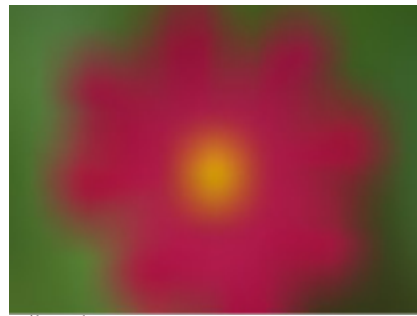


BCC Pyramid Blur Filter

The BCC Pyramid Blur filter 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 separately. The functionality is similar to the BCC Blur filter. However, BCC Pyramid Blur uses a refined algorithm that speeds rendering approximately 20 - 40 percent. When you create new blur effects, you should use this filter. To maintain compatibility with existing BCC settings, use the BCC Blur filter.



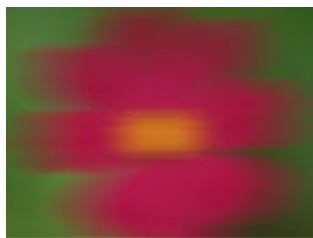
Original Image



Filtered Image

The **Blur Quality** menu sets the quality of the blur. The choices are *Fastest*, *Balanced* or *Smoothest*. Image quality and render speed will vary according to this choice. Smoothest provides the best image quality while Fastest provides the fastest render times.

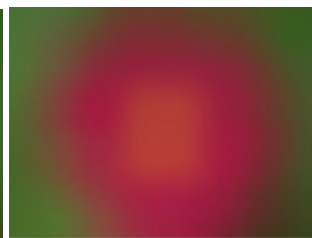
Horizontal Blur and **Vertical Blur** control the amount of blur in each direction. Increasing these values increases the amount of blur that is applied to the image. If the **Lock Blur** checkbox is selected, Blur sets the blur in both directions.



Horizontal Blur=100



Vertical Blur=100



Horiz and Vert Blur=100

When the **Blur Alpha** checkbox is selected (the default), the blur applies to the RGBA channels. When this checkbox is deselected, the alpha channel is not affected by the blur. If the image you are blurring does not include an alpha channel, this checkbox has no effect.

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.

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 Pyramid Blur filter and use the Motion Tracker parameters to track a logo on a t-shirt. Apply the Pyramid Blur effect to the logo in an oval area using the PixelChooser's Distance to Point choice.

If you are using the controls in the PixelChooser parameter group, the **Apply PixelChooser menu** determines when the PixelChooser controls are applied to the blurred image.

- Choose *Post-Effect* for the PixelChooser to affect the image before the blur is applied.
- Choose *Pre-Effect* for the PixelChooser to affect the image after the blur is applied.
- Choose *Both* for the PixelChooser to affect the image both before and after the blur is applied.

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.