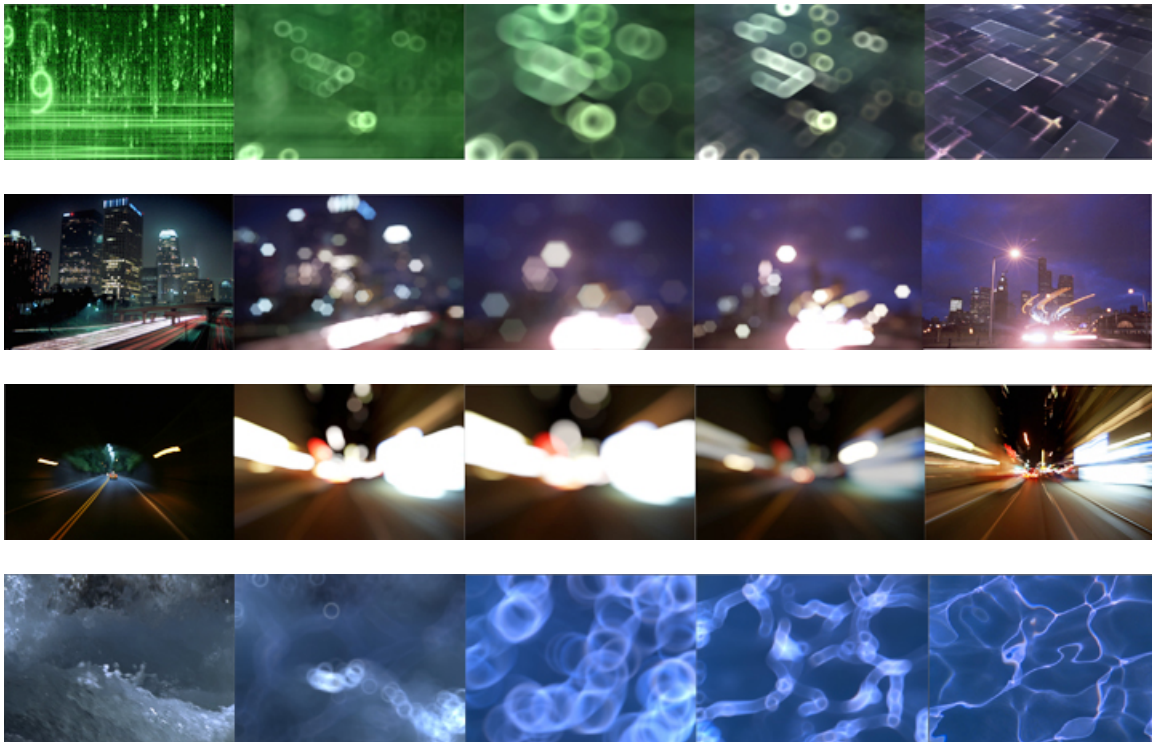


BCC Lens Transition

The BCC Lens Transition wipe filter applies a lens blur defocus/rack-focus style effect to the specular highlights of the outgoing and incoming image clips (the highlights take on the shape of a simulated lens diaphragm.) This filter includes a pop-up that can be used to match the different looks that can be achieved in the physical world based on the lens aperture setting. This pleasing optical result is referred to in photographic terms as Bokeh.

The filter is fully automated in some NLE host environments, such as Avid or Apple, and also includes full manual override controls. Like all of the other filters that are included in the transition category of effects in BCC 6, the Lens Transition filter includes user controls for the velocity of the transition with an optional on-screen display of the ease-in and ease-out velocity curve.

Here are some image examples that demonstrate some of the different looks that can be achieved with this filter and beneath the images you will find a complete description of each parameter.





Parameter descriptions:

Transition Type pop-up - Used to select the transition style

Dissolve - Generates a cross-dissolve transition

Zoom In - Incoming clip is zoomed in from zero to 100 percent

Zoom Out - Outgoing clip is zoomed out from 100 to zero percent

Pan - Outgoing clip is panned over to reveal incoming clip. The direction of the pan is set in Pan Direction pop-up

Linear Wipe - The outgoing clip is wiped to reveal the incoming clip. The direction of the wipe is set in Wipe Direction pop-up

Radial Wipe In - The incoming clip is wiped on from zero to 100 percent with a radial mask.

Radial Wipe Out - The outgoing clip is wiped off from zero to 100 percent with a radial mask

Pan Wipe Direction pop-up - Used to set the direction of the Pan or Wipe effect Left
- Mask wipes from right to left.

Top - Mask wipes from bottom to top

Right - Mask wipes from left to right

Bottom - Mask wipes from top to bottom

Dissolve Apply Mode pop-up - Used to set the apply mode for the wipe. There are 27 different apply modes in this list.

Dissolve Apply Mix - Used to blend between the selected apply mode and the normal apply mode.

Incoming Layer pop-up - Used to select the incoming layer. The list displays all layers that are in the timeline of the current composition.

Apply Effect To pop-up - Used to select the layer(s) to which the Lens effect is applied.

Transition - The effect is applied to the transition between the outgoing and incoming clips.

Source - The effect is applied to the outgoing clip only.

Reveal - The effect is applied to the incoming clip only.

Source and Reveal - The effect is applied to the incoming and the outgoing clips.

Off - The effect is disabled.

Animation pop-up - Offers 2 options for the transition animation.

Auto - automatically generates a transition based on the transition length (when used as a transition) or the clip length (when used as a filter.)

Percent Done - requires the user to set keyframes to determine the transition length.

Animation Tuning group - Contains contextually enabled parameters to control the transition animation.

View Ease Curve checkbox - enable to view the animation curve in the composite window.

Hold In - Used to set the start of the transition.

Hold Out - Used to set the end of the transition.

Ease In - Used to ease the animation at the beginning of the transition.

Ease Out - Used to ease the animation at the end of the transition.

Percent Done - Animate this parameter to set the state of the wipe.

Quality pop-up - 3 way pop-up is used to set the quality of the edges of the generated highlights.

Normal - This is the standard, fast mode.

Sharp - This mode generates a sharper result but takes longer to render than the Normal mode.

Sharper - This mode generates the sharpest edges but is the slowest to render.

Iris Scale - Used to set the size of the highlight blur effect.

Scale X - Scales the highlight along the X axis only.

Scale Y - Scales the highlight along the Y axis only.

Gamma - Used to control the image highlight gamma.

Show Iris Widget checkbox - When checked, displays the on-screen interactive iris scale widget.

View Iris checkbox - When checked, displays the iris shape on a black background.

Iris group - Contains parameters to control the shape and look of the generated highlights.

Iris Shape pop-up - Used to set the overall shape of the highlight.

Circle - Generates circular highlights

3-16 Sides - Generates non-circular highlights with 3-16 sides

Iris Curvature - Similar to a pinch / bloat filter. Used to curve or smooth non-circular iris shapes

Iris Rotation - Used to set the rotation of the iris

Bokeh - Determines the overall look or bokeh of the iris shape - negative values erode the center of the shape, positive values erode the outside of the shape

Bokeh Shading - Used to set the softness of the bokeh - negative values produce a soft result, positive values produce a sharp result

Highlights group - Contains parameters to control the highlights that are generated by the filter.

Boost/Sup Mode pop-up - Used to determine the way the highlights are composited into the image.

RGB Max - Boosts the RGB values of the highlights.

RGB Glow - Boosts the RGB and Saturation values of the highlights.

Luma Boost to White - Boosts the Luminosity values and desaturates the highlights.

Luma - Boosts the Luminosity values of the highlights.

Highlight Boost - Used to set the intensity of the highlight boosting - higher values result in brighter highlights.

Highlight Threshold - Used to set the cut-off point for highlight boosting.

Suppress Threshold - Used to set the intensity of the shadow boosting - higher values result in darker shadows.

Boost Soften - A slope control that softens the highlight and shadow boosting effect.

Opaque Sources checkbox - When enabled, processes only the RGB image values, ignoring the outgoing/incoming images alpha channel.

PixelChooser pop-up - This pop-up is used to enable or disable the PixelChooser masking / matte system.

PixelChooser Group - contains the PixelChooser masking / matting parameter controls.