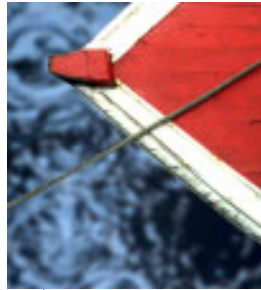


BCC Scatterize Filter

Scatterize shuffles the pixels in the source image, creating a scattered effect.

Variance determines how scattered the image is and works in conjunction with the Scatter Percentage parameter.



Variance=0



Variance=10



Variance=30

Scatter Percentage determines the percentage of the pixels in the image that scatter. Adjusting this parameter allows you to scatter an image while leaving its basic shape intact.



Scatter Percentage=20



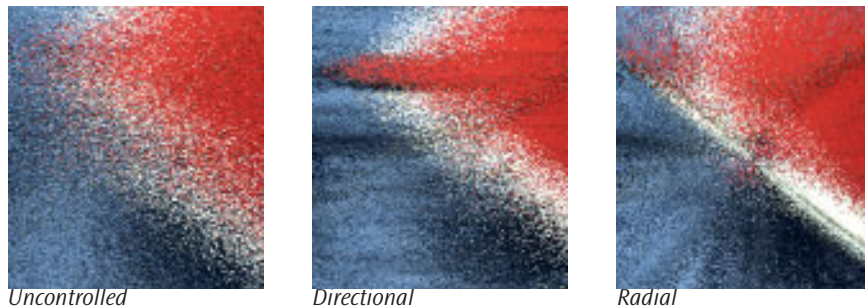
Scatter Percentage=50



Scatter Percentage=80

The **Style** menu setting determines which type of scattering occurs in the effect.

- **Uncontrolled** scatters the pixels in random directions.
- **Directional** scatters the pixels along a straight line (in both directions). Use the **Direction Angle** control to set the angle between this line and the horizontal axis.
- **Radial** scatters pixels outward from a point set by the **Center Point** settings.



The **Center Point** position controls set the center point for the effect on the X and Y axis.

The **Algorithm** menu specifies how the pixels scatter.

- *No Bias* scatters the entire image equally.
- *Center Bias* scatters the image more in the center than at the edges.
- *Subtle Algorithm* uses an algorithm which animates better but takes longer to render. This option also scales down Variance to some extent, so you should adjust Variance after choosing this option.

When the **Randomize** checkbox is selected, the effect auto-animates, producing a constantly shifting array of scattered pixels. Deselect this option to create a static effect, or to manually animate the effect.

When the **Avoid Clipping** checkbox is enabled, the scatterized effect expands outside the borders of the original source. The **PixelChooser** is disabled if Avoid Clipping is selected.

Random Seed determines which value is input to the random number generator used by the filter. Adjust this setting when you like the overall effect, but want to change the random configuration of the pixels.



Animating Random Seed produces a different random pattern of pixels in each consecutive frame. Keeping this setting at a constant value creates static noise that retains its appearance from frame to frame.

The **Apply Mode** menu controls how the filtered image is composited with the source image. For descriptions of all the available Apply Modes, see Appendix A in the User Guide.

Apply Mix controls the mix of the specified Apply Mode with the *Normal* apply mode. If the Apply Mode is Normal, Apply Mix has no affect and the parameter does not appear. If Apply Mix is 0, Apply Mode has no affect. Increase Apply Mix to blend the Apply Mode setting with the Normal apply mode.

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 the User Guide.