

## BCC Drop Shadow Filter

The BCC Drop Shadow filter allows you to apply an animatable drop shadow to titles or clips in the timeline.



*Source image*



*Filtered image*

**Source Opacity** sets the opacity of the source. For example, you can use this parameter to fade in a title, without fading in the shadow.

The **Avoid Clipping** checkbox allows you to render shadows outside the source image.



The Avoid Clipping checkbox should be left on unless you need the output to stay at a constant size.

**Shadow Distance** sets the distance (in pixels) between the shadow and the image.



*Shadow Distance = 25*



*Shadow Distance = 150*

**Shadow Intensity** sets the opacity of the drop shadow, scaled as a percentage. At a value of 100, the shadow is completely opaque. Lower Shadow Intensity values make the background visible through the shadow. At a value of 0, the shadow is completely invisible.

**Shadow Angle** sets the direction of the drop shadow. A setting of 0° places the shadow to the right of the image; a setting of 90° places it directly below the image.

**Shadow Color** sets the color of the shadow.

**Shadow Softness** controls the softness of the edges of the shadows. A setting of 0 produces a sharply defined shadow with hard edges. Increasing Shadow Softness produces shadows with softer edges.

The **Blur Quality menu** sets the quality of the Blur used to soften the shadow. *Box* is the fastest option and is generally adequate. It produces a blur similar in quality to the BCC Blur filter. The remaining choices, *Low, Medium, High, Higher* and *Highest* produce soft shadows of increasing quality. These options increase rendering times proportionately.

You can adjust the midlevel gray values of an image by adjusting the gamma. Increasing **Gamma** from the default of 100 lightens the shadows and reduces contrast. Decreasing Gamma darkens the shadows and increases contrast.