AutoThreshold

AutoThreshold is a FreeframeGL effect plugin for thresholding into black and white or 2-tone colour or with chroma re-mixed.

The threshold can ether be manually adjusted ot automatically calculated frame-by-frame depending on the image content rather than adjusting the threshold manually for dark and light scenes.

Controls are also provided for smoothness of threshold boundary and a two tone or chroma effect

Threshold
Default is a simple black and white threshold
Adjust the threshold with the "Threshold" slider
Alpha of the black is controlled by "Alpha 1"
Alpha of the white is controlled by "Alpha 2"

Smoothness
The black and white cutoff is made over a range of values
At the limit there is full range and the image is simply grey scale.
Adjust between sharp cutoff and a range of grey levels for the desired effect.

Auto
The threshold level is calculated from the brightness levels
detected from the image gradient. Dark and light scenes will maintain
a threshold independent of the relative brightness.
The level can be adjusted with the "Threshold" control to be
darker or lighter, but will still adapt to content.

Examine the code for details of auto threshold techniques. The gradient
method is generally slightly higher threshold than other methods
but can be adjusted by the user threshold setting. Next lower is Entropy,
then Otsu. All methods work and can be tested. The gradient method seems
most reliable.

Two tone
The black and white areas are replaced with two colours.
The RGBA of each can be adjusted with the parameter controls.

Chroma
The original image chroma is mixed back into the thresholded result.
Alpha of the black is controlled by "Alpha 1"
Alpha of the white is controlled by "Alpha 2"

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