

PeRColate Framestein Plug-Ins

These objects are a collection of image processors for the Framestein extensions to Pd. They include:

- *cga*: does channel-by-channel bit quantization on an image.
- *constrain*: constrains the rgb ranges of an image within (or outside of) user-configurable boundaries.
- *cutout*: a simple 2-source image mask.
- *eclipse*: Luke's infamous meta-imaging algorithm.
- *eclipse02*: a 2-source version of *eclipse*.
- *eclipse03*: a variation on the *eclipse* theme, with threshold tinting added.
- *fromage*: does simple linear wipes between two images.
- *keyscreen*: a three-source patchable chroma keyer (in Framestein key and target are the same frame...!)
- *modgain*: a channel gain control with wraparound.
- *rene*: a three-source gradated keyer written for Rene Beekman (in Framestein key and target are the same frame...!)
- *rgbavg*: an idiosyncratic pixel averaging filter (not working right now!).
- *rgbavg02*: a 2-source version of *rgbavg*.
- *rgbseek*: searches an input image for a specific color, allowing you to trigger Max events.
- *traffic*: a tristimulus color tinting implementation that allows you to tint an image using a 3x3 coefficient grid.

All objects originally written by R. Luke Dubois as Nato Plug-Ins that are part of PeRColate. Pd ports made by Olaf Matthes with kind permission from Dan Trueman, Computer Music Centre, Columbia University.

Framestein made by Juha Vehviläinen can be downloaded at <http://framestein.org>.
Get these Plugins at <http://www.akustische-kunst.de/framestein/>.