HLS Add Ino

Add atmosphere (Noise) using values of the specified channel from reference image.
Hue, Lightness, Saturation, and Alpha, will change.

The cell image tone, Hue, Lightness, Saturation, and the Alpha have added noise,
use this to be able to adapt the background picture.
When painting with the same image, the noise of each dot will be a single tone.
Otherwise, the user can provide a reference image as noise,
for calculating the noise component of the image, to determine the atmosphere.

Since the processing for a still image is only two-dimensional, if you have the need
for a three-dimensional video, another consideration, processing (?) Is required.

The Alpha channel will determine the strength of the effect. Thus,
masked edges of Alpha will retain their state if they are smooth.

--- Inputs ---

Source

Connect the image to process.

Noise

Connect the image for adding the noise by the HLS value for each Pixel.

Reference

Connect the reference image to put the strength of the effect into each Pixel.

--- Settings ---

From RGBA

Specify whether to use the channel for the (Noise) Reference image.
Choose from one of the "Red" "Green" "Blue" "Alpha" channels.
The default value is "Red".

Offset

The offset value for the Pixel value of the (Noise) Reference image.
Choose a Pixel value (8 or 16bits) as a value away from zero, you can specify a value
between -1.0 and 1.0.
Pixel values do not change when the same value is specified here.
Depending on the magnitude of the reference Pixel value, values will change.
The default value is 0.5.

Hue

It specifies the intensity of the color (Hue) change.
The value will scale with the Offset value.

You can use a value from -1.0 to 1.0.

The image will not change when the value is 0.

The default value is 0.0.

Lightness

Specify the strength of the brightness (Lightness) change.

The default value is 0.25.

Other options are the same as "Hue".

Saturation

Specify the strength of the chroma (Saturation) change.

The default value is 0.0.

Other options are the same as "Hue".

Alpha

Specify the strength of the opacity (Alpha) change.

The default value is 0.0.

Other options are the same as "Hue".

Premultiplied

If ON, RGB is already set to Premultiply

(The value of Alpha channel is multiplied in advance RGB channels)

and processes as an image.

At that time, and added to the Alpha processing, you may not get the correct image.

The default setting is ON.

Reference

Choose how Reference image values put the strength of the effect into each Pixel.

An image is connected to the "Reference" of the input,

Choose from Red/Green/Blue/Alpha/Luminance/Nothing.

Choose Nothing when you do not want this effect, it will turn off the connection.

The default value is Red.