

[Accelerate](#) / `kvImageConvert_OrderedUniformBlue`

Global Variable

kvImageConvert_OrderedUniformBlue

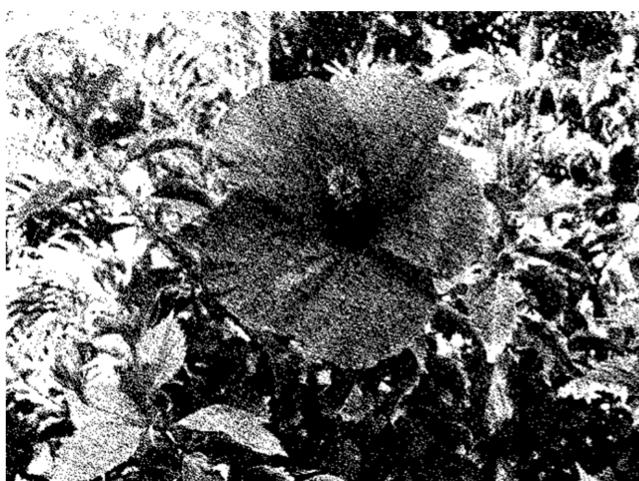
A constant that indicates the conversion will distribute the noise uniformly.

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

```
var kvImageConvert_OrderedUniformBlue: 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_OrderedGaussianBlue: UInt32
```

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

```
var kvImageConvert_OrderedNoiseShapeMask: UInt32
```