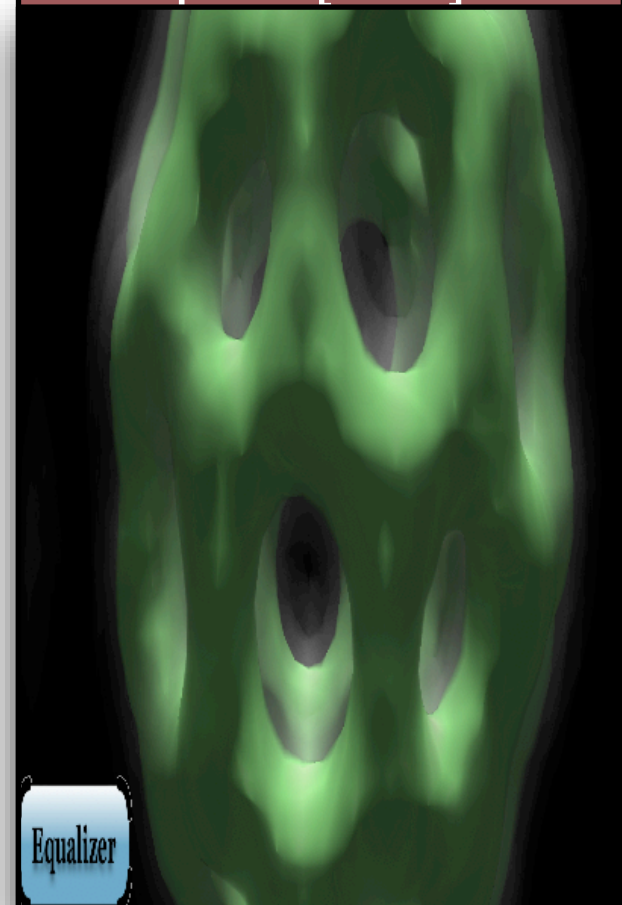
channel "buffer2"  
pixel [ 1 3 ]



Equalizer

outputframe "frame2"

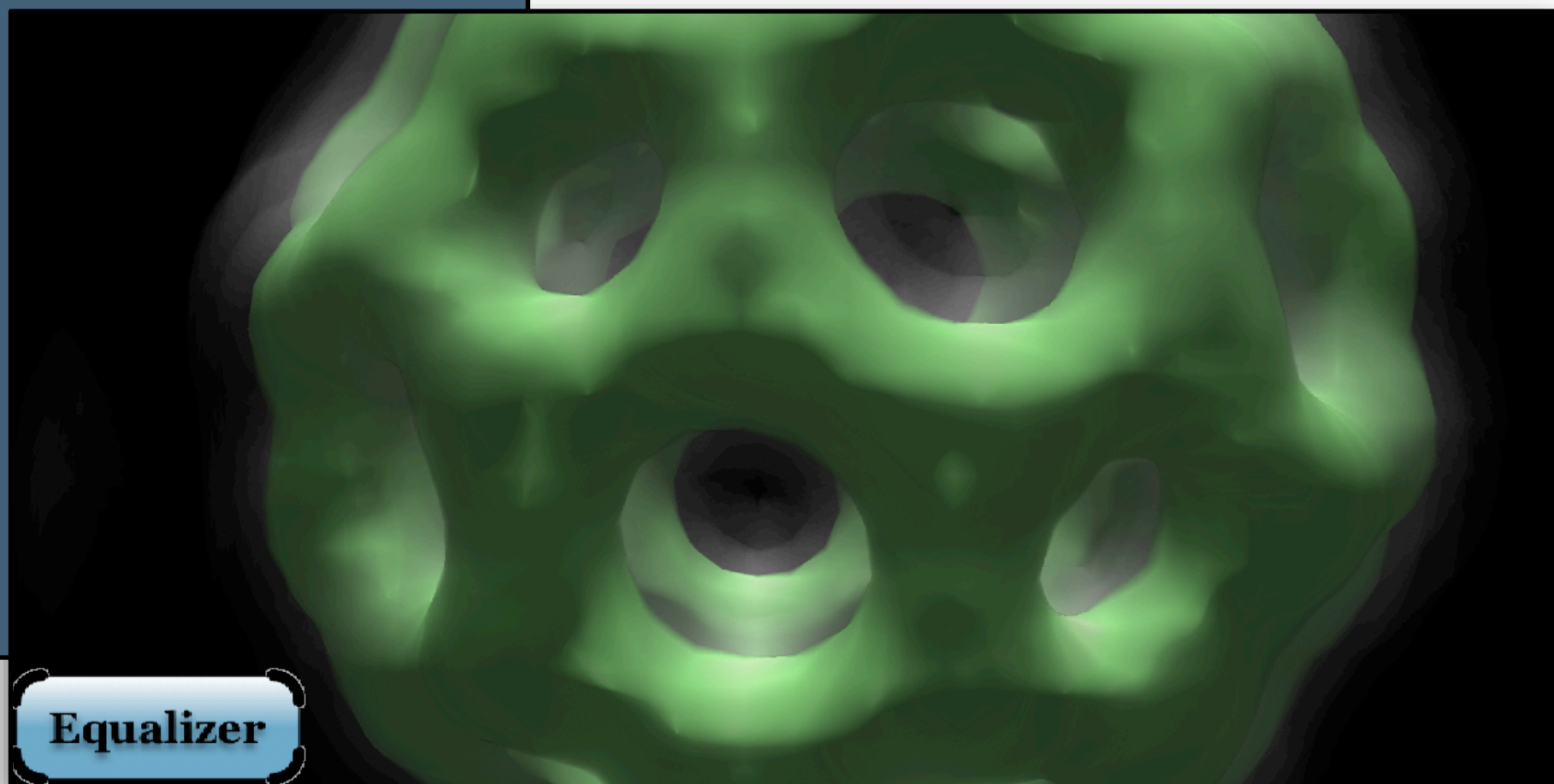
channel "buffer3"  
pixel [ 2 3 ]



Equalizer

outputframe "frame3"

inputframe "frame1"  
inputframe "frame2"  
inputframe "frame3"



Equalizer