



10.1.9 Editors - Compositor Editor - Header - Add Menu - Converter

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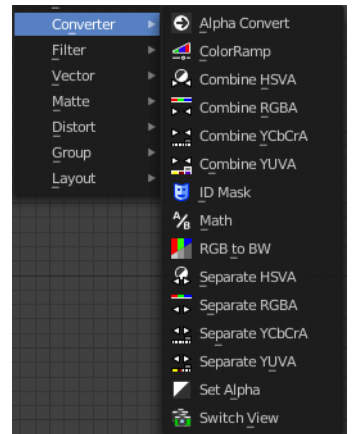
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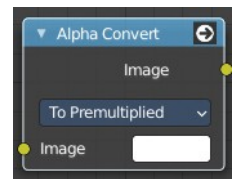
Add menu - Converter

Here you find mainly nodes to convert data to another data.



Alpha Convert

This node converts the alpha channel interpretation of an image from pre-multiplied to straight or vice versa. With a straight alpha channel you might run into artifacts at the borders when the pixels in the semi transparent areas.



Input

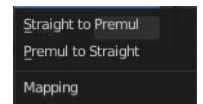
Image

The input image.

Properties

Mapping Type

Convert straight to premultiplied. Or convert premultiplied to straight.



Output

Image

The image output.

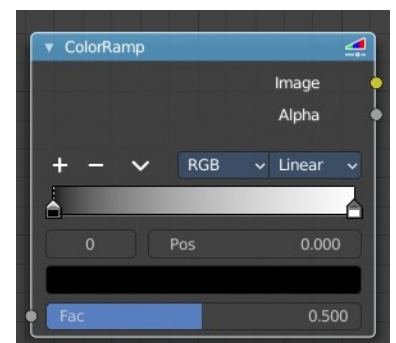
ColorRamp

The Color Ramp Node is used for mapping values to colors with the use of a gradient.

Inputs

Factor

The Factor input is used as an index for the color ramp.



Properties

Color Ramp

Color Ramps enables the user to specify a range of colors based on color stops. The color between the color stops gets interpolated.

Controls

+

Add a stop to your color ramp. The stop will be added after the selected one, in the middle to the next one.

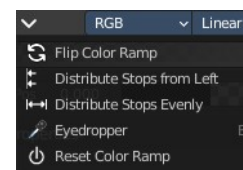
-

Deletes the selected color stop from the list.

Tools menu

Flip Color Ramp

Flips the gradient, inverting the values of the color ramp.



Distribute Stops from Left

Rearrange the stops so that every step has the same space to the right.

Distribute Stops Evenly

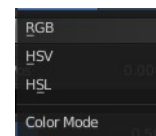
Space between all neighboring stops becomes equal.

Eyedropper (pipette icon) E

An Eyedropper to sample a color or gradient from the interface to be used in the color ramp.

Reset Color Ramp

Resets the color ramp to its default state.



Color Mode

RGB

Blends color by mixing each color channel and combining.

HSV/HSL

Blends colors by first converting to HSV or HSL, mixing, then combining again. This has the advantage of maintaining saturation between different hues, where RGB would de-saturate, this allows for a richer gradient.

Interpolation

Ease

Uses an Ease Interpolation for the color stops.

Cardinal

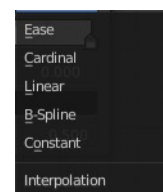
Uses a Cardinal Interpolation for the color stops.

Linear

Uses a Linear Interpolation for the color stops.

B-Spline

Uses a B-Spline Interpolation for the color stops.



Constant

Uses a Constant Interpolation for the color stops.

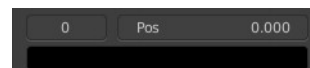
Color Ramp

The color band. A click at one of the color stops makes it the active one. You can move the color stops by clicking at them and dragging them around.



Active Color Stop elements

Adjust the active color stop.



Choose active color stop

Choose the color stop by index.

Pos

The position of the active color stop. The range goes from 0.000 to 1.000

Outputs

Image

Image output.

Alpha

Alpha channel output.

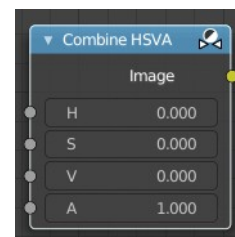
Combine HSVA

Combine the single HSV channels into a single image.

Input

H, S, V and A

The Hue, Saturation, Value and Alpha channels of an image.



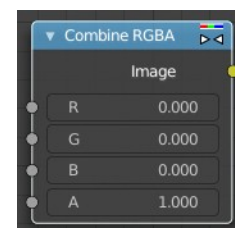
Output

Color

Color output.

Combine RGBA

Combine the single RGB channels into a single image.



Input

R, G, B and A

The red, green, blue and alpha channels of an image.

Output

Color

Color output.

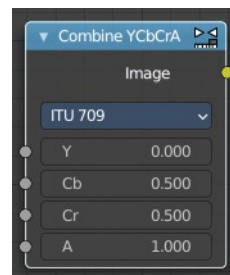
Combine YCbCrA

This node converts an YCbCrA image to RGBA color space and unions the channels.

Y: Luminance, 0=black, 1=white

Cb: Chrominance Blue, 0=Blue, 1=Yellow

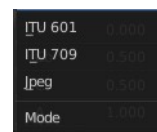
Cr: Chrominance Red, 0=Red, 1=Yellow



Input

Y, Cb, Cr and A

Luminance, Chrominance Blue, Chrominance Red and Alpha input.



Properties

Modes

ITU 601, ITU 709, Jpeg. These are encoding standards for the YCbCrA color space.

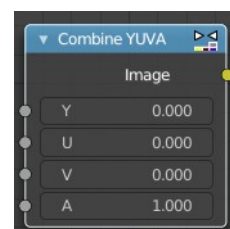
Output

Image

Image output.

Combine YUVA

This node converts an YUVA image to RGBA color space. Note that U and V values range from -0.5 to +0.5.



Input

Y, U, V and A

Luminance, Chrominance U, Chrominance V and Alpha channel.

Output

Image

Image output.

ID Mask

The ID Mask Node can be used to access an alpha mask per object or per material.



Inputs

ID value

Input for the Object Index or Material Index render pass. Which is an output of the Render Layers node or the Image node with a multi-layer format.

Properties

Index

Selection of the previously specified index.

Anti-Aliased

This post-process function refines the mask. See anti-aliasing.

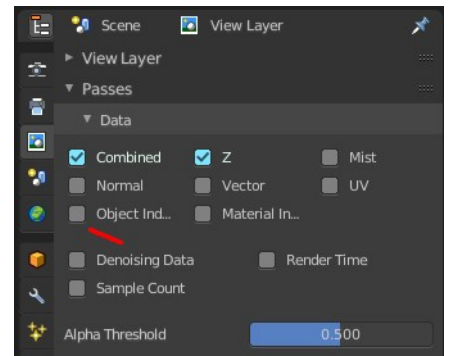
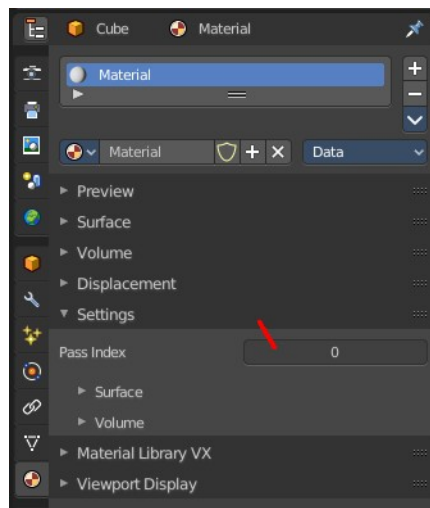
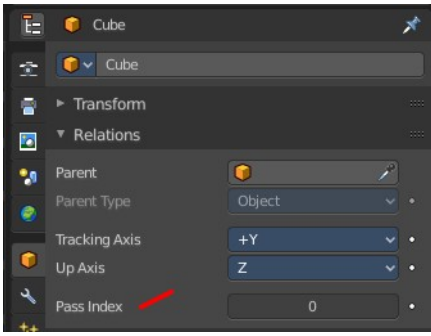
Outputs

Alpha

The mask is white where the object is and black where it is not. If the object is transparent, the alpha mask represent that with gray values.

Setup

An index can be specify for any object or Cycles material in the scene. The Object Index can be set in the Relations panel in the Object tab in the Properties Editor. And for Cycles in the Settings Panel in the Material tab in the Properties editor. To be accessible after rendering, Object Index or Material Index render pass has to be enabled in the Passes panel in the View Layer properties tab in the Properties editor.



Math

The Math Node performs math operations.

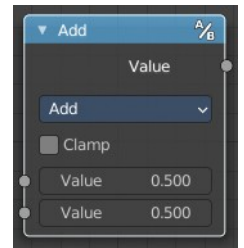
Inputs

Value

First numerical value. The trigonometric functions accept values in radians.

Value

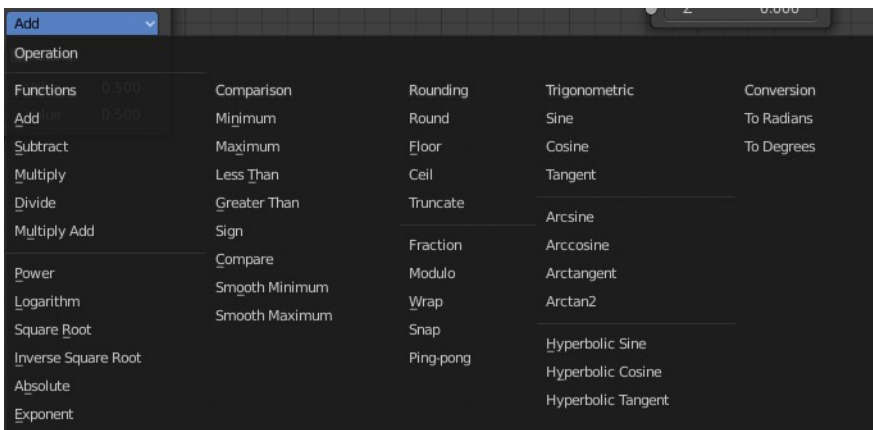
Second numerical value. This value is not used in functions that accept only one parameter like the trigonometric functions, Round and Absolute.



Properties

Operation

Here you can choose what mathematical operation to perform.



Clamp

Limits the output to the range (0 to 1). See clamp.

Outputs

Value

Numerical value output.

RGB to BW

The RGB to BW Node converts an RGB color image to a gray-scale image based at its luminance.



Inputs

Image

Color image input.

Outputs

Value

Gray-scale value output.

Separate HSVA

Separates the single RGB channels from a single image.

Input

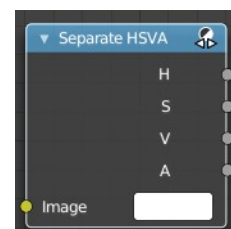
Color

Color input.

Output

H , S, V and A

The Hue, Saturation, Value and Alpha channels of an image.



Separate RGBA

Separates the single RGBA channels from a single image.



Input

Image

The image input.

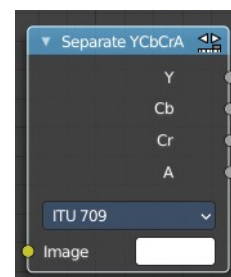
Output

R, G, Band A

The red, green, blue and alpha channels of an image.

Separate YCbCrA

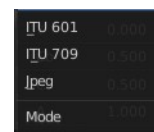
This node converts an RGBA image to YCbCrA color space, then splits each channel out to its own output so that they can be manipulated independently.



Input

Y, Cb, Cr and A

Luminance, Chrominance Blue, Chrominance Red and Alpha input.



Properties

Modes

ITU 601, ITU 709, Jpeg. These are encoding standards for the YCbCrA color space.

Output

Image

Y

Luminance output.

Cb

Chrominance Blue output.

Cr

Chrominance Red output.

A

Alpha channel output.

Separate YUVA

This node converts an RGBA image to YUVA color space. Note that U and V values range from -0.5 to +0.5.



Input

Image

Image input.

Output

Y

Luminance output.

U

Chrominance U output.

V

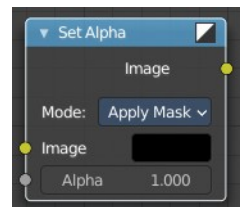
Chrominance V.

A

Alpha channel.

Set Alpha

The Set Alpha Node adds an alpha channel to an image.



Inputs

Image

Standard image input.

Alpha

The amount of Alpha can be set for the whole image by using the input field or per pixel by connecting to the socket.

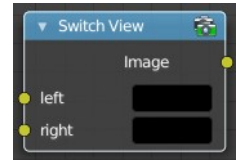
Outputs

Image

The image output.

Switch View

The Switch View node combines the views (left and right) into a single Stereo 3D output. This can be useful if for example, you need to treat the view as separate images by combining each of the views.



Inputs

Left

Left-eye image input.

Right

Right-eye image input.

Outputs

Image

Stereo 3D image output.