Level RGBA Ino

Add correction to the individual RGBA channels of the level.
Please use "Level Master" when you want to correct RGB together.

--- Inputs ---

Source

Connect the image to process.

Reference

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

--- Settings ---

Red In

Green In

Blue In

Alpha In

Specify the Min (Minimum) value and Max (Maximum) value of the input Pixel value.
Min value is less than the Min, Max value is greater than the Max limit.
Minimum value is 0, maximum value is 1.
The default values are, Min is 0, Max is 1.
Values can take an input of up to 4 decimal places.

Red Out

Green Out

Blue Out

Alpha Out

Specify the range for "In",
Set to the range of Min (Minimum) value and Max (Maximum) value that you specify.
Minimum value is 0, maximum value is 1.
The default values are, Min is 0, Max is 1.
Values can take an input of up to 4 decimal places.

Red Gamma

Green Gamma

Blue Gamma

Alpha 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.

Premultiplied

When 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.