

SATURATION H M L PLUGIN

A brief guide to its use

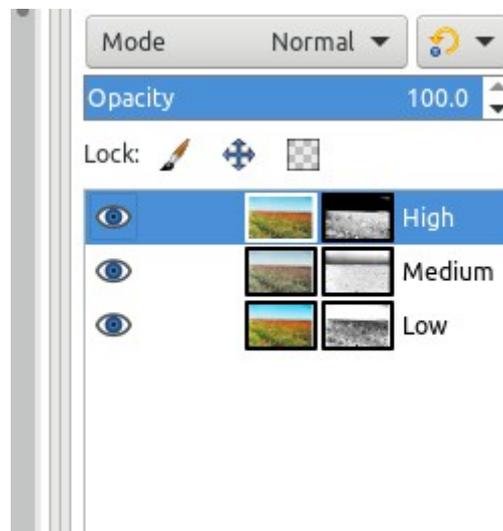
David Marsden – October 2021

The Saturation H M L plug-in, (saturation_h_m_l.py) is to be installed in the Plug-ins folder of GIMP and will be found under Python-Fu. Linux users will need to make it executable.

Operation principles.

The plug-in checks if there is a pre-existing selection and if so, saves it to a channel. More about that later!

It creates three masked layer, High, Medium, and Low. Each of these layers have different saturation.



Layer Tab

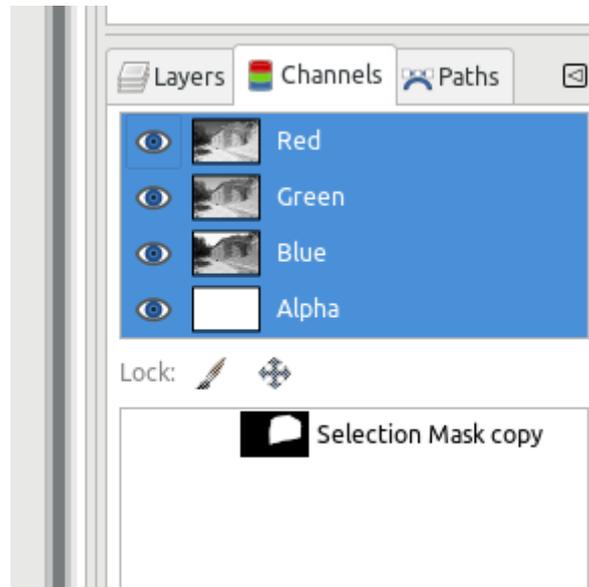
When any of the channels are active, using Colours/Saturation makes it possible to adjust the saturation of that region largely independent of the other two.

Turning off the visibility of any layer will show a chequerboard pattern (transparency) in the area of the image that will be affected by that layer. Alternatively, a right-click on the layer and selecting “Show Layer Mask” will display the actual mask. This can be made clearer by turning off the visibility of other layers.

Any of the other available controls, such as Hue, Saturation, etc. can also be used and their effects will be restricted to the masked area of the selected channel.

If there was a pre-existing selection, or previously saved channels, these will be found in the channels and are available for further use.

A new selection, or one from a previous channel, will restrict adjustments to that area for any of the layers.



Channels Tab Previous Selection

Many thanks are due to Tim Tran and Krikor for their help and advice in the production of this plug-in.