Accelerate / kvImageConvert_OrderedGaussianBlue

Global Variable

kvImageConvert_OrderedGaussianBlue

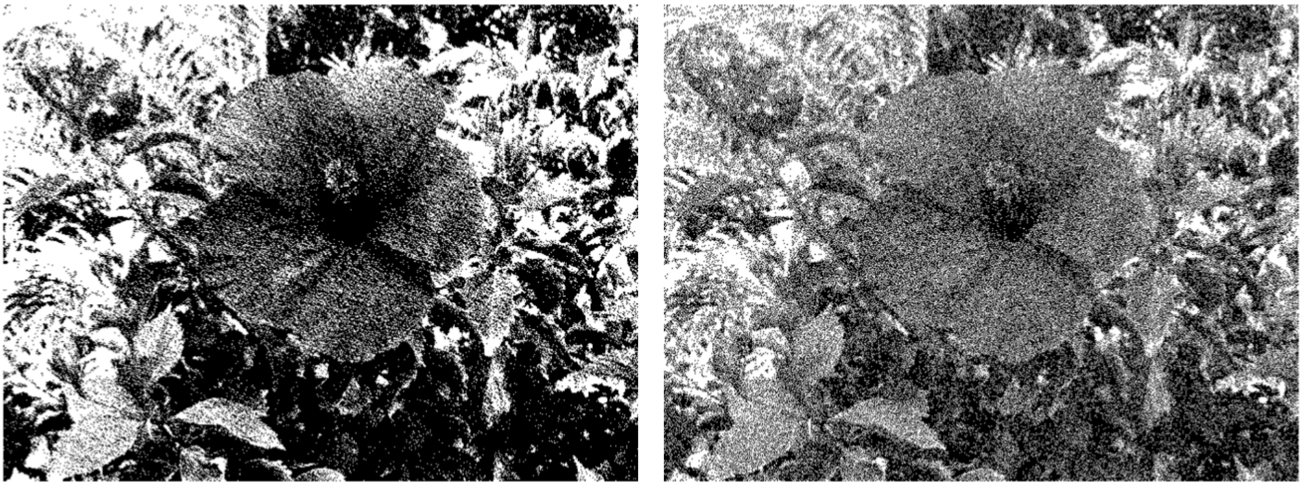
A constant that indicates the conversion will distribute the noise according to a Gaussian distribution.

iOS | iPadOS | Mac Catalyst | macOS | tvOS | visionOS | watchOS

```
var kvImageConvert_OrderedGaussianBlue: UInt32 { get }
```

Discussion

The following shows an 8-bit RGB image converted to a 1-bit planar image with `vImageConvert_Planar8toPlanar1(_:_:_:_:_:)` using `kvImageConvert_DitherOrderedReproducible`. The image on the left uses `kvImageConvert_OrderedGaussianBlue`, and the image on the right uses `kvImageConvert_OrderedUniformBlue`:



To learn about converting an RGB image to grayscale, see Converting color images to grayscale.

See Also

Constants

`var kvImageConvert_DitherNone: UInt32`

A constant that indicates the conversion will not apply dithering.

`var kvImageConvert_DitherOrdered: UInt32`

A constant that indicates the conversion will add randomized, pre-computed blue noise to the image.

`var kvImageConvert_DitherOrderedReproducible: UInt32`

A constant that indicates the conversion will add reproducible, pre-computed blue noise to the image.

`var kvImageConvert_DitherFloydSteinberg: UInt32`

A constant that indicates the conversion will add Floyd-Steinberg dithering to the image.

`var kvImageConvert_DitherAtkinson: UInt32`

A constant that indicates the conversion will add Atkinson dithering to the image.

`var kvImageConvert_OrderedUniformBlue: UInt32`

A constant that indicates the conversion will distribute the noise uniformly.

`var kvImageConvert_OrderedNoiseShapeMask: UInt32`