

Max Min Ino

It inflates the brightest (darkest) portions of the image.

The shape can be round or polygonal.

It produces smooth changes.

First, it processes the Alpha channel, if specified.

Then it handles RGB values of pixels, where the Alpha channel is not zero.

--- Inputs ---

Source

Connect the image to be processed.

Reference

Connect the reference image to assign the strength of the effect into each pixel.

--- Settings ---

Max Min Select

Specify the processing method.

"Max" -> Inflate the bright areas of the image

"Min" -> Inflate the dark areas of the image

When using "Min", black lines in the cell image outline will be painted with 0 in the transparent area outside them, so transparent area expands and black lines disappear.

It also increases the region defined by the Alpha in the same way.

The default setting is "Max".

Radius

Specify the size of the bulge by a circle radius.

The unit is millimeters.

Specify a number greater than or equal to 0.

By adding smoothing (in pixels) it will not inflate with values smaller than 1.

Therefore, if the value is less, there will be an effect with a fine image, but it may not make the effect noticeable on a rough image.

A larger Radius will take more time to process.

Polygon Number

Allows to specify if inflate into a circle or a polygon shape.

Specify an integer value.

A value of 2 will inflate using a circle of the specified Radius.

3 or more, will inflate to the number of sides of the polygon. The maximum is 16.

Polygons begin from the right side of the center of the bulge.

The default value is 2.

Degree

Specifies the angle of the polygon, when "Polygon Number" value is 3 or more.

When "Polygon Number" value is 2, it will have no effect.

Specify a value of 0 or more degrees.

It will rotate in clockwise direction.

The default value is 0.

Alpha Rendering

This option is valid only when there is an Alpha channel.

When inactive, it masks the changes in the RGB values using the original Alpha of the image.

When active, the effect will be able to modify the Alpha channel, extending it as necessary to reproduce the full span of the effect.

The default setting is ON.

Reference

Specify which channel to use from the image connected to the Reference port to drive the intensity of the effect.

Choose from Red/Green/Blue/Alpha/Luminance.

Choose Nothing to disable the effect.

The default value is "Red".