Add Ino

Performs a simple addition of images.

Resulting image will become brighter by using an addition operation between them. Formula = Back + Fore

—— Inputs ——

When both input ports are connected, they will be combined in the process.

When the node Visibility switch is OFF it will display the Back port content. If there is only one port connected, it will display its content.

Fore

Connect the image that will be added on top.

Back

Connect the base image.

—— Settings ——

Opacity

Specifies the opacity of the image overlaid on top.

When 0 the Fore image will be transparent.

With the default value "1.0" , the Fore image will be composed as opaque.

Usually specified values range from 0 to 1.0.

You can also specify larger values from 1 to 10.0

Clipping Mask

When ON, it will take the Back port alpha information to define the alpha of the resulting image, leaving areas where the Alpha value is zero as transparent.

The default value is ON.

Linear Color Space

When ON,

Images will be converted to linear color space before being added.

The default setting is OFF.

Gamma

Specifies gamma for encoding / decoding color space.

The default value is 2.2 .

Source is Premultiplied

When ON, image's color data will be divided by the alpha before converting the color space (i.e. image will be unpremultiplied), and then multiply by the alpha afterwards. This will correct the

color of the semi-transparent pixels in most cases.

The default setting is ON. (since Fx input is usually premultiplied.)

—— License Notice ——

The Linear Color Space mode is based on the "ComposeAdd" plugin fx by DWANGO Co., Ltd.

See "LICENSE_dwango.txt" in OpenToonz Stuff/doc/LICENSE for license information.