

## BCC Lens Flare

The BCC Lens Flare simulates a lens flare—that is, streaks and spots of light on film caused by light bouncing inside 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 creative effects. Composite the flare over a source image or 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. For information on the BCC Lens Flare Advanced filter, see the User Guide.



Source image



Filtered image



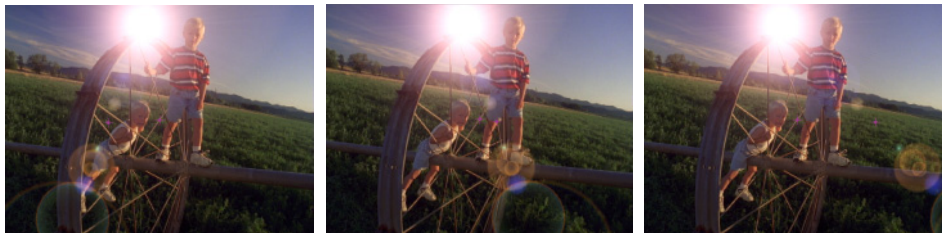
You must have a supported OpenGL card and driver to use the BCC Lens Flare filter. For information on supported configurations, see Chapter One in the User Guide or the Understanding OpenGL PDF on your Boris CD.

**Global Intensity** controls the brightness of all elements of the lens flare.

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

**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 the elements 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.

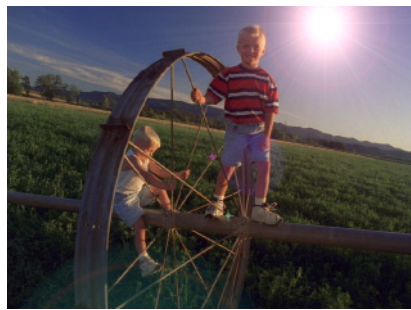
The **Lens Type** menu sets the type of lens flare that is created, based on commonly used camera lens. The choices are *50-300mm Zoom*, *35mm Prime* and *105mm Prime*. When you work with the BCC Lens Flare Advanced filter, each element of the flare effect includes its own controls, so this menu does not appear.



Source image



50-300mm Zoom



35mm Prime



105mm Prime

If you apply the filter to a source that uses alpha, you will not see the background image composited with the source image through the alpha channel. To see the composition, choose the background layer from the **Lens Flare Background Map Layer** menu.

**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.



If your source image includes an alpha channel (for example a logo over a background image), in order to see the the background image composited with the source image, you need to set a background layer in the **Lens Flare Background Map Layer** menu.

**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.

### **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. 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 group. 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.