

[Skip to content](#)

Despeckle Node

The *Despeckle node* is used to smooth areas of an image in which noise is noticeable, while leaving complex areas untouched.



This works by the standard deviation of each pixel and its neighbors is calculated to determine if the area is one of high complexity or low complexity. If the complexity is lower than the threshold then the area is smoothed using a simple mean filter.

Inputs

Factor

Controls the amount the filter effects the image.

Image

Standard color input.

Properties

Threshold

The threshold to control high/low complexity.

Neighbor

The threshold to control the number of pixels that must match.

Outputs

Image

Standard color output.

[Previous](#)
[Denoise Node](#)

Copyright © : This page is licensed under a [CC-BY-SA 4.0 Int. License](#)

Made with [Furo](#)

Last updated on 2025-05-10

[View Source](#)
[View Translation](#)
[Report issue on this page](#)

[Next](#)
[Dilate/Erode Node](#)