Working with the BCC Lens Flare and BCC Lens Flare Advanced

The BCC Lens Flare filter simulates a lens flare—that is, streaks and spots of light on film caused by light bouncing inside of a camera lens. Lens flare is typically produced when you point a camera too close to the sun. You can also use this filter to produce a range of other creative effects. The flare can be composited over the source image or you can generate a completely synthetic image.

Boris Continuum Complete includes both a BCC Lens Flare and BCC Lens Flare Advanced. The two filters are very similar except that BCC Lens Flare does not include all the parameters. BCC Lens Flare Advanced provides more options for controlling the effect; while BCC Lens Flare is streamlined for when you want to create a simple effect.

You must have a supported OpenGL card and driver to use the BCC Lens Flare and BCC Lens Flare Advanced filters. For information on supported configurations, see Chapter One in the User Guide, or the Understanding OpenGL PDF on your Boris CD.

For information on the common parameters, see the User Guide.

Motion Tracker Parameter Groups

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. For example, use the Motion Tracker parameters to track an object. Then apply that tracking data to the Lens Flare Basic’s Light Source parameter. Only the Lens Flare Basic includes the Motion Tracker parameter group.

For more information on the Motion tracker parameter group, see Chapter One in the User Guide.

Common Parameters

The BCC Lens Flare includes the following parameters. All these parameters also appear in the BCC Lens Flare Advanced.
Global Intensity controls the brightness of all elements of the lens flare.

Global Scale controls the scale of all elements of the lens flare.

Source Acceleration lets you ease in or out of keyframes for the Light Source X and Y point controls. 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 the Light Source parameters are not animated, this parameter has no affect.

Light Source sets the location on the X and Y axis of the simulated light source which creates the flare. The glow section of the flare is always centered around the Light Source.

Pivot Point controls the location of the other elements of the flare. All of the elements of the flare appear centered on a line from the Light Source to the Pivot Point. The Light Source in the following examples stays the same while the Pivot Point changes.

Color sets the color of the lens flare effect. When you work with the BCC Lens Flare Advanced filter, each element of the flare effect includes its own color control.

The Lens Type menu sets the type of lens flare that is created, based on commonly used camera lens. The choices are 50-300mm Zoom, 35mm Prime and 105mm Prime. When you work with the BCC Lens Flare Advanced filter, each element of the flare effect includes its own controls, so this menu does not appear.
Preserve Alpha determines how the lens flare uses alpha channel information. With
Preserve Alpha set to 0, a lens flare does not appear in areas governed by the alpha channel
(in other words the effect has zero opacity in alpha areas), with the Preserve Alpha
parameter set to 100, the effect is 100% opaque over the alpha channel.

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 effect of the filter by mixing it with the source image.
BCC Lens Flare Advanced Parameters

The BCC Lens Flare Advanced includes the following parameters. None of these parameters appear in the BCC Lens Flare filter.

The Lens Flare Advanced effect is comprised of ten discrete elements, **Flare**, **Ring**, **Ray**, **Fog**, **Polygons**, **Discs**, **Hollows**, **Glow**, **ChromaHoop** and **Stripe**, as shown at in the following. The Lens Flare Advanced filter provides controls for adjusting each element individually.

Select the **16 x 9 checkbox** to work in a 16 x 9 Project. Leave this checkbox deselected when you work in a 4 x 3 Project.

Working with the Flare, Polygons, Discs, Hollows, Glows, ChromaHoop and Stripe Parameter Groups

Each of these parameter groups includes an **On checkbox**. When this checkbox is selected, that element is added to the effect. Deselect this checkbox to remove that element. If this option is deselected, the other parameters have no effect. For example, if the **Flare On checkbox** is deselected, the flare does not appear in the effect.

The Flare Parameter Group includes controls for Ray, Ring and Fog, which are additional Flare elements that can be added with separate On checkboxes and adjusted. Use the following descriptions of the parameters for these elements.

- **Color** sets the color of the corresponding element.
- **Intensity** controls the brightness of the corresponding element.
- **Stripe Length** sets the length of the stripes. Only the Stripes parameter group includes this parameter.
- **Scale** controls the scale of the corresponding element.
- **Position** controls the position of the corresponding element.
- **Stripe Angle** sets the angle for the stripes. Only the Stripes parameter group includes this parameter.
- **Stripe Softness** sets the amount of softness applied to the stripes. Only the Stripes parameter group includes this parameter.
**Radius** determines the radius of the corresponding element. Higher values produce a larger element.

**Rotation** spins the corresponding element.

The **Ray Shape menu** sets the shape of the rays. The choices are *Taper* and *Straight*. Only the Flare parameter group includes this parameter. When Taper is chosen, the rays spread outward in the shape of a fan.

![Taper](image1.png) ![Straight](image2.png)

The **Polygon Shape menu** sets the shape of the polygons. The choices are *Pentagon* and *Hexagon*. Only the Polygon parameter group includes this parameter.

![Pentagon](image3.png) ![Hexagon](image4.png)

Increasing **Spread** values spread the polygons out along the line of sight. Decreasing values tighten the polygons closer together.

**Width** sets the width of the corresponding element. Higher values produce wider element.

**Counts** determines the number of the corresponding element in the effect.

**Scale Variance** varies the size of the corresponding element. Increasing Size Variance increases the variety of sizes in the effect. Leaving this parameter at the default setting of 0 ensures that each element uses the assigned Scale value.

**Scale Seed** determines the value input to the random number used by the filter to change the size of the elements. Adjust this value when you like the overall appearance of the effect but want to change the random configuration of the sizes of the elements. If Scale Variance is 0, this parameter has no affect.
**Color Variance** varies the color of the corresponding element. Increasing Color Variance increases the variety of colors in the effect. Leaving this parameter at the default setting of 0 ensures that each element uses the assigned Color value.

**Color Seed** determines the value input to the random number used by the filter to change the color of the elements. Adjust this value when you like the overall appearance of the effect but want to change the random configuration of the colors of the elements. If Color Variance is 0, this parameter has no affect.

Increasing the **Spread** parameter adds space between the elements. Only the Polygons and ChromaHoop parameter group includes this parameter. The following example shows Spread adjusted to just the ChromaHoop elements.

![ChromaHoop Spread=5](image1.png)  ![ChromaHoop Spread=25](image2.png)

**Intensity Variance** controls the range of possible intensity values. Increasing Intensity Variance creates an effect in which some elements are bright and others are dim, and increases the disparity between the brightest and dimmest elements. Leaving this parameter at the default setting of 0 ensures that each element uses the assigned Intensity value.

**Intensity Seed** determines the value input to the random number used by the filter to change the Intensity of the elements. Adjust this value when you like the overall appearance of the effect but want to change the random configuration of the intensities. If Intensity Variance is 0, this parameter has no affect.