

BCC Match Grain Filter

The Match Grain filter copies the grain signature from a source clip and applies it to a destination clip. This helps to create a more realistic composite. The grain that is sampled from the source clip can be stored and reused with the separate Grain Preset options.

The example used for this filter is a synthesized sphere composited into a clip that has grain. BCC Match Grain was applied to the sphere to match the grain from the clip to make it appear that the sphere was part of the scene.



Unfiltered Image



Filtered Image

The **Grain Presets** menu allows you to load and save grain presets.

- Choose *Load* to load a previously saved grain preset.
- Choose *Save* to save the current grain signature.

The **View** menu allows you to set the display.

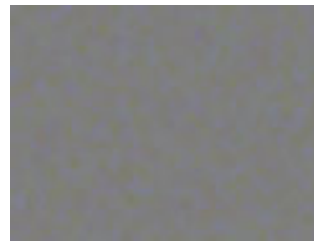
- *Final Output* displays the final render with grain applied to the image.
- *Sample Layer* displays the Sample Layer in the timeline. You must assign a clip in the **Sample Layer** menu or the Composer window displays black.
- *Generated Grain* displays the grain that the filter will apply to the image.



Final Output



Sample Layer

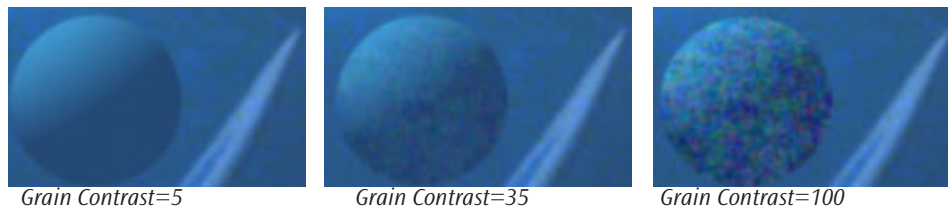


Generated Grain

The **Grain** menu allows you to choose what type of grain is generated.

- Choose *Monochrome* to generate monochromatic grain.
- Choose *RGB* to generate red, green and blue grain.

The **Match Contrast checkbox** allows you to generate grain with the same contrast as the source image. When the Match Contrast checkbox is deselected, **Grain Contrast** allows you to adjust the contrast of the grain between 0 and 100%. If the Match Contrast checkbox is deselected, Grain Contrast has no affect.



Grain Size sets the size of the grain by adjusting the frequency spectrum of the grain. The default value of 100 is considered normal. This works in conjunction with the Grain Filter parameter. See the next section for details.

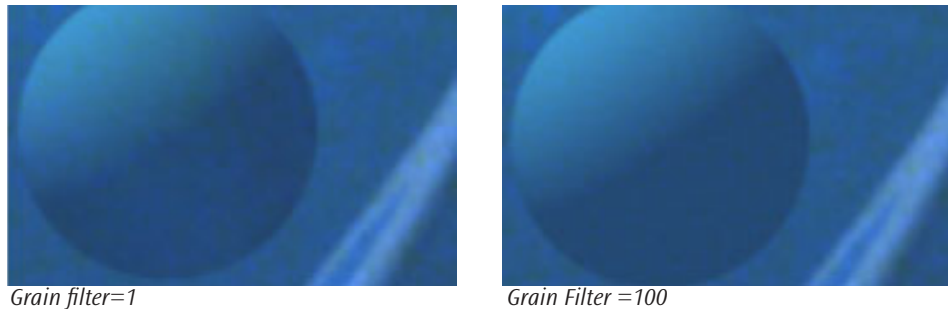


Adjusting Grain Size does not act as a zoom feature. This parameter modifies the grain texture size. Adjusting Grain Size compensates for samples taken from frames with a different scan resolution than the filtered layer. In most cases, you do not need to change this parameter from the default.

Grain Filter removes low frequencies from the grain sample. Lower numbers add a larger, more coarse grain structure (blotchy). Higher numbers produce a finer grain (smooth).



The Grain Filter setting is not stored when you load or save a sample Grain Preset file. You need to manually adjust Grain Filter when loading Grain Presets.



If the **Lock Sample checkbox** is selected, the filter only uses the Sample Frame # to create the grain, creating static grain. If this option is deselected, the grain structure starts at the Sample Frame # and each successive frame is resampled from the clip, creating animating grain.

Sample Controls Parameter Group

The **Sample Layer menu** allows you to use a clip in the timeline as a sample for the generated grain.

Sample Frame # sets the frame from the Sample Layer that is used to create the grain.

Sample Size controls the size of the sample area from which the grain is sampled. The **Sample Center** position control sets the center point for the sample area on the X and Y axis.

Random Seed sets the seed of the random number generator. Each frame is seeded with this value added to the frame time.



Random Seed should only be adjusted when multiple Match Grain filters are used to generate different grain; Random Seed ensures that the grain is different.

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

Motion Tracker Parameter Group

The Motion Tracker parameter group allows you to track the motion of an object, then use the motion path data to control another aspect of the effect. The parameters that can be affected depend upon the filter. For example, apply the Match Grain filter and use the Motion Tracker parameters to track a logo on a t-shirt. Apply the Match Grain effect to the logo in an oval area using the PixelChooser's Distance to Point choice. For more information, see Chapter One in the User Guide.

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.