

# Level RGBA Ino

Allows to perform an individual correction to the RGBA image levels.  
For adjusting levels on a global basis, use the "Level Master Ino" effect.

--- Inputs ---

Source

Connect the image to be processed.

Reference

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

--- Settings ---

Red In

Green In

Blue In

Alpha In

Allows to define the minimum and maximum values for the input pixel values of each channel.

Values less than Min will be limited to Min, values greater than Max will be limited to Max.

Minimum value is 0, maximum value is 1.

The default values are Min: 0, Max: 1.

Values can take an input of up to 4 decimal places.

Red Out

Green Out

Blue Out

Alpha Out

Allows to fit the range defined by "In", to the range of minimum and maximum values specified here for each channel.

Minimum value is 0, maximum value is 1.

The default values are, Min: 0, Max: 1.

Values can take an input of up to 4 decimal places.

Red Gamma

Green Gamma

Blue Gamma

Alpha Gamma

Perform gamma correction between "Out Min" and "Out Max" on each channel.

A value between 0.1 and 1.0, will make the image become darker.

When the value is 1.0, no correction will be performed.

A value between 1.0 and 10.0, will make the image become brighter.

The default value is 1.

Premultiplied

When ON, the image will be processed as if having a Premultiplied Alpha channel (Alpha value already multiplied by RGB channels).

If image is not premultiplied, the image may not look correct.

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".