

Level Auto Ino

Spread the maximum brightness range of the picture.

Also does automatic level correction such as to brighten the image for a dark mask.

Based on the brightest value and the darkest value of the input image, it spreads the brightness range of the darkest value (Out Min) and the brightest value (Out Max) as a numerical value.

--> "Level Auto Figure 1 Calculation View" reference

Since it expands the range of each RGBA channel, it does not take into account the RGBA's balance. Therefore please note that it may change colors, in a colored image.

When you check the results, please do not use the sub-camera.

Since the sub-camera in the range of the input image is different, it changes the darkest and brightest values of the input image, it can not be accurately processed.

--- Inputs ---

Source

Connect the image to process.

--- Settings ---

In Min Shift

In Max Shift

Minimum and maximum values of the input image Pixel is automatically calculated, and adjusted by adding to its value.

For example, if there is only one placed bright Pixel, when you want to ignore it, spread the range by specifying a negative "In Max Shift" value.

Pixel value (8 or 16bits) is specified as a value of 0 to 1.

Minimum value is -1, maximum value is 1.

Min 0

Max -1

These values will make the screen become black.

Min 1

Max 0

If you use these values, the screen will become pure white.

If you use a value of 0 for both, there will be no adjustment by the shift.

The default values for both are 0.

Out Min

Out Max

Determines the darkest value of the output image (minimum value) and the brightest value (maximum value).

Minimum value is 0, maximum value is 1.

The defaults are

Out Min is 0

Out Max is 1

for the values.

Gamma

Used for the gamma correction between "Out Min" and "Out Max".

A Value between 0.1 and 1.0, will make the image become darker.

It does not compensate when you specify a value of 1.0.

A value between 1.0 and 10.0, will make the image become brighter.

The default value is 1.

Level Auto Figure 1 Calculation View

