

BCC Glow Alpha Edges Filter

The BCC Glow Alpha Edges filter applies a glow that adheres closely to the contours of the image clip's alpha channel or mask. This filter is designed for use with masks or images that have an alpha channel.



Original Image



Filtered Image

Width controls the width of the stroke or glow that is generated.

Softness sets the amount of generated glow that is soft. Higher values create softer edges.

Smoothness determines the amount of post blur that is applied to the generated glow. Increasing this value makes the glow appear more blurred.

The **Apply Mode** menu controls how the glow is applied to the image. The default is set to **Under** so that the glow does not obscure the image clip. The Apply Modes are described in detail in Appendix A in the User Guide. However, the Glow Edges filter includes three additional Apply Mode parameters, **None**, **Under** and **Over**.

- **None** simply renders the glow and ignores the underlying image.
- **Under** renders the glow under the underlying image.
- **Over** renders the glow over the underlying image.



Apply Mode=None



Apply Mode=Under



Apply Mode=Over

Use **Color** to set the color of the glow. The default value is white.

Mix with Original blends the source and filtered images. Use this parameter to animate the effect from the unfiltered to the filtered image without adjusting other settings, or to reduce the affect of the filter by mixing it with the source image. At a value of 0, the image is unaffected by the filter.

The PixelChooser Parameter Group

The PixelChooser is included in many Boris filters and provides several methods to selectively filter an image.



For more information on the PixelChooser, see Chapter 10, “The PixelChooser” in the User Guide, or open the help file for the standalone PixelChooser filter.