

# Level Master Ino

Allows to perform a global correction to the image levels.

For adjusting levels individually on RGBA channels, use the "Level RGBA 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 ---

In

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

Out

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

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.

Gamma

Perform gamma correction between "Out Min" and "Out Max".

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.

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.

## 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".