

BCC Film Glow

Filter Category: BCC Film Style

Filter Description

The BCC Film Glow filter generates a traditional film glow look, where the frame is subjected to a strong light source causing the image to bloom.



Helpful hints on using this filter:

A common use of the glow filter is to make the whites in an image appear to glow and the filter will do this at its default settings. To generate that flash to white glow, you need only animate the Glow Intensity parameter from 0 to the maximum value.

Setting the Threshold Color value to anything other than white will prevent pixels of the same color value from being affected by the glow.

Toggle between box and triangle blur types with the Cross Talk set to 100 for an interesting glow effect.

Parameter descriptions:

Compare Group: This controls the output that is rendered by the filter.

Compare Mode pop-up: Controls what is displayed by the Compare Mode. The options are:

Off: Shows the output of the filter.

Wipe: Enables the user to interactively wipe the effect across the image. The left side of the wipe bar on the image output shows the unfiltered image, while the right side of the wipe bar shows the filtered result. When in Wipe mode, the corresponding Wipe slider becomes available.

Side By Side: The left side of the output shows half of the incoming image, and the right side shows the same half of the image as processed by the filter. When in Side-By-Side mode, the corresponding Slide and Right Offset sliders become available.

Wipe/Slide: Operates as a Wipe function when Wipe is selected in Compare Mode, and as a Slide function when Side-By-Side is selected in Compare Mode. When in Wipe mode, adjustments to this parameter moves the vertical wipe bar across the image; the region on the left of the wipe bar shows the original unfiltered image, while the region on the right shows the filtered result. When in Slide mode, adjustments to this parameter pans the image in the viewer window, maintaining the spatial relationship in the viewer between the before and after images.

Right Offset: Provides a way to adjust the spatial relationship between the unfiltered original image and the filtered result in the viewer window. Adjustments to this parameter will offset the position of the filtered image in the viewer.

View pop-up: This four way pop-up is useful when setting up the filter

Output: The glow effect is rendered over the input clip

Glow: The glow effect is rendered without the input clip

Threshold: Displays the result of the threshold setting

Threshold Boost Cross Talk: Displays the result of the Threshold Boost Cross Talk output

Glow Threshold: Used to set the pixel values that are affected by the glow – a setting of 0 will apply a glow to all of the pixels in the input clip, while a setting of 100 will not apply any glow to the image

Threshold Color: The RGB values of this color are added to the threshold slider value to make an independent threshold for each channel. (e.g. if this is set to pure blue, the blue channel is not glowed, regardless of the channel values or the threshold slider setting.)

Matte Layer pop-up: If a matte layer is selected, the alpha premultiplied RGB values of this layer are used as a matte, applied to the RGB Glow (before the blur) independently for each channel. E.g. if a pixel in the matte layer is pure blue, the corresponding source pixel will only contribute to the blue channel before the glow is applied.

Matte Type pop-up: This pop-up offers 6 channel options for the matte input:
Color – matte is based on the color values of the matte input
Color Inverted – inverted matte, based on the color values of the matte input
Luma - matte is based on the luma values of the matte input
Luma Inverted – inverted matte, based on the color values of the luma input
Alpha – matte is based on the alpha values of the matte input
Alpha Inverted – inverted matte, based on the alpha values in the matte input

Blur Type pop-up: This two way pop-up offers the option of using a Box or a Triangle blur for the glow effect.

Glow Radius: Use to set the overall amount of glow that is applied to the image.

X Width: Independent control for the width of the glow.

Y Width: Independent control for the height of the glow.

Cross Talk: This function alters the glow result by adjusting the chroma values that are used for the input. At 0 the function has no effect on the result generating a traditional film glow, increasing the value in this parameter yields a result that looks colder.

RGB Independent Glows checkbox: This checkbox enables independent scaling of the glow dimensions for R, G, and B.

RGB Independent group:

Red Scale: Scales red glow uniformly

Red Scale X: Scales red glow along horizontal axis
Red Scale Y: Scales red glow along horizontal axis
Green Scale: Scales green glow uniformly
Green Scale X: Scales green glow along horizontal axis
Green Scale Y: Scales green glow along horizontal axis
Blue Scale: Scales blue glow uniformly
Blue Scale X: Scales blue glow along horizontal axis
Blue Scale Y: Scales blue glow along horizontal axis

Glow Intensity: Use to control the intensity of the glow result. Higher values yield a stronger glow with a total white image when this parameter is set to it's highest value.

Glow Color: Used to set the color of the glow. Default is white.

Glow Under Source: Allows you to animate between compositing the glow over the source (default setting), under the source (setting of 0) or anything in-between.

Source Opacity: The opacity of the source image that is composited with the glow. At a setting of zero only the glow is rendered.

Glow From Alpha: The Glow From Alpha option generates the image glow from the alpha channel instead of or in addition to the color channels. The selection in the Glow From Alpha Mode determines how the alpha glow and the color channel glows are combined.

Glow Alpha Mode pop-up: This pop-up is used to select how the alpha glow and the color channel glows are combined. If it is set to Blend (the default) increasing glow from alpha decreases the impact of the RGB channels on the glow. If it is set the Add, the glow from each color channel is added to the alpha glow.

Glow Boost Alpha: Controls how much the spread of glow pixels caused by the blur boosts the alpha channel of non-opaque pixels.

Apply Mode pop-up: This pop-up is used to set the apply mode that the filter uses to composite the glow over the input image. The default apply mode is "Screen" and there are 27 different apply modes to select from.

Apply Mix: Use to blend between a normal apply mode and the user selected apply mode.

Avoid Clipping checkbox:

Mix with Original: Used to blend the filter effect back with the unfiltered input image.

Motion Tracker: Contains the motion tracker controls that are common to most filters in the package and is used in this filter to control the position of the PixelChooser mask.

PixelChooser: Contains the PixelChooser controls that are common to most filters in the package and is used in this filter to contain the glow to a specific region of the image.

Beat Reactor: Contains the Beat Reactor controls that are common to many filters in the package and is used to link the glow filter parameters to the waveform of an audio file.