

BCC Burnt Film Filter

Burnt Film simulates the look of holes burning through a layer of film to reveal another image. This filter provides control over the appearance of the burned edges and the burn rate, and allows you to use a custom alpha matte to set the shape of the burn holes.

Burnt Film transition



Time 00:00:01:00



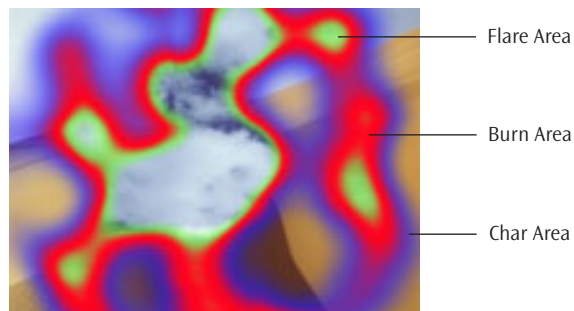
Time 00:00:02:00

Burn Amount sets the amount of burn applied to the source image. A setting of 0 does not affect the source image. A setting of 1 burns the source out completely, revealing layers below it. To create a burnt film transition, animate Burn Amount from 0 to 1 over the duration of the effect.

Burn Color sets the color of the burnt edges.

Flare Color sets the color of the inside edges of the burn holes. These edges are partially transparent.

Char Color sets the color of the “charred” edges—that is, the outside edges of the burn holes. These edges have not yet burned through, and are completely opaque.



Flare Amount sets the width of the inside edges of the burn holes.

Char Amount sets the width of the “charred” edges.

Position controls the pattern of the burn holes at a given point by moving through the procedural noise from which the effect is generated. The best way to use this parameter is to press the Option key (Macintosh) or Alt key (Windows) as you move the crosshair. This allows you to navigate through the underlying noise pattern to find a pattern that you like.

Lock to Scale X locks the Y Scale value to the X Scale setting and preserves the aspect ratio of the burn pattern. When this option is selected, adjusting Y Scale has no affect. Deselect this option to adjust the X and Y Scale values independently.

Scale X determines the scale of the burn pattern along the horizontal axis. Increasing this setting stretches the burn pattern out horizontally.

Scale Y determines the scale of the burn pattern along the vertical axis. Increasing this setting stretches the burn pattern vertically.



X Scale=400, Y Scale=50



X Scale=50, Y Scale=400

The **Layer Function** menu determines how the effect uses the map layer.

- *None* ignores the map layer.
- *Alpha Layer* creates a burn pattern in the shape of the map layer's alpha channel.
- *Luma Gradient* uses the map layer's luma values to determine when burning occurs. Light areas in the map layer burn first, followed by successively darker areas.



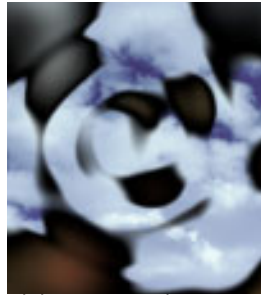
Swirl map



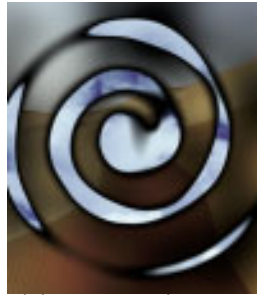
Swirl map used as Map Layer

The **Map Layer** menu chooses the clip or layer to use as the map layer. You can choose any layer within the composition to act as the map layer.

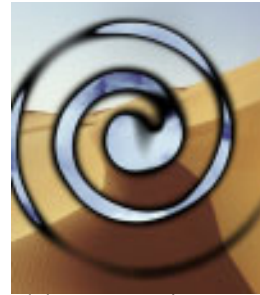
Map Layer Level controls the degree to which the burn pattern conforms to the alpha channel in the map layer. At a setting of 0, the burn pattern does not conform to the alpha channel at all, and resembles an effect that does not use a map layer. At a setting of 1, the burn pattern conforms exactly to the alpha channel used as the map layer.



Alpha Layer Level=0.3



Alpha Layer Level=0.6



Alpha Layer Level=0.9

Blend softens edges in the channel used as the map layer. A value of 0 produces burn holes with very sharp edges. Increase this value to soften the edges of the burn holes and make the effect look more natural.

Choke expands or tightens the opaque areas in the map layer's alpha channel (or the black areas in the map layer's luma channel), thereby altering the size of the burned area. Positive Choke values shrink these areas, making the burn holes larger. Negative values of Choke expand these areas, making the burn holes smaller.