Fog Ino

It scatters light.

Used for bath water, and mist, etc.,
A directional Light creates the appearance of the (Light Scattering) effect.
The optical filter, and fog, such as diffusion
can be aimed at by the effect, but it does not have to simulate the light.

Each pixel, is affected by the shining of a more bright surrounding pixel.
More strongly from nearby pixels, it will have a weaker impact from distant pixels.

First, "Alpha Rendering" processing starts if the Alpha channel is ON,
next, it handles the RGB pixels when the Alpha channel is not zero.

"Alpha Rendering" is not handled when the Alpha channel is OFF,
it does not Mask changes in the RGB image, so you will get jaggies on the mask edge.

--- Inputs ---

Source

Connect the image to process.

--- Settings ---

Radius

The extent of which to scatter the light, specified by a circle radius.
The unit is millimeters.
Specify a value greater than or equal to 0. The maximum is 100.
When a Pixel is smaller than the width value, it is not affected, Fog will not be applied.
A larger Radius will take more time to process.
The default value is 1.

Curve

The attenuation curve going towards the scattered light.
Specify a value of 0.01 or more. The maximum is 100.
The effect will be weaker on pixels further away,
it represents the change in the Gamma curve.
Brightness in the case of 1.0 is linear attenuated.
The smaller the value the lower the brightness becomes (impact is reduced abruptly),
a larger bulge will produce a higher brightness (impact is emphasized).
The default value is 1.

Power

Changes the strength to disperse the light.
Specify a value in the range 0 to 1.
You can specify values above 1.0 up to a maximum 2.0, it will emphasize the light.
The emphasis may be useful to emit light from a dark portion such as an ink line.
When the value is 0.0 pixels will not be affected by the light, Fog will not be applied.
You can specify values less than 0.0 down to a minimum of -2.0.
Processing with this is not the scattering of light, it will be the scattering of darkness.
The default value is 1.

Threshold Min
Threshold Max

Specify these values to get more brightness from the emitted Pixel light.

Affected by the brightness from a more bright Pixel, but in addition to that,
using the Pixel value ("Threshold Min") can get even more brightness,
to affect the current overall brightness.
Brightness, is determined from the RGB Pixel value (of HLS) from the L value.

The following range greater than or equal to 0.0 to 1.01 can be specified as values.

If both values are 1.01 Fog will not be applied.

If "Threshold Max" is greater than "Threshold Min",
it carries out smooth changes in fog by linear interpolation between Min and Max.

Reversing "Threshold Max" (which may be less than Min) but kept above 0,
will suddenly emit light from pixels with "Threshold Min" or more of brightness.
"Threshold Min" also produces full Fog if set to 0.

The default value is 0 for both.

Alpha Rendering

Switch is only valid when there is an Alpha channel in the image.
When OFF it does not do anything.
When ON it will also process the Alpha channel.
The default setting is OFF.