

NAME

`ihs2rgb` – transform a 3-frame sequence from IHS to RGB

SYNOPSIS

`ihs2rgb` [-c] [-s] [-T]

DESCRIPTION

ihs2rgb transforms from IHS (Intensity, Hue, Saturation) space to RGB (Red, Green, Blue) space. If only 2 frames are supplied saturation will be set to maximum. As default hue is blue for small values and magenta for large values. if `-c` is used, a circular colourcoding is used, i.e blue represents both small and large values of hue. As default intensity independent saturation is used. `-s` specifies intensity dependent saturation. If `-T` the input is assumed to be in Taylor coordinates (LUV) instead of IHS. U measures blueness, and V measures greenness. LUV, thus being a lefthand coordinate system. The input sequence can be byte, short, int or float format. The output sequence is in float format and has values between 0 and 1.

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