vs-mask

Release 0.5.1

IEW

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CONTENTS

CHAPTER

ONE

API REFERENCE

Various masking tools for Vapoursynth

1.1 Edge Masks

Edge and ridge detection submodule

class vsmask.edge.**EdgeDetect**

Bases: ABC

Abstract edge detection interface.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**MatrixEdgeDetect**

Bases: *EdgeDetect*, ABC

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SingleMatrix**

Bases: *MatrixEdgeDetect*, ABC

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**EuclidianDistance**

Bases: *MatrixEdgeDetect*, ABC

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding

- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**Max**

Bases: *MatrixEdgeDetect*, ABC

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**RidgeDetect**

Bases: *MatrixEdgeDetect*

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**Matrix1D**

Bases: *EdgeDetect*, ABC

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**TEdge**

Bases: *EuclidianDistance*, *Matrix1D*

(TEdgeMasktype=2) Avisynth plugin.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**TEdgeTedgemask**

Bases: *Matrix1D*, *EdgeDetect*

(tedgemask.TEdgeMask(threshold=0.0, type=2)) Vapoursynth plugin.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolay**

Bases: *EuclidianDistance*, *Matrix1D*

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quad5**

Bases: *SavitzkyGolay*

Savitzky-Golay first quadratic derivative operator of size 5

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quad7**

Bases: *SavitzkyGolay*

Savitzky-Golay first quadratic derivative operator of size 7

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quad9**

Bases: *SavitzkyGolay*

Savitzky-Golay first quadratic derivative operator of size 9

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quad11**

Bases: *SavitzkyGolay*

Savitzky-Golay first quadratic derivative operator of size 11

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip

- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quad13**

Bases: *SavitzkyGolay*

Savitzky-Golay first quadratic derivative operator of size 13

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quad15**

Bases: *SavitzkyGolay*

Savitzky-Golay first quadratic derivative operator of size 15

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0

- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quad17**

Bases: *SavitzkyGolay*

Savitzky-Golay first quadratic derivative operator of size 17

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quad19**

Bases: *SavitzkyGolay*

Savitzky-Golay first quadratic derivative operator of size 19

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quad21**

Bases: *SavitzkyGolay*

Savitzky-Golay first quadratic derivative operator of size 21

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quad23**

Bases: *SavitzkyGolay*

Savitzky-Golay first quadratic derivative operator of size 23

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quad25**

Bases: *SavitzkyGolay*

Savitzky-Golay first quadratic derivative operator of size 25

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Cubic5**

Bases: *SavitzkyGolay*

Savitzky-Golay first cubic/quartic operator of size 5

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Cubic7**

Bases: *SavitzkyGolay*

Savitzky-Golay first cubic/quartic derivative operator of size 7

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Cubic9**

Bases: *SavitzkyGolay*

Savitzky-Golay first cubic/quartic operator of size 9

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Cubic11**

Bases: *SavitzkyGolay*

Savitzky-Golay first cubic/quartic operator of size 11

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Cubic13**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first cubic/quartic operator of size 13

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.SavitzkyGolayDeriv1Cubic15

Bases: SavitzkyGolayNormalise

Savitzky-Golay first cubic/quartic operator of size 15

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Cubic17**

Bases: *SavitzkyGolay*

Savitzky-Golay first cubic/quartic operator of size 17

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Cubic19**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first cubic/quartic operator of size 19

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Cubic21**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first cubic/quartic operator of size 21

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip

- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Cubic23**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first cubic/quartic operator of size 23

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Cubic25**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first cubic/quartic operator of size 25

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0

- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quint7**

Bases: *SavitzkyGolay*

Savitzky-Golay first quintic/sextic derivative operator of size 7

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quint9**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first quintic/sextic derivative operator of size 9

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quint11**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first quintic/sextic derivative operator of size 11

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quint13**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first quintic/sextic derivative operator of size 13

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quint15**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first quintic/sextic derivative operator of size 15

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quint17**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first quintic/sextic derivative operator of size 17

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quint19**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first quintic/sextic derivative operator of size 19

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quint21**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first quintic/sextic derivative operator of size 21

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quint23**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first quintic/sextic derivative operator of size 23

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv1Quint25**

Bases: SavitzkyGolayNormalise

Savitzky-Golay first quintic/sextic derivative operator of size 25

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quad5**

Bases: *SavitzkyGolay*

Savitzky-Golay second quadratic/cubic derivative operator of size 5

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quad7**

Bases: *SavitzkyGolay*

Savitzky-Golay second quadratic/cubic derivative operator of size 7

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quad9**

Bases: *SavitzkyGolay*

Savitzky-Golay second quadratic/cubic derivative operator of size 9

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quad11**

Bases: *SavitzkyGolay*

Savitzky-Golay second quadratic/cubic derivative operator of size 11

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip

- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quad13**

Bases: *SavitzkyGolay*

Savitzky-Golay second quadratic/cubic derivative operator of size 13

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quad15**

Bases: *SavitzkyGolay*

Savitzky-Golay second quadratic/cubic derivative operator of size 15

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0

- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quad17**

Bases: *SavitzkyGolay*

Savitzky-Golay second quadratic/cubic derivative operator of size 17

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quad19**

Bases: *SavitzkyGolay*

Savitzky-Golay second quadratic/cubic derivative operator of size 19

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quad21**

Bases: *SavitzkyGolay*

Savitzky-Golay second quadratic/cubic derivative operator of size 21

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quad23**

Bases: *SavitzkyGolay*

Savitzky-Golay second quadratic/cubic derivative operator of size 23

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quad25**

Bases: *SavitzkyGolay*

Savitzky-Golay second quadratic/cubic derivative operator of size 25

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quart7**

Bases: *SavitzkyGolay*

Savitzky-Golay second quartic/quintic derivative operator of size 7

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quart9**

Bases: *SavitzkyGolay*

Savitzky-Golay second quartic/quintic derivative operator of size 9

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quart11**

Bases: *SavitzkyGolay*

Savitzky-Golay second quartic/quintic derivative operator of size 11

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quart13**

Bases: SavitzkyGolayNormalise

Savitzky-Golay second quartic/quintic derivative operator of size 13

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quart15**

Bases: SavitzkyGolayNormalise

Savitzky-Golay second quartic/quintic derivative operator of size 15

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quart17**

Bases: SavitzkyGolayNormalise

Savitzky-Golay second quartic/quintic derivative operator of size 17

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quart19**

Bases: SavitzkyGolayNormalise

Savitzky-Golay second quartic/quintic derivative operator of size 19

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.SavitzkyGolayDeriv2Quart21

Bases: SavitzkyGolayNormalise

Savitzky-Golay second quartic/quintic derivative operator of size 21

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.SavitzkyGolayDeriv2Quart23

Bases: SavitzkyGolayNormalise

Savitzky-Golay second quartic/quintic derivative operator of size 23

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip

- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv2Quart25**

Bases: SavitzkyGolayNormalise

Savitzky-Golay second quartic/quintic derivativeoperator of size 25

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Cub5**

Bases: *SavitzkyGolay*

Savitzky-Golay third cubic/quartic derivative operator of size 5

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0

- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Cub7**

Bases: *SavitzkyGolay*

Savitzky-Golay third cubic/quartic derivative operator of size 7

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Cub9**

Bases: *SavitzkyGolay*

Savitzky-Golay third cubic/quartic derivative operator of size 9

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Cub11**

Bases: *SavitzkyGolay*

Savitzky-Golay third cubic/quartic derivative operator of size 11

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Cub13**

Bases: *SavitzkyGolay*

Savitzky-Golay third cubic/quartic derivative operator of size 13

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Cub15**

Bases: *SavitzkyGolay*

Savitzky-Golay third cubic/quartic derivative operator of size 15

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Cub17**

Bases: *SavitzkyGolay*

Savitzky-Golay third cubic/quartic derivative operator of size 17

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Cub19**

Bases: *SavitzkyGolay*

Savitzky-Golay third cubic/quartic derivative operator of size 19

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Cub21**

Bases: *SavitzkyGolay*

Savitzky-Golay third cubic/quartic derivative operator of size 21

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Cub23**

Bases: *SavitzkyGolay*

Savitzky-Golay third cubic/quartic derivative operator of size 23

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Cub25**

Bases: *SavitzkyGolay*

Savitzky-Golay third cubic/quartic derivative operator of size 25

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Quint7**

Bases: *SavitzkyGolay*

Savitzky-Golay third quintic/sexic derivative operator of size 7

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Quint9**

Bases: *SavitzkyGolay*

Savitzky-Golay third quintic/sexic derivative operator of size 9

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Quint11**

Bases: *SavitzkyGolay*

Savitzky-Golay third quintic/sexic derivative operator of size 11

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Quint13**

Bases: SavitzkyGolayNormalise

Savitzky-Golay third quintic/sexic derivative operator of size 13

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip

- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Quint15**

Bases: SavitzkyGolayNormalise

Savitzky-Golay third quintic/sexic derivative operator of size 15

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Quint17**

Bases: SavitzkyGolayNormalise

Savitzky-Golay third quintic/sexic derivative operator of size 17

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0

- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Quint19**

Bases: SavitzkyGolayNormalise

Savitzky-Golay third quintic/sexic derivative operator of size 19

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Quint21**

Bases: SavitzkyGolayNormalise

Savitzky-Golay third quintic/sexic derivative operator of size 21

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Quint23**

Bases: SavitzkyGolayNormalise

Savitzky-Golay third quintic/sexic derivative operator of size 23

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv3Quint25**

Bases: SavitzkyGolayNormalise

Savitzky-Golay third quintic/sexic derivative operator of size 25

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv4Quart7**

Bases: *SavitzkyGolay*

Savitzky-Golay fourth quartic/quintic derivative operator of size 7

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv4Quart9**

Bases: *SavitzkyGolay*

Savitzky-Golay fourth quartic/quintic derivative operator of size 9

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv4Quart11**

Bases: *SavitzkyGolay*

Savitzky-Golay fourth quartic/quintic derivative operator of size 11

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv4Quart13**

Bases: *SavitzkyGolay*

Savitzky-Golay fourth quartic/quintic derivative operator of size 13

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv4Quart15**

Bases: *SavitzkyGolay*

Savitzky-Golay fourth quartic/quintic derivative operator of size 15

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv4Quart17**

Bases: *SavitzkyGolay*

Savitzky-Golay fourth quartic/quintic derivative operator of size 17

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv4Quart19**

Bases: *SavitzkyGolay*

Savitzky-Golay fourth quartic/quintic derivative operator of size 19

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv4Quart21**

Bases: *SavitzkyGolay*

Savitzky-Golay fourth quartic/quintic derivative operator of size 21

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.SavitzkyGolayDeriv4Quart23

Bases: SavitzkyGolayNormalise

Savitzky-Golay fourth quartic/quintic derivative operator of size 23

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.SavitzkyGolayDeriv4Quart25

Bases: SavitzkyGolayNormalise

Savitzky-Golay fourth quartic/quintic derivative operator of size 25

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip

- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv5Quint7**

Bases: *SavitzkyGolay*

Savitzky-Golay fifth quintic/sexic derivative operator of size 7

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv5Quint9**

Bases: *SavitzkyGolay*

Savitzky-Golay fifth quintic/sexic derivative operator of size 9

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0

- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv5Quint11**

Bases: *SavitzkyGolay*

Savitzky-Golay fifth quintic/sexic derivative operator of size 11

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv5Quint13**

Bases: *SavitzkyGolay*

Savitzky-Golay fifth quintic/sexic derivative operator of size 13

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv5Quint15**

Bases: SavitzkyGolayNormalise

Savitzky-Golay fifth quintic/sexic derivative operator of size 15

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv5Quint17**

Bases: *SavitzkyGolay*

Savitzky-Golay fifth quintic/sexic derivative operator of size 17

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv5Quint19**

Bases: *SavitzkyGolay*

Savitzky-Golay fifth quintic/sexic derivative operator of size 19

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv5Quint21**

Bases: SavitzkyGolayNormalise

Savitzky-Golay fifth quintic/sexic derivative operator of size 21

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv5Quint23**

Bases: *SavitzkyGolay*

Savitzky-Golay fifth quintic/sexic derivative operator of size 23

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SavitzkyGolayDeriv5Quint25**

Bases: *SavitzkyGolay*

Savitzky-Golay fifth quintic/sexic derivative operator of size 25

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Matrix2x2**

Bases: *EdgeDetect*, ABC

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding

- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Roberts**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix2x2*

Lawrence Roberts operator. 2x2 matrices computed in 3x3 matrices.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**Matrix3x3**

Bases: *EdgeDetect*, ABC

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding

- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Laplacian1**

Bases: *SingleMatrix*, *Matrix3x3*

Pierre-Simon de Laplace operator 1st implementation.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Laplacian2**

Bases: *SingleMatrix*, *Matrix3x3*

Pierre-Simon de Laplace operator 2nd implementation.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Laplacian3**

Bases: *SingleMatrix*, *Matrix3x3*

Pierre-Simon de Laplace operator 3rd implementation.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip

- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Laplacian4**

Bases: *SingleMatrix*, *Matrix3x3*

Pierre-Simon de Laplace operator 4th implementation.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Kayyali**

Bases: *SingleMatrix*, *Matrix3x3*

Kayyali operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0

- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Tritical**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix3x3*

Operator used in Tritical's original TCanny filter. Plain and simple orthogonal first order derivative.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**TriticalTCanny**

Bases: *Matrix3x3*, *EdgeDetect*

Operator used in Tritical's original TCanny filter. Plain and simple orthogonal first order derivative.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Cross**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix3x3*

"HotDoG" Operator from AVS ExTools by Dogway. Plain and simple cross first order derivative.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**Prewitt**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix3x3*

Judith M. S. Prewitt operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**PrewittStd**

Bases: *Matrix3x3*, *EdgeDetect*

Judith M. S. Prewitt Vapoursynth plugin operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**PrewittTCanny**

Bases: *Matrix3x3*, *EdgeDetect*

Judith M. S. Prewitt TCanny plugin operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Sobel**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix3x3*

Sobel–Feldman operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**SobelStd**

Bases: *Matrix3x3*, *EdgeDetect*

Sobel–Feldman Vapoursynth plugin operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**SobelTCanny**

Bases: *Matrix3x3*, *EdgeDetect*

Sobel–Feldman Vapoursynth plugin operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**ASobel**

Bases: *Matrix3x3*, *EdgeDetect*

Modified Sobel–Feldman operator from AWarpSharp.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Scharr**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix3x3*

Original H. Scharr optimised operator which attempts to achieve the perfect rotational symmetry with coefficients 3 and 10.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0

- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**RScharr**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix3x3*

Refined H. Scharr operator to more accurately calculate 1st derivatives for a 3x3 kernel with coeffs 47 and 162.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**ScharrTCanny**

Bases: *Matrix3x3*, *EdgeDetect*

H. Scharr optimised TCanny Vapoursynth plugin operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Kroon**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix3x3*

Dirk-Jan Kroon operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**KroonTCanny**

Bases: *Matrix3x3*, *EdgeDetect*

Dirk-Jan Kroon TCanny Vapoursynth plugin operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**FreyChenG41**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix3x3*

"Chen Frei" operator. 3x3 matrices from G41Fun.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**FreyChen**

Bases: *MatrixEdgeDetect*

Chen Frei operator. 3x3 matrices properly implemented.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Robinson3**

Bases: *Max*, *Matrix3x3*

Robinson compass operator level 3.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Robinson5**

Bases: *Max*, *Matrix3x3*

Robinson compass operator level 5.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**TheToof**

Bases: *Max*, *Matrix3x3*

TheToof compass operator from SharpAAMCmod.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Kirsch**

Bases: *Max*, *Matrix3x3*

Russell Kirsch compass operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**KirschTCanny**

Bases: *Matrix3x3*, *EdgeDetect*

Russell Kirsch compass TCanny Vapoursynth plugin operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**MinMax**(*rady=2*, *radc=0*)

Bases: *EdgeDetect*

Min/max mask with separate luma/chroma radii.

Parameters

- **rady** (int) – Luma radius
- **radc** (int) – Chroma radius

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Matrix5x5**

Bases: *EdgeDetect*, ABC

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**ExLaplacian1**

Bases: *SingleMatrix*, *Matrix5x5*

Extended Pierre-Simon de Laplace operator, 1st implementation.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**ExLaplacian2**

Bases: *SingleMatrix*, *Matrix5x5*

Extended Pierre-Simon de Laplace operator, 2nd implementation.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**ExLaplacian3**

Bases: *SingleMatrix*, *Matrix5x5*

Extended Pierre-Simon de Laplace operator, 3rd implementation.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**ExLaplacian4**

Bases: *SingleMatrix*, *Matrix5x5*

Extended Pierre-Simon de Laplace operator, 4th implementation.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**LoG**

Bases: *SingleMatrix*, *Matrix5x5*

Laplacian of Gaussian operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**ExPrewitt**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix5x5*

Extended Judith M. S. Prewitt operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**ExSobel**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix5x5*

Extended Sobel–Feldman operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**FDoG**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix5x5*

Flow-based Difference of Gaussian

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**FDoGTCanny**

Bases: *Matrix5x5*, *EdgeDetect*

Flow-based Difference of Gaussian TCanny Vapoursynth plugin.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max

- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**DoG**

Bases: *EuclidianDistance*, *Matrix5x5*

Zero-cross (of the 2nd derivative) of a Difference of Gaussians

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

class vsmask.edge.**Farid**

Bases: *RidgeDetect*, *EuclidianDistance*, *Matrix5x5*

Farid & Simoncelli operator.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

class vsmask.edge.**ExKirsch**

Bases: *Max*

Extended Russell Kirsch compass operator. 5x5 matrices.

edgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes edge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip

- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode

Returns
Mask clip

ridgemask(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Makes ridge mask based on convolution kernel. The resulting mask can be thresholded with lthr, hthr and multiplied with multi.

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – Low threshold. Anything below lthr will be set to 0
- **hthr** (*Optional[float]*) – High threshold. Anything above hthr will be set to the range max
- **multi** (*float*) – Multiply all pixels by this before thresholding
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
vs.VideoNode | NoReturn

Returns
Mask clip

vsmask.edge.**get_all_edge_detects**(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Returns all the EdgeDetect subclasses

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – See `EdgeDetect.get_mask()`
- **hthr** (*Optional[float]*) – See `EdgeDetect.get_mask()`
- **multi** (*float*) – See `EdgeDetect.get_mask()`
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
List[vs.VideoNode]

Returns
A list edge masks

vsmask.edge.**get_all_ridge_detect**(*clip*, *lthr=0.0*, *hthr=None*, *multi=1.0*, *clamp=False*)

Returns all the RidgeDetect subclasses

Parameters

- **clip** (*vs.VideoNode*) – Source clip
- **lthr** (*float*) – See `EdgeDetect.get_mask()`
- **hthr** (*Optional[float]*) – See `EdgeDetect.get_mask()`
- **multi** (*float*) – See `EdgeDetect.get_mask()`
- **clamp** (*bool | Tuple[float, float] | List[Tuple[float, float]]*) – Clamp to TV or full range if True or specified range *(low, high)*

Return type
List[vs.VideoNode]

Returns
A list edge masks

1.2 Utility functions

`vsmask.util.max_expr(n)`

Dynamic variable max string to be integrated in std.Expr.

Parameters
n (`int`) – Number of elements.

Return type
`str`

Returns
Expression

`class vsmask.util.XxpandMode(value)`

Expand/inpand mode

`RECTANGLE = <object object>`

Rectangular shape

`ELLIPSE = <object object>`

Elliptical shape

`LOSANGE = <object object>`

Diamond shape

`vsmask.util.morpho_transfo(clip, func, sw, sh=None, mode=XxpandMode.RECTANGLE, thr=None, planes=None)`

Calls a morphological function in order to grow or shrink a clip from the desired width and height.

Parameters

- **clip** (*vs.VideoNode*) – Source clip.
- **func** (*MorphoFunc*) – Morphological function.
- **sw** (*int*) – Growing/shrinking shape width.
- **sh** (*Optional[int]*) – Growing/shrinking shape height. If not specified, default to sw.
- **mode** (`XxpandMode`) – Shape form. Ellipses are combinations of rectangles and losanges and look more like octogons. Losanges are truncated (not scaled) when sw and sh are not equal.

- **thr** (*Optional[int]*) – Allows to limit how much pixels are changed. Output pixels will not become less than `input - threshold`. The default is no limit.
- **planes** (*int | Sequence[int] | None*) – Specifies which planes will be processed. Any unprocessed planes will be simply copied.

Return type
vs.VideoNode

Returns
Transformed clip

vsmask.util.**expand**(*clip*, *sw*, *sh=None*, *mode=XxpandMode.RECTANGLE*, *thr=None*, *planes=None*)

Calls std.Maximum in order to grow each pixel with the largest value in its 3x3 neighbourhood from the desired width and height.

Parameters

- **clip** (*vs.VideoNode*) – Source clip.
- **sw** (*int*) – Growing shape width.
- **sh** (*Optional[int]*) – Growing shape height. If not specified, default to sw.
- **mode** (XxpandMode) – Shape form. Ellipses are combinations of rectangles and losanges and look more like octogons. Losanges are truncated (not scaled) when sw and sh are not equal.
- **thr** (*Optional[int]*) – Allows to limit how much pixels are changed. Output pixels will not become less than `input - threshold`. The default is no limit.
- **planes** (*int | Sequence[int] | None*) – Specifies which planes will be processed. Any unprocessed planes will be simply copied.

Return type
vs.VideoNode

Returns
Transformed clip

vsmask.util.**inpand**(*clip*, *sw*, *sh=None*, *mode=XxpandMode.RECTANGLE*, *thr=None*, *planes=None*)

Calls std.Minimum in order to shrink each pixel with the smallest value in its 3x3 neighbourhood from the desired width and height.

Parameters

- **clip** (*vs.VideoNode*) – Source clip.
- **sw** (*int*) – Shrinking shape width.
- **sh** (*Optional[int]*) – Shrinking shape height. If not specified, default to sw.
- **mode** (XxpandMode) – Shape form. Ellipses are combinations of rectangles and losanges and look more like octogons. Losanges are truncated (not scaled) when sw and sh are not equal.
- **thr** (*Optional[int]*) – Allows to limit how much pixels are changed. Output pixels will not become less than `input - threshold`. The default is no limit.
- **planes** (*int | Sequence[int] | None*) – Specifies which planes will be processed. Any unprocessed planes will be simply copied.

Return type
vs.VideoNode

Returns
Transformed clip

vsmask.util.**max_planes**(**clips*, *resizer=core.resize.Bilinear*)

Set max value of all the planes of all the clips

Output clip format is a GRAY clip with the same bitdepth as the first clip

Parameters

- **clips** (VideoNode) – Source clips.
- **resizer** (ZResizer) – Resizer used for converting the clips to the same width, height and to 444.

Return type
VideoNode

Returns
Maxed clip

vsmask.util.**region_mask**(*clip*, *left=0*, *right=0*, *top=0*, *bottom=0*)

Alias for *region_rel_mask()*

Region relatively the clip with the desired numbers of pixels

Parameters

- **clip** (VideoNode) – Source clip
- **left** (int) – Left side
- **right** (int) – Right side
- **top** (int) – Top side
- **bottom** (int) – Bottom side

Return type
VideoNode

Returns
Regionned mask

vsmask.util.**region_rel_mask**(*clip*, *left=0*, *right=0*, *top=0*, *bottom=0*)

Region relatively the clip with the desired numbers of pixels

Parameters

- **clip** (VideoNode) – Source clip
- **left** (int) – Left side
- **right** (int) – Right side
- **top** (int) – Top side
- **bottom** (int) – Bottom side

Return type
VideoNode

Returns
Regionned mask

vsmask.util.**region_abs_mask**(*clip*, *width*, *height*, *left=0*, *top=0*)

Region the clip with absolute desired dimensions

Parameters

- **clip** (VideoNode) – Source clip
- **width** (int) – Width of the box
- **height** (int) – Height of the box
- **left** (int) – Shift from the left, AKA x parameter
- **top** (int) – Shift from the top, AKA y parameter

Return type
VideoNode

Returns
Regionned mask

CHAPTER

TWO

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2.1 Conditions for Contributors

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