

BCC Blur Filter

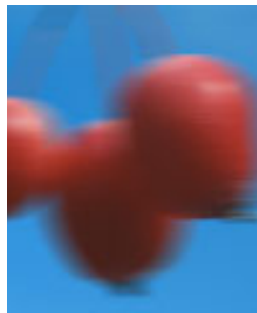
Blur emulates the look of shooting in soft focus or with lens diffusion. This filter allows you to blur the horizontal and vertical components of the image independently.

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.

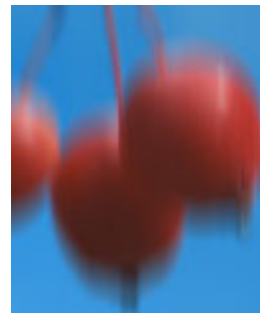
Horizontal Blur and **Vertical Blur** control the amount of blur in each direction. Increasing these values increases the amount of blur that is applied to the image. If **Lock Blur** is checked, Horizontal Blur sets the blur amount in both directions.



Source image



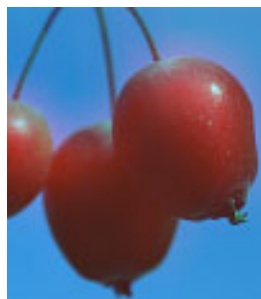
Horizontal Blur=60



Vertical Blur=60

The **Avoid Clipping** checkbox allows you to render outside the source image. Note that this will cause the edges of an opaque image that is the full size of the project to become partly transparent (just as some hosts such as After Effects' built-in blurs do). If this is selected, the filter always performs "Better" Alpha Blending.

Use the **Channels** menu to specify which channels to blur. You can blur all four channels (**RGBA**), just the **RGB** channels, just the **Alpha** channel, or any combination of the **Red**, **Green**, and **Blue** channels.



Red channel blurred



Green channel blurred



Blue channel blurred

Mix with Original blends the source and filtered images. Use this parameter to animate the effect 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.

- Interesting glow effects can be created by using the **Matte Channel menu** to blur pixels based on their *Lightness* or *Luma* channel values.
- Create a wipe between the source image and the blurred result by setting the **Region Type menu** to *Inside Rectangle*, then animating the center point of the rectangle so that one edge moves across the screen.
- Ghost image effects can be created by choosing pixels from another image or text layer using the **Matte Layer menu**. The blurred portion of the source image will take the shape of this second image or text.



The Channels menu and the PixelChooser give this blur a great deal of additional creative power and control. See Chapter 10, “The PixelChooser” in the User Guide for more information.

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”, or open the help file for the standalone PixelChooser filter.