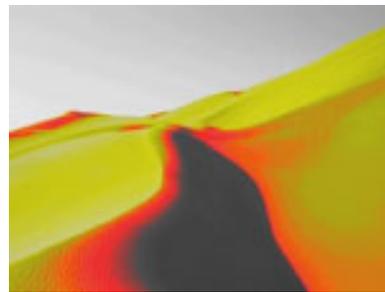# BCC Glow Filter

The Glow filter uses a blur to create a glowing effect, highlighting the edges in the chosen channel. This filter is different from the Glow filter included in earlier versions of BCC; that filter has been renamed BCC Rough Glow. If you are creating a new effect, you should use the BCC Glow filter.

The Glow finds the brighter parts of an image and then brightens those and surrounding pixels to create a diffuse, glowing halo. The Glow can also simulate overexposure of brightly lit objects. You can base the glow on either the original colors of the image or on a chosen channel. You can also use the Glow to create a gradient glow between two colors and to create multicolor effects with looping.


Source image

Filtered image

The **Glow Channels menu** determines which source channel is used to create the glow. Pixels with higher values in the chosen channel are considered to have higher intensities. The Glow filter treats pixels outside the layer as duplicates of the closest edge pixels, eliminating the dark border. The choices are *RGB Channels, Luminance, Lightness, Brightness, Red, Green, Blue* and *Alpha*.

- When *RGB Channels* is chosen, the original colors in the image glow.
- When *Luminance, Lightness, Brightness, Red, Green*, or *Blue* is chosen, the chosen channel is colorized using the Color A and Color B parameters.
- When *Alpha* is chosen, the glow is applied to the edges between the opaque and transparent regions.
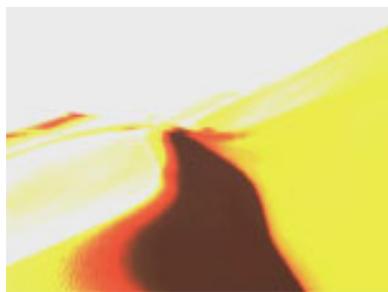
RGB Channels

Luminance

Lightness

Brightness

Glow Threshold adjusts the sensitivity of the filter to the chosen Glow Channels menu setting. Decreasing Glow Threshold reduces the amount of glow created. At a value of 100, no glow is created.

Reducing this value to 0 tends to add noise to the image. For best results, use Glow Threshold settings of 1 or above.

Glow Radius sets the radius, in pixels, that the glow extends out from the affected areas of the image. Higher values produce diffuse glows; lower values produce glows with sharp edges.

Glow Aspect Ratio stretches the glow. Decreasing negative values stretch the glow vertically. Increasing positive values stretch the glow horizontally.

Glow Intensity controls the amount of glow applied to the chosen channel(s). At a value of 0, no glow is applied, so no glow is visible. Higher values produce more glow.

The **Glow Compositing menu** controls how the glow is applied to the image, using the available Apply Modes. The Apply Modes are described in detail in Appendix A in the User Guide. However, the Glow Compositing menu includes three additional Apply Mode parameters, *None*, *Under* and *Over*.

- *None* simply renders the glow and ignores the underlying image.
- *Under* renders the glow under the underlying image. The glow is only visible in areas where the image is transparent. This setting is most useful when working with images that include an alpha channel.
- *Over* renders the glow over the underlying image.

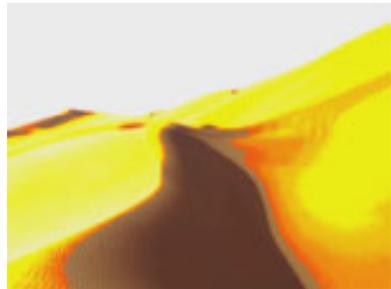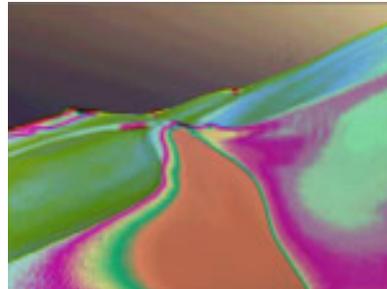Examples of an RGB Channel Glow composited using Apply Modes
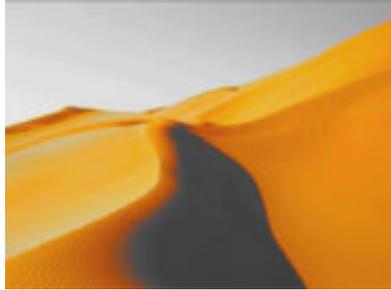
Saturation
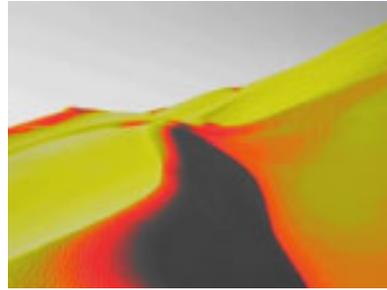
Color

Examples of an RGB Channel Glow composited using Apply Modes


Lighter

Difference X 2

Color Loops lets you create multicolor glow effects that loop. At the default value of 1, only a single loop is created. The loop cycles through the gradient created between the Color A and Color B values. To create multicolor ringing in the glow, increase this value. This parameter has no affect when the Glow Channels menu is set to RGB Channels.

Color Phase lets you start the color loops at a specific point in the cycle. By default, color loops begin at the origin of the first loop (Color A). This parameter has no affect when the Glow Channels menu is set to RGB Channels.

Color Midpoint specifies the balance between the Color A and Color B used in the gradient. Lower values use less of Color A. Higher values use less of Color B. This parameter has no affect when the Glow Channels menu is set to RGB Channels.

A/B Bias determines how much of the color loop is spent on Color A and Color B. This lets you focus on either color by narrowing its influence. Decreasing values increase the focus on Color A; increasing values increase the focus on Color B.

In the following example, the **Glow Channels menu** is set to *Luminance* and the **Glow Compositing menu** is set to *Difference*. **Color A** and **Color B** are set to *Black*, and *White* respectively.

A/B Bias=25   A/B Bias=50 (default)   A/B Bias=75
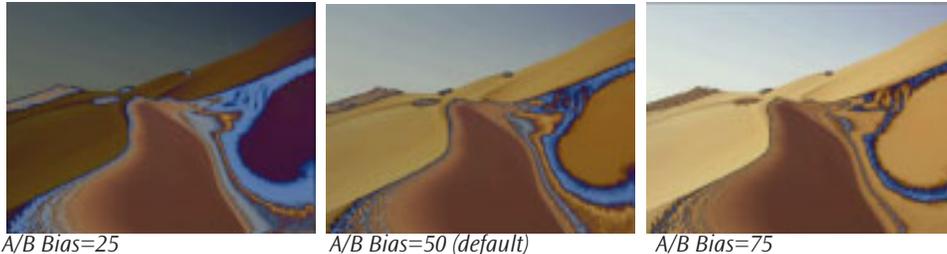
Color A and **Color B** set the first and second colors used to create the color loop. These parameters have no affect when the Glow Channels menu is set to RGB Channels.

The parameters in the following example are the same as in the previous example except **Color A** and **Color B** have been set to *Orange* and *Blue* respectively.

A/B Bias=25   A/B Bias=50 (default)   A/B Bias=75
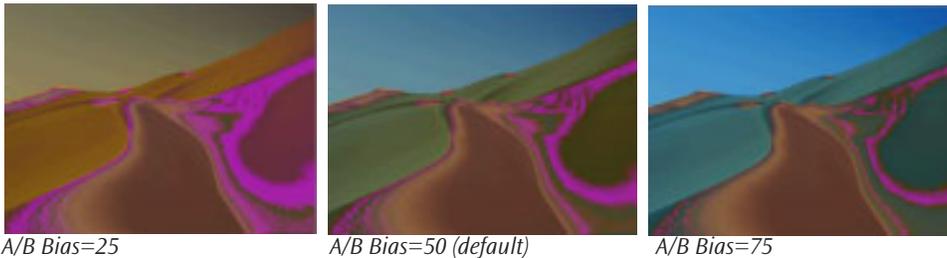
When the **Avoid Clipping checkbox** is enabled, the glow effect expands outside the borders of the original source. The **PixelChooser** is disabled if Avoid Clipping is selected.

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 Glow filter and use the Motion Tracker parameters to track a logo on a t-shirt. Apply the Glow effect to the logo in an oval area using the PixelChooser's Distance to Point choice. For more information, see Chapter One in the User Guide.

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.