

Fog Ino

It scatters light.

Allows for the creation of light scattering effects in water, bath, fog, etc.,

It aims at creating effects like fog and diffusion in optical filters, but it does not actually simulate light.

Each pixel, is affected by the shining of brighter nearby pixels.

Effect from closer pixels will be stronger, while it will have a weaker impact from distant pixels.

When "Alpha Rendering" is active, Alpha channel will be processed first, then it will process all RGB pixels where the Alpha channel is not zero.

When "Alpha Rendering" is inactive, Alpha channel will not be taken into account, so the RGB image changes will not be masked, causing jagged edges.

--- Inputs ---

Source

Connect the image to be processed.

--- Settings ---

Radius

The extent to which scatter light, specified as a circle radius.

The unit is millimeters.

Specify a value greater than or equal to 0. The maximum is 100.

When the value is smaller than a pixel, no light will be scattered and fog will not be applied.

The larger the Radius, the longer it will take to process.

The default value is 1.

Curve

The attenuation curve of scattered light.

Specify a value greater than 0.01. The maximum is 100.

The effect will be weaker on farther pixels,

the change is represented by a Gamma curve.

When the value is 1.0 brightness will be linearly attenuated.

The smaller the value, the narrower the brightness becomes (the effects is reduced more abruptly),

The larger the value, the broader the brightness becomes (the effect is emphasized).

The default value is 1.

Power

Changes the intensity of the light.

Specify a value in the range 0 to 1.

It is possible to specify values above 1.0, up to a maximum 2.0, to emphasize the light.

Such an emphasis may prove useful to emit light from dark portions such as ink lines.

When the value is 0.0 light will not be scattered, and fog will not be applied.

It is possible to specify negative values, down to a minimum of -2.0.

In such a case there will be no light scattering, but darkness scattering.

The default value is 1.

Threshold Min

Threshold Max

Pixels with this luminosity value or higher will emit light.

In addition to being affected by the brightness from brighter nearby pixels, pixels with values higher than ("Threshold Min") will emit light themselves.

The brightness, will be determined by the L value (of HLS) of the pixels.

Values specified can range from 0.0 to 1.01.

If both values are set to 1.01, fog will not be applied.

When "Threshold Max" is greater than "Threshold Min", the fog intensity will change linearly from Min and Max.

By setting "Threshold Max" to zero (and less than Min), light will be emitted from pixels with a brightness of "Threshold Min" or more. Setting "Threshold Min" to 0 will produce a full fog.

The default value is 0 for both parameters.

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 inactive.