Max Min Ino

It brightens (dark) portions of the image.

It inflates around (the polygon).
In addition, the change is smooth.

First, it processes the Alpha channel, if specified.
Then, it handles the Pixel RGB if the Alpha channel is not zero.

--- Inputs ---
Source

Connect the image to process.
Reference

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

--- Settings ---
Max Min Select

Specify how to handle the selection.
"Max" -> Inflate the bright parts of the image
"Min" -> Inflate the dark parts of the image
Using "Min", ink lines of the cell image outline, the transmission region of the outside
will be painted zero, ink line bulge of the transparent area will continue to disappear.
Also it increases the transmission region Alpha as well.
The default setting is "Max".

Radius

The inflate size, specified in the circle radius.
The unit is millimeters.
Specify a number greater than or equal to 0.
By adding Smoothing (in pixels) it does not inflate using a value less than 1.
Therefore, if the value is less, there will be an effect with a fine image,
but it may not take effect on a rough image.
A larger Radius will take more time to process.

Polygon Number

Other than inflating to a circle, you can specify whether to inflate to a polygon.
Specify an integer value.
A value of 2 will inflate around the circle Radius.
3 or more, will inflate to the number of angles of the polygon. The maximum is 16.
It is a polygon that begins from the true right of the center to inflate.
The default value is 2.

Degree

"Polygon Number" value of 3 or more, specify the slope of the inflate polygon.

"Polygon Number" value of 2 or less will have no effect.

Specify in Degree units more than 0.

It will rotate in a clockwise direction.

The default value is 0.

Alpha Rendering

When ON it will also process the Alpha channel.

When OFF it will process only to RGB. It uses the Alpha channel without BG 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.