

# HLS Adjust Ino

Hue (H), Lightness (L), Saturation (S), is multiplied by the Scale, then Shifted.

--- Inputs ---

Source

Connect the image to process.

Reference

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

--- Settings ---

Pivot

Specify the central value of where to apply the Scale.

Hue

Specify the central value of the Scale for the color (Hue).

Minimum value is 0.0, maximum value is 360.0.

The default value is 0.0.

Lightness

Specify the central value of the Scale for the brightness (Lightness).

Minimum value is 0.0, maximum value is 1.0.

The default value is 0.0.

Saturation

Specify the central value of the Scale for the chroma (Saturation).

Minimum value is 0.0, maximum value is 1.0.

The default value is 0.0.

Scale

Multiplies the Scale to enlarge or reduce the range of HLS around the Pivot value.

Hue value will be applied recursively around the top of the circle,

Lightness, Saturation value is greater than or equal to 0, and can go up to 1.

Hue

Multiplied by the Scale for the color (Hue).

The minimum value is 0.0.

The default value is 1.0.

Lightness

Multiplied by the Scale for the brightness (Lightness).

The minimum value is 0.0.

The default value is 1.0.

Saturation

Multiplied by the Scale for the chroma (Saturation).

The minimum value is 0.0.

The default value is 1.0.

## Shift

This will Shift the values of the HLS.

Hue value will be multiplied recursively around the top of the circle,

Lightness, Saturation value is greater than or equal to 0, and can go up to 1.

## Hue

Shift for the color (Hue).

The default value is 0.0.

## Lightness

Shift for the brightness (Lightness).

The default value is 0.0.

## Saturation

Shift for the chroma (Saturation).

The default value is 0.0.

## 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.

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.