

## BCC Rough Glow Filter

The Rough Glow filter uses a blur to create a glowing effect, highlighting the edges in the image. In earlier versions of BCC, this filter was named BCC Glow. If you are creating a new effect, you should use the BCC Glow filter. This filter is included to provide compatibility with older settings.



*Source image*



*Filtered image*

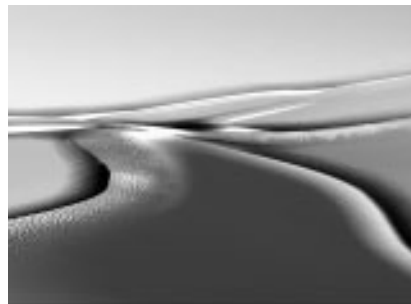
If the source image is opaque, selecting the **Opaque Source checkbox** can speed rendering and preview times. If your source is partially transparent, deselect this option for best results. You should deselect this checkbox if you are applying the Glow to a title.

**Glow Scale** adjusts the scale of the image. This value is expressed as a percentage of the image's original size.

**Glow Aspect** stretches the image. Decreasing negative values stretch the image vertically. Increasing positive values stretch the image horizontally.



*Glow Aspect=-15*



*Glow Aspect=15*

**Blur Amount** controls the amount of blur applied to the image to produce the glow effect. At a value of 0, no blur is applied, so no glow is visible. Higher values produce more blur and, therefore, more glow.



*Blur Amount=5*

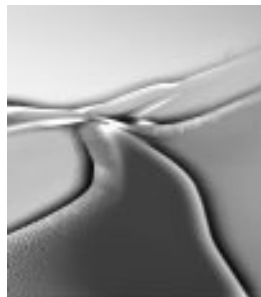


*Blur Amount=25*



*Blur Amount=50*

Increasing **Spread** causes each point in the rendered output to be affected more by points farther away in the blur. Animating Spread can cause visible jumps in the animated effect.



*Spread=0*



*Spread=50*



*Spread=100*

The **Blur Quality** menu sets the quality of the blur used to generate the glow. *Low* produces a blur similar in quality to the Blur filter. *Medium* is adequate for most applications; *High* and *Higher* produces even smoother blurs. The *Highest* setting is much slower than High; only choose Highest if you see pixilation when using lower settings.

**Threshold** adjusts the sensitivity of the filter to edges in the image. Increasing Threshold reduces the amount of glow created by weaker edges in the image, so less glow appears on smaller details in the source image.



Reducing this value to 0 tends to add noise to the image. For best results, use Threshold settings of 1 or above.



*Threshold=1*



*Threshold=15*

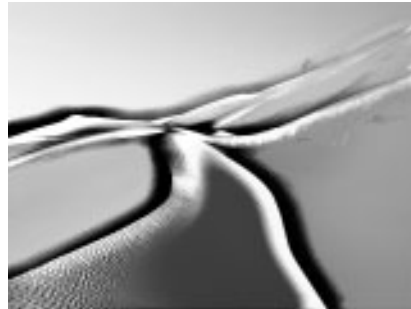


*Threshold=30*

**Overdrive Amount** adjusts the overall intensity of the glow created by the blur. Lower values producing a softer glow, mixing the blurred image with the resulting glow. Higher values produce a harder, more dramatic glow effect.



*Overdrive=10*



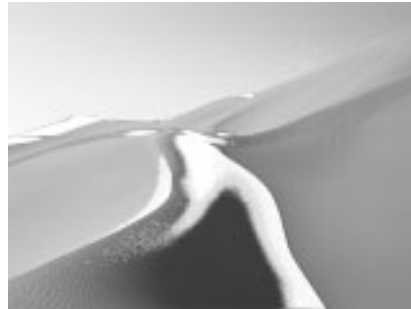
*Overdrive=210*

The **Overdrive menu** controls how the glow portion of the effect composites over the blurred portion of the effect. The resulting filtered image is then composited with the source image using the chosen global **Apply Mode**. For information on the available apply modes, see “Apply Modes” on page 633.

In the following illustrations, **Overdrive** is set to *Difference X2*, so the glow composites with the blur using the *Difference X2* apply mode. In the illustration on the left, **Apply Mode** is *None*, so the filtered image completely replaces the source. In the image on the right, the filtered image is composited with the source using the *Lighten* apply mode.



*Apply Mode=None*



*Apply Mode=Lighten*

**Softness** blurs the overdriven glow output before it is composited with the source.

Enabling the **Scale Opacity From Luma** checkbox causes the glow image to have an alpha channel based on its luminance. This allows the original image to shine through the glow in places where the glow is dark.

The **Glow Opacity Scale** parameter scales the opacity of the glow image. This parameter can be overdriven, which means it will only have an affect if the image is not opaque or if Scale Glow Opacity From Luma is enabled.

The **Apply Mode** menu controls how the filter is composited over the source image. The Apply Modes are described in detail in Appendix A in the User Guide. However, this filter has additional Apply Mode parameters: **None** and **Behind**:

- **None** simply renders the light and ignores the underlying image.
- **Behind** renders the light behind the image that is lit, and is only useful for images that are not opaque.

**Apply Mix** controls the mix of the specified Apply Mode with the **Normal** apply mode. If Apply Mode is Normal, Apply Mix has no affect. If Apply Mix is 0, Apply Mode has no affect. Increase Apply Mix to blend the Apply Mode setting with the Normal apply mode. This parameter has no affect on the Overdrive Apply Mode.

Many hosts process media one field at a time which can cause flickering to occur on filtered effects. The **Reduce Flicker** menu allows you to reduce flicker in the rendered image. The only way to evaluate a deflicker setting is to render and play back the effect on an NTSC monitor. Choose from the following options in the Reduce Flicker menu.

- **1-2-1** mixes each pixel with the pixels above and below it, with the input pixel getting twice the weight as the ones above and below. For After Effects users, this works the same as applying the AE Reduce Flicker filter at a setting of 0.5.
- **2-3-2** provides more softening than 1-2-1.
- **1-1-1** provides the most softening for effects that still contain flicker with the above options.
- **Off** is the default. If Off is chosen, no deflickering will be done.

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

### 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 Rough Glow filter and use the Motion Tracker parameters to track a logo on a t-shirt. Apply the Rough Glow 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.

If you are using the controls in the PixelChooser parameter group, the **Apply PixelChooser menu** determines when the PixelChooser controls are applied to the blurred image.

- Choose *Post-Effect* for the PixelChooser to affect the image before the blur is applied.
- Choose *Pre-Effect* for the PixelChooser to affect the image after the blur is applied.
- Choose *Both* for the PixelChooser to affect the image both before and after the blur is applied.

### 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.