

## BCC Vector Displacement Filter

Vector Displacement uses the RGB channels in the Map Layer to displace the image in three different directions.

Selecting the **Process Alpha Only** checkbox allows you to distort the alpha channel without changing the underlying colors.

### Map Parameter Group

The **Map** menu sets which clip in the timeline is used to create the distortions.



If the Map Layer is partly transparent, the displacement amount scales by its alpha values. Pixels whose map alpha is 0 are not displaced.



The remaining parameters are identical to the corresponding controls in the Displacement Map filter. See the Displacement filter for more information.

**Red Direction**, **Green Direction**, and **Blue Direction** set the direction of the displacement controlled by the red, green and blue channels in the Map Layer.

**Red Displacement**, **Green Displacement**, and **Blue Displacement** set the amount of displacement, in pixels, that the filter applies to portions of the image corresponding to pixels in the Map Layer whose matching color channel is fully on. If a pixel in the Map Layer has a color channel that is fully off, then its corresponding image area is displaced in the amount determined by the matching Displacement value, but in the opposite direction.

The **Map Behavior** menu sets how the map is applied when the Map Layer image is a different size than the filtered clip. If your map is the same size as the filtered image, the Map Behavior settings all produce the same result.

- *Center Map* centers the map on the source and does not displace the source image outside the boundaries of the centered Map Layer.
- *Stretch Map to Fit* resizes the Map Layer to the size of the source.
- *Tile Map* creates tiles from the Map Layer and uses them to displace the source. Tile Map only has an effect when the map is smaller than the source image.