

[Accelerate](#) / `kvImageConvert_DitherOrdered`

## Global Variable

# `kvImageConvert_DitherOrdered`

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

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

```
var kvImageConvert_DitherOrdered: UInt32 { get }
```

## Discussion

The following shows an 8-bit RGB image converted to a 1-bit planar image with `vImageConvert_Planar8toPlanar1(_:_:_:_:_:)` using `kvImageConvert_DitherOrdered`:



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_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_OrderedGaussianBlue: UInt32`

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

`var kvImageConvert_OrderedUniformBlue: UInt32`

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

`var kvImageConvert_OrderedNoiseShapeMask: UInt32`