

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 either be manually adjusted or 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"

Contact and License

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