

Color To Float

A utility node to convert a Color input into a Float offering the following modes:

- Luminance: The CIE Luminance value (Rec. 709) of the input color
- Average: The average value of the 3 input channels
- Add: The sum of the 3 input channels
- Min: The minimum value of the 3 input channels
- Max: The maximum value of the 3 input channels
- Red: Pass-through of the Red Input channel
- Green: Pass-through of the Green Input channel
- Blue: Pass-through of the Blue Input channel