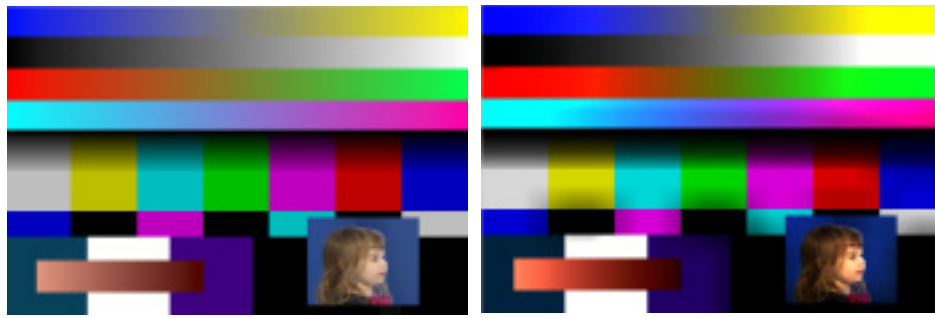


BCC Film Process Filter

Film Process allows you to give video footage the appearance of having been shot on film. This filter allows you to integrate different types of media in a single project. For example, match computer-generated animations with archival film stock, make video appear like color-pushed film, infrared film, or color reversal film or make images appear warmer or cooler. You may want to combine this filter with the BCC Deinterlace, BCC Film Grain, BCC Film Damage and BCC Match Grain filters for the most realistic results.



Unfiltered video image

Filtered to look like Color Reversal Film



If you are combining the BCC Film Process filter with the BCC Deinterlace filter, you should apply BCC Deinterlace first. BCC Deinterlace works most effectively with the original, unprocessed pixels.

The **Quality** menu sets the rendering optimization for the filter. For most applications, you can use the default of *Faster*. *Smoother* takes more time to render, but will generally correct any problems with banding.

The **Operation** menu is a display control.

- *Normal* displays the output of the filter.
- *Preprocess Only* is useful if you want to view only the PreProcess parameters so that you can “normalize” or “linearize” the image with a preset applied.

PreProcess Parameter Group

Gamma Compensation is used to linearize the gamma of the clip. The BCC Film Process filter is most effective on clips with a gamma of 1.0. Set this to the current gamma of the clip, and it adjusts the gamma to 1.0. Increasing Gamma lightens the image and decreases contrast, while decreasing Gamma darkens the image and increases contrast.

Saturation adjusts the intensity of each color’s hue in the image. Negative values remove color from the image, and positive values add color to the image.

Brightness adjusts the brightness of the output channels.

Contrast adjusts the contrast of the output channels.

Lens Misting Parameter Group

Shadow Mist applies a blur to dark areas. Video shot at night or in poorly lit settings often contains noise in these areas. Increasing this value applies the blur to more areas.

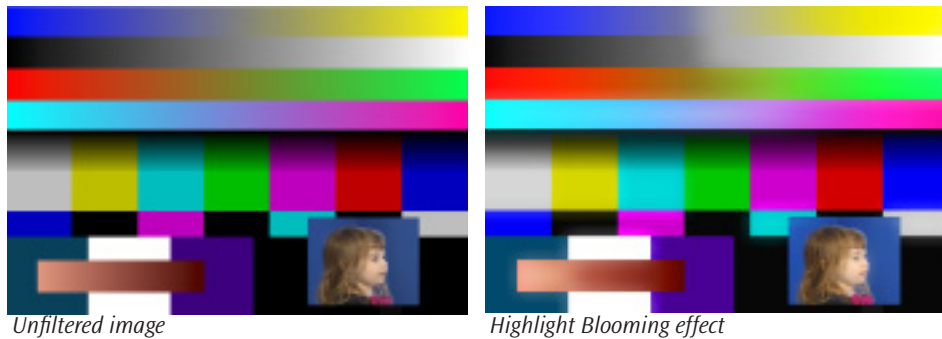
Increasing **Shadow Spread** causes each point in the rendered output to be affected more by points farther away from it in the blur. This adjusts the size of the applied blur.

Shadow Threshold sets the threshold for defining which pixels in the image are affected by the Shadow Mist. The Shadow Mist is applied to pixels whose luminance value is below the Shadow Threshold. Increasing Shadow Threshold increases the amount the image that blurs.

Highlight Mist applies a blur to light areas. Increasing this value blurs more areas.

Increasing **Highlight Spread** causes each point in the rendered output to be affected more by points farther away from it in the blur. This adjusts the size of the applied blur.

Highlight Threshold sets the threshold for defining which pixels in the image are affected by the Highlight Mist. The Highlight Mist is applied to pixels whose luminance value is above the Highlight Threshold. Increasing Highlight Threshold reduces the amount of the image that blurs. The following example shows a highlight blooming effect achieved by adjusting the Highlight Mist, Highlight Spread and Highlight Threshold parameters.



Film Tinting Parameter Group

These parameters allow you to tint your clip. You can tint all pixels, the highlights or the shadows. When you adjust these parameters, the pixel's luminance is preserved.

Overall Tint, **Highlight Tint** and **Shadow Tint** set the strength of the tint that is applied to all pixels, only the highlights and only the shadows respectively.

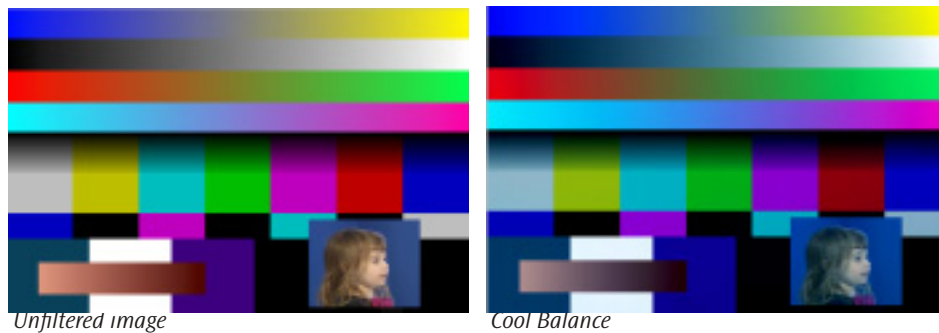
The **Color** controls set the color of the Overall Tint, Highlight Tint and Shadow Tint respectively.

Highlight Threshold sets the threshold for defining which pixels in the image are affected by the Highlight Tint. The Highlight Tint is applied to pixels whose luminance value is above the Highlight Threshold. Decreasing Threshold increases the amount of the image that is tinted.

Shadow Threshold sets the threshold for defining which pixels in the image are affected by the Shadow Tint. The Shadow Tint is applied to pixels whose luminance value is below the Shadow Threshold. Increasing Shadow Threshold reduces the amount of tint that is applied.

Post-Process Parameter Group

Warm/Cool Balance allows you to easily finetune the warm/cool (red/blue) balance in the clip. Unlike the tint parameters, this parameter does not preserve the pixel's luminance.



Warm/Cool Hue allows you to adjust the hue of the warm/cool (red/blue) balance in the clip.

Post Saturation, Post Brightness and **Post Contrast** allow you to adjust the Saturation, Brightness and Contrast after the other parameters have been adjusted.

Output Gamma adjusts the image to have a given gamma. If the clip's gamma value was 1.0 inside the filter, this sets it to the given gamma. Increasing Gamma lightens the image and decreases contrast, while decreasing Gamma darkens the image and increases contrast.

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 affect of the filter by mixing it with the source image. At a value of 0, the image is unaffected by the filter.

Motion Tracker Parameter Group

The Motion Tracker parameter group allows you to track the motion of an object, then use the motion path data to control another aspect of the effect. The parameters that can be affected depend upon the filter. For example, apply the Colorize filter and use the Motion Tracker parameters to track a logo on a t-shirt. Apply the Colorize effect to the logo in an oval area using the PixelChooser's Distance to Point choice.

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 Chapter 10, “The PixelChooser” in the User Guide, or open the help file for the standalone PixelChooser filter.