Working with the BCC Directional Blur Filter

Directional Blur blurs the image by displacing it in one direction. The effect is similar to a photograph of a speeding object taken with a slower shutter speed.

BCC Directional Blur can also be used as a transition. To create a transition, use the BCC Directional Blur TR in the BCC Two-Input Effects category or apply the filter to two layers. For details, see Chapter 1 in the User Guide.

For information on the common parameter groups, see the User Guide.

If the source image is opaque, selecting the Opaque Source checkbox can speed rendering and preview times. If your source is partially transparent, deselect this option for best results. You must deselect this checkbox if you are applying the Blur to a title. For more information on applying effects to titles, see “Applying BCC Effects to Titles” on page 20.

Blur Acceleration lets you ease in or out of keyframes for the Blur Amount parameter. At a value of 0, Linear interpolation is applied; a value of 100 provides a significant curve for easing in and out of keyframe values. If Blur Amount is not animated, this parameter has no affect.

Blur Amount controls the amount of blur applied to the image. Increasing Blur Amount displaces pixels farther in the chosen direction and creates more blur.
**Angle** sets the direction in which pixels are displaced to create the blur.

**Thin** reduces the number of pixels used to compute each point in the blur. Increasing Thin decreases the smoothness of the blur but reduces render time. Higher Thin values produce a “double vision” effect.

Increasing **Spread** causes each point in the rendered output to be affected more by points farther away from it in the blur, producing a blurred “double vision” effect.

**Blur Threshold** reduces the amount of color change to each pixel by the threshold amount. Increasing Blur Threshold causes the parts of the image with abrupt changes in color to blur, while areas with subtle details remain unchanged.
Maximum Deviation sets the maximum deviation (based on 8 bit color) allowed for any channel. Reducing this value limits the amount any color can change. This control becomes more noticeable at values below 30. Very small values of Maximum Deviation can be useful (especially combined with the PixelChooser) to reduce noise in video and digital stills that contain noise in their dark areas.

The **Displace Pixels** checkbox displaces each pixel in the direction it blurs. For example, if Blur Amount is 20 and Displace Pixels is on, the image displaces 20 pixels in the specified Angle and blurs 20 pixels. An Angle value of 0 displaces the image to the right; a value of 180 displaces the image to the left. If Displace Pixels is off, pixels blur 20 pixels but are not displaced. In the following examples, the image blurs with a Angle setting of 180°. When Displace Pixels is selected, the image displaces to the left.

Displace Pixels off

Displace Pixels on

The **Apply Mode** menu controls how the filtered image is composited with the source image. For descriptions of all the possible Apply Modes, see “Apply Modes” on page 611.

**Apply Mix** controls the mix of the specified Apply Mode with the Normal apply mode. If the Apply Mode is Normal, Apply Mix has no affect. If Apply Mix is 0, Apply Mode has no affect. Increase Apply Mix to blend the Apply Mode setting with the Normal apply mode.

The **Channels** menu specifies the channels to blur. You can blur all channels (RGBA), just the RGB channels, just the Alpha channel, or any combination of the Red, Green, and Blue channels.

**Mix with Original** blends the source and filtered images. Use this parameter to animate the effect from unfiltered to filtered without adjusting other settings, or to reduce the effect of the filter by mixing it with the source image.

The PixelChooser controls are described in detail in the User Guide.