PxrThreshold

Thresholds an input color pattern to create a black and white mask. The falloff will define a gradual transition from black to white. The output is always between 0 and 1.

Input Parameters

Input Color

The color pattern you would like to threshold.

Channel

The input channel this node will operate on:

- 0: Red
- 1: Green
- 2: Blue
- 3: Luminance
- 4: Average

Threshold

The value at which the transition from black to white will take place.

Transition Width

This control allows you to create a sharp or progressive transitions. The transition width is centered on the threshold value.

Transition Profile

The interpolation from black to white can be computed with three different curves:

- 0: Linear
- 1: Smooth
- 2: Gaussian

Output Parameters

resultRGB

The tresholded pattern as a monochrome color.

resultR

The R channel result

resultG

The G channel result

resultB

The B channel result

resultA

If alpha is present and *resultRGB* is connected it returns the channel after RGB. If RGB is not connected it returns the first channel.