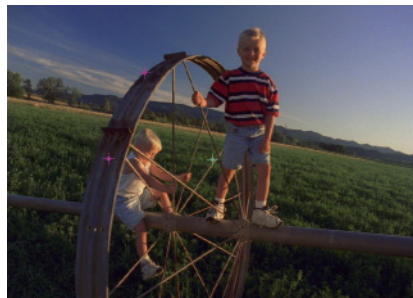


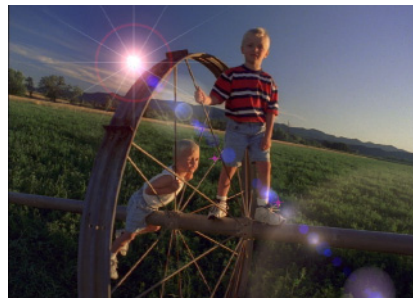
BCC Lens Flare Advanced

The BCC Lens Flare simulates a lens flare—that is, streaks and spots of light on film caused by light bouncing inside a camera lens. Lens flare is typically produced when you point a camera too close to the sun. You can also use this filter to produce a range of creative effects. Composite the flare over a source image or generate a completely synthetic image.

Boris Continuum Complete includes both a BCC Lens Flare and BCC Lens Flare Advanced. The two filters are very similar except that BCC Lens Flare does not include all the parameters. BCC Lens Flare Advanced provides more options for controlling the effect; while BCC Lens Flare is streamlined for when you want to create a simple effect. For information on the BCC Lens Flare filter consult the User Guide.



Source image



Filtered image



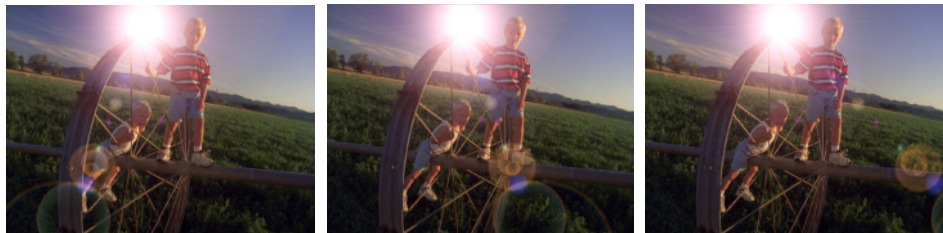
You must have a supported OpenGL card and driver to use the BCC Lens Flare Advanced filter. For information on supported configurations, see Chapter One in the User Guide, or the Understanding OpenGL PDF on your Boris CD.

Global Intensity controls the brightness of all elements of the lens flare.

Global Scale controls the scale of all elements of the lens flare.

Light Source sets the location on the X and Y axis of the simulated light source which creates the flare. The glow section of the flare is always centered around the Light Source.

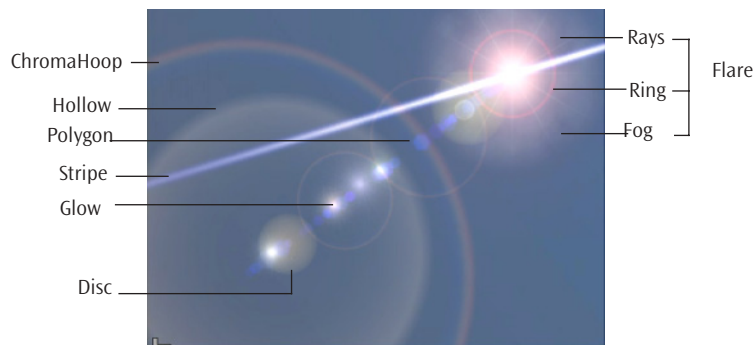
Pivot Point controls the location of the other elements of the flare. All the elements appear centered on a line from the Light Source to the Pivot Point. The Light Source in the following examples stays the same while the Pivot Point changes.



Select the **16 x 9 checkbox** to work in a 16 x 9 Project. Leave this checkbox deselected when you work in a 4 x 3 Project.

Working with the Lens Flare Adv Elements

The Lens Flare Advanced effect is comprised of ten discrete elements, *Flare*, *Ring*, *Ray*, *Fog*, *Polygons*, *Disc*, *Hollows*, *Glow*, *ChromaHoop* and *Stripe*, as shown in the following illustration. The Lens Flare Advanced filter provides controls for adjusting each element individually.



Flare, Polygons, Discs, Hollows, Glows, ChromaHoop and Stripe Parameter Groups

Each of these parameter groups includes an **On checkbox**. When this checkbox is selected, that element is to added to the effect. Deselect this checkbox to remove that element. If this option is deselected, the other parameters have no affect. For example, if the **Flare On checkbox** is deselected, the flare does not appear in the effect. Some parameter groups do not include all of the controls below.



The Flare Parameter Group includes controls for Ray, Ring and Fog, which are additional Flare elements that can be added with separate On checkboxes and adjusted. Use the following descriptions of the parameters for these elements.

Color sets the color of the corresponding element.

Intensity controls the brightness of the corresponding element.

Stripe Length sets the length of the stripes. Only the Stripes parameter group includes this parameter.

Scale controls the scale of the corresponding element.

Position controls the position of the corresponding element.

Stripe Angle sets the angle for the stripes. Only the Stripes parameter group includes this parameter.

Stripe Softness sets the amount of softness applied to the stripes. Only the Stripes parameter group includes this parameter.

Radius determines the radius of the corresponding element. Higher values produce a larger element.

Rotation spins the corresponding element.

The **Ray Shape** menu sets the shape of the rays. The choices are *Taper* and *Straight*. Only the Flare parameter group includes the Rays parameters. When Taper is chosen, the rays spread outward in the shape of a fan.



Taper



Straight

The **Polygon Shape** menu sets the shape of the polygons. The choices are *Pentagon* and *Hexagon*. Only the Polygon parameter group includes this parameter.



Pentagon



Hexagon

Increasing **Spread** values spread the polygons out along the line of sight. Decreasing values tighten the polygons closer together.

Width sets the width of the corresponding element. Higher values produce wider element.

Counts determines the number of the corresponding element in the effect.

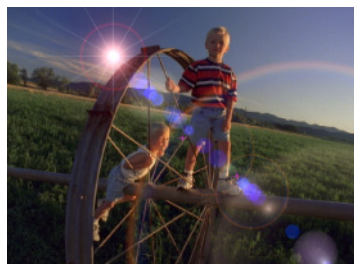
Scale Variance varies the size of the corresponding element. Increasing Size Variance increases the variety of sizes in the effect. Leaving this parameter at the default setting of 0 ensures that each element uses the assigned Scale value.

Scale Seed determines the value input to the random number used by the filter to change the size of the elements. Adjust this value when you like the overall appearance of the effect but want to change the random configuration of the sizes of the elements. If Scale Variance is 0, this parameter has no affect.

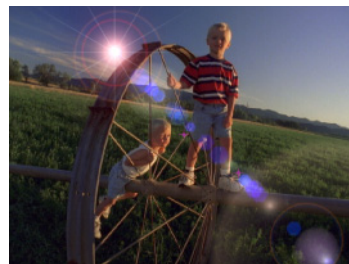
Color Variance varies the color of the corresponding element. Increasing Color Variance increases the variety of colors in the effect. Leaving this parameter at the default setting of 0 ensures that each element uses the assigned Color value.

Color Seed determines the value input to the random number used by the filter to change the color of the elements. Adjust this value when you like the overall appearance of the effect but want to change the random configuration of the colors of the elements. If Color Variance is 0, this parameter has no affect.

Increasing the **Spread** parameter adds space between the elements. Only the Polygons and ChromaHoop parameter group includes this parameter. The following example shows Spread adjusted to just the ChromaHoop elements.



ChromaHoop Spread=5



ChromaHoop Spread=25

Intensity Variance controls the range of possible intensity values. Increasing Intensity Variance creates an effect in which some elements are bright and others are dim, and increases the disparity between the brightest and dimmest elements. Leaving this parameter at the default setting of 0 ensures that each element uses the assigned Intensity value.

Intensity Seed determines the value input to the random number used by the filter to change the Intensity of the elements. Adjust this value when you like the overall appearance of the effect but want to change the random configuration of the intensities. If Intensity Variance is 0, this parameter has no affect.

If you apply the filter to a source that uses alpha, you will not see the background image composed with the source image through the alpha channel. To see the composition, choose the background layer from the **Lens Flare Background Map Layer** menu.

Preserve Alpha determines how the lens flare uses alpha channel information. With Preserve Alpha set to 0, a lens flare does not appear in areas governed by the alpha channel (in other words the effect has zero opacity in alpha areas), with the Preserve Alpha parameter set to 100, the effect is 100% opaque over the alpha channel.



If your source image includes an alpha channel (for example a logo over a background image), in order to see the the background image composited with the source image, you need to set a background layer in the **Lens Flare Background Map Layer** menu.

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 effect of the filter by mixing it with the source image.