

## Boris CONTINUUM Complete for AVX Filter List

Color & Blurs Category	Functionality
Artist's Poster	Artist's Poster creates a posterized effect by reducing the image to eight "pure" colors (Red, Green, Blue, Cyan, Magenta, Yellow, Black, and White) and processing each color separately. At its default settings, the filter outputs the NTSC-safe color that is closest to each of these eight colors.
Blur	Blur emulates the look of shooting in soft focus or with lens diffusion. This filter allows you to blur the horizontal and vertical components of the image independently.
Boost Blend	Boost Blend is a compositing filter that blends two independent layers and adjusts contrast in the blended pixels. Unlike most transfer modes, Boost Blend adjusts the mix only where the source and blend layers differ. Boost Blend is especially useful when you composite an image over itself and do not want the transfer mode to affect areas where the blended pixels are identical to the source pixels. The PixelChooser provides additional control over the selection of pixels to adjust.
Brightness-Contrast	Brightness-Contrast adjusts the brightness and contrast in your image. This filter also has a PixelChooser, so you can select which pixels to adjust.
Color Balance	Color Balance performs a true photographic RGB color correction, allowing you to make independent adjustments to the red, green, and blue channels of the image.
Colorize	Colorize uses a gradient of up to six colors to tone the image. All of the parameters in this filter can be animated and linked to other parameters.
Composite	The Composite filter offers a variety of options for compositing one layer over another. This filter also offers a PixelChooser for greater creative control.
Correct Selected Color	This filter allows you to adjust a specified range of colors in the source image, leaving colors outside the range unaffected.
Directional Blur	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.
Gaussian Blur	Gaussian Blur implements a popular blur algorithm that produces smoother blurs but takes more time to render than the Blur filter. Gaussian Blur softens the image by averaging each pixel with its neighboring pixels. "Gaussian" refers to the bell-shaped curve commonly used in statistical analysis. The shape of this curve determines how much each averaged pixel contributes to the output.
Hue-Saturation-Lightness	Hue-Saturation-Lightness converts the image to the Hue/Saturation/Lightness color space, makes corrections to the image, and converts it back to RGB.
Invert Solarize	BCC Invert Solarize inverts one or more channels in the source image.
Levels Gamma	Levels Gamma adjusts contrast and eliminates noise in your image. Video shot at night or in poorly lit settings often contains noise in the dark areas. Increasing Input Black removes this noise by treating all areas darker than the Input Black setting as black. Washed out or overexposed images do not contain the full range of levels. Increasing Input Black and/or decreasing Input White can boost the contrast of the image.
MultiTone Mix	The MultiTone Mix filter uses the source image's color, luma, or alpha information to create a toned image that uses up to five independent colors. MultiTone Mix works by creating a color map based on a specific channel in the source image, then replacing each color range in the map with a new color.
Posterize	Posterize reduces the number of colors in the image by independently reducing the number of discrete levels in each color channel. The resulting image has a few distinct values of red, green, and blue, instead of having each value spread over the full range of 0 to 255. The filter also allows you to scramble the output values for additional creative control. Posterization effects can produce hard edges that give the output image a rough appearance. The Posterize filter provides several controls that deal with such problems by blurring and softening the posterized image.

<b>Color &amp; Blurs Category</b>	<b>Functionality</b>
RGB Blend	RGB Blend provides independent compositing of the source image's RGB channels with the Mix Layer's RGB Channels. The brightness and contrast of the composite can be adjusted independently for each channel.
Super Blend	This compositing filter allows you to superimpose up to five layers, then adjust and animate the view through each layer. If you imagine the effect as a series of layers of paint applied to a background layer, Super Blend enables you to move in and out of the effect by adjusting the distance between the viewer's eye and the background, the thickness of the layers, and the distance separating each layer. This filter also offers a PixelChooser for greater creative control.
Tritone	Tritone creates a toned image from the source image's luma channel or any of its RGB channels. The Input Channel maps to a color range that goes from the Black Color to the Middle Color to the White Color. The default Tritone uses the source's luma channel as the Input Channel to produce an image that is black where the source is black, white where the source is white, and blue-toned in the gray regions.
Unsharp Mask	The Unsharp Mask filter uses a classic image sharpening technique similar to the method used to sharpen film images. The source image is blurred, and the blurred image is then subtracted from the source. The resulting image is sharper and has more contrast. Unsharp Mask sharpens areas in an image with significant color changes by adjusting the contrast of edge details to create the illusion of image sharpness. This is useful for refocusing an image that appears blurry due to scanning, poor lighting, or other factors.

<b>Distortion &amp; Perspective Category</b>	<b>Functionality</b>
2D Particles	2D Particles breaks the source image into particles and disperses them in 2D space. This filter also provides a variety of explosion, velocity, and gravity controls to adjust the particles movement. You can also control the size, shape, density, and opacity of the particles, and create custom particle shapes and scatter wipes. Use the auto-animation feature to easily generate explosion effects, or animate the filter manually for precise control.
3D Image Shatter	3D Image Shatter shatters the image in 3D space and disperses the image fragments. The filter provides a variety of explosion, velocity, and gravity parameters to control particle movement. In addition, 3D Image Shatter has a number of parameters that allow you to control the particle size and shape, rotation, opacity, lighting, and explosion style. This filter is auto-animated by default, but you can manually animate it for more precise control over the movement and dispersion of the particles.
Bulge	Bulge makes the source image appear as if it is stretched over a surface with a bulge or a depression.
Cube	The Cube filter models the source image onto one or more faces of a cube. You can use a separate media source for each of the six faces.
Cylinder	The Cylinder shape maps the source media onto a cylinder.
Displacement Map	The Displacement Map filter uses the luminance or color information from an alternate video or still image track (the Map Layer) to displace the pixels in the source image horizontally and vertically. This filter creates a distorted version of the source whose distorted regions correspond to the luma or color channel of the Map Layer's media

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DVE	DVE models the source image on a two-dimensional plane which can rotate around the X, Y, and Z axis and positioned in 3D space. DVE also provides options for adding motion blur, adjusting camera perspective, and adding up to three independent lights to the effect.
DVE Basic	Boris CONTINUUM Complete includes both a BCC DVE and BCC DVE Basic. The two filters are very similar except that BCC DVE Basic does not include all the parameters; BCC DVE provides more options for controlling the effect; while BCC DVE Basic is streamlined for when you want to create a simple DVE move.
Fast Flipper	Fast Flipper flips or mirrors your image. You can flip your image vertically or horizontally, or define an invisible mirror line that mirrors your image in various directions. You can also blend the mirror line to produce a smoother transition between the original and mirrored images. Resampling is on a pixel-for-pixel basis, so the filter is fast and no quality is lost.
Page Turn	Page Turn creates a 3D model of a page turning in a book or magazine, and allows you to place media on both sides of the page. This filter offers more control than Avid's Page Turn effect, including a soft animateable drop shadow, lights, trails and the ability to choose another clip in the timeline to apply to the back of the page turn.
Ripple	The Ripple filter simulates ripples spreading out from a point of origin in a pool of water, similar to what you see after tossing a pebble into a pond. This filter automatically creates animated ripples and allows you to choose from a range of wave shapes.
Sphere	The Sphere shape maps the source image onto a 3D modeled sphere. A number of controls allow you to adjust the position, scale, size, and pivot point of the shape, crop and mask the sphere, adjust the camera perspective of the sphere, apply motion blur and lights, and control the compositing of the sphere with other objects.
Sphere Transition	The Sphere Transition shape models the source image onto a sphere. Unlike the Sphere shape, the Sphere Transition shape allows you to animate Perspective, which is useful in creating transitions.
Twirl	The BCC Twirl filter spins the image around a center point, creating a spiral of distortion.
Vector Displacement	Vector Displacement uses the RGB channels in the Map Layer to displace an image in three directions.
Wave	The Wave and Ripple filters are similar, except that Wave creates parallel waves instead of waves that radiate from a point.
Z Space I, II and III	The Z Space filters allow you to create effects using multiple DVE layers ("Z planes") and/or sphere layers which can interact and intersect in 3D space. In a Z Space effect, each plane or sphere's apparent depth, or position on the Z axis, determines how the plane interacts with other planes and spheres. The plane closest to the viewer in Z space covers planes and spheres that are farther away, regardless of the order in the timeline.

<b>Effects Category</b>	<b>Functionality</b>
Alpha Pixel Noise	Alpha Pixel Noise adds noise to an image's alpha channel. You can use this filter to create pixelated transitions between two images.
Alpha Spotlight	Alpha Spotlight uses a spotlight to create or add transparency to the source image. For example, use Alpha Spotlight to create an effect in which the lit areas become transparent while the background is left opaque, or vice versa.
Burnt Film	Burnt Film simulates the look of holes burning through a layer of film to reveal another image. This filter provides control over the appearance of the burned edges and the burn rate, and allows you to use a custom alpha matte to set the shape of the burn holes.
Cartooner	Cartooner draws an outline around the edges in an image's color or alpha channel. You can also use the Cartooner to turn a video source into outline animation. The filter compares a selected channel in the source with a threshold value to create an edge map. Cartooner then blurs the map and strokes the edges in the map.
Drop Shadow	The Drop Shadow filter allows you to apply an animateable drop shadow to titles or clips in the timeline. You can animate parameters including color, opacity, angle and softness.
Edge Lighting	The Edge Lighting filter finds edges based on pixel-to-pixel differences in any chosen channel in the source image or in the Edge Source Track and applies light to these edges. Highlights and Shadows are independently computed and can be blurred and applied separately to the source.
Emboss	Emboss simulates the appearance of an embossed or raised image by converting the source to a solid color and lighting the edges in the source's luma channel.
Film Damage	Film Damage simulates the appearance of old film stock. You can add scratches, grain particles, hair or fibers, and dirt, dust, or water spots. Film Damage also allows you to simulate camera shake and a flickering image.
Film Grain	Film Grain creates an auto-animated noise effect designed to simulate the appearance of grain particles in the emulsion of movie or photo film.
Glow	The Glow filter uses a blur to create a glowing effect, highlighting the edges in the image.
Light Sweep	Light Sweep creates a linear beam of light that sweeps across your image. The filter is physically modeled after a light that is infinitely far away. The light is infinitely wide in one direction, and falls off in the other. Light Sweep also includes very useful edge detection and edge lighting features.
Light Zoom	Light Zoom creates rays of light that spread from the light source point in all directions. As the rays expand, their intensities are affected by the luminosities of the pixels that they cross. The farther from the source the ray extends, the less it is affected by the intensities of pixels that it crosses. This process is referred to as attenuation, since the affect of the pixels on the intensity of the rays attenuates, or lessens, over time.
Mosaic	Mosaic allows you to pixelate images to achieve a range of mosaic effects using a few simple parameters and a PixelChooser.
Reverse Spotlight	Using the Spotlight filter to precisely light a specific area in your image can sometimes be difficult. Reverse Spotlight allows you to define the lit region, and computes the Light Source, Target, and Cone Width from this region. The Near Corner, Far Corner and Light Squeeze controls in Reverse Spotlight replace the Light Source, Target, and Cone Width controls in the Spotlight filter.

<b>Effects Category</b>	<b>Functionality</b>
RGB Edges	RGB Edges finds edges in each RGB channel independently, creates a new RGB image from these edges, and applies the new image to the source using the chosen Apply Mode and Apply Mix. The results obtained with the edge filters vary depending on the image to which the filter is applied. You can set the location of the light source used to light the edges in the image, eliminate weak edges, soften the edges, choose which portion of the edges to enhance, and invert the edge output.
RGB Pixel Noise	RGB Pixel Noise applies noise to each RGB color channel independently. Alternately, you can use this filter to apply noise to the source image's luminance channel without changing the pixels' colors.
Scatterize	Scatterize shuffles the pixels in the source image, creating a scattered effect.
Spotlight	This realistic spotlight can be aimed at a target point on the image using on-screen position points. A range of parameters provide full control over the shape, width, color, and elevation of the light. This filter also offers edge lighting capabilities, and allows you to place gels over the light source.
Spray Paint Noise	Spray Paint Noise applies a flat spray paint color to the image.

<b>Generators Category</b>	<b>Functionality</b>
Brick	Brick is a versatile generator of tiled surfaces with realistic texture and lighting controls. The bricks can act as a filter on a layer or generate a brick surface.
Bump Map	Bump mapping is used to create three dimensional detail on an image based on the luminance information in the image. The luminance value of each pixel of the image creates height, with brighter pixels creating more height.
Cloth	Cloth creates a texture resembling tightly-woven fabric.
Clouds	Clouds is a realistic clouds generator. The clouds can act as a filter on a layer or generate a sky with clouds and a horizon color. Three different types of clouds automatically animate using the Direction, Angle and Speed you set.
Comet	The auto-animated comet is comprised of particles whose sizes, shapes, and colors can be adjusted. You can also set the length and speed of the effect, adjust the camera perspective, position the starting and ending points, and apply a gravitational force to adjust the comet's movement. The comet's position automatically animates from the source to the destination point.
Fire	Fire is an auto-animated procedural fire effect which offers control over flame width and height, color, and movement, and allows you to generate smoke. This filter can use the alpha channel in any other layer as a Map Layer, allowing you to create fire effects which conform to an image or logo.
Fractal Knots	Fractal Knots creates a simulated marble texture.
Granite	Granite simulates the appearance of granite or another type of mottled stone.
Mixed Colors	Mixed Colors produces a color noise map.
Noise Map	This procedural noise generator produces a continuously flowing gradient which can be used to provide organic input to other filters. Because the noise is continuous, there is never a seam.

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Particle System	This auto-animated particle generator provides in-depth control over individual particles as well as the overall shape and movement. You can control the size, shape, color, velocity, and movement of the particles; adjust the size and shape of the particle production area; set points which attract or repulse the particles as they move through space; control the camera perspective; adjust the way particles interact with the edges of the effect; and customize the animation.
Rain	Rain is an auto-animated filter which generates realistic rain effects. You can composite the rain over any layer in your composition. The filter allows you to determine the density, speed, direction, and color of the droplets, and to control the apparent depth of the effect.
Reptilian	Reptilian produces a texture resembling a scaly or spotted animal skin.
Snow	Snow is an auto-animated snow generator which can composite snow over a sky color or an image layer. The filter offers extensive options for customizing the effect and allows you to create drifts or make flakes pile up along the edges of an alpha channel.
Sparks	Sparks generates auto-animated sparks that shoot from a point and disperse. The sparks' sizes, shapes, and colors can be adjusted. You can also adjust the speed of the sparks, apply a gravitational force, and add an interaction layer.
Stars	This auto-animated star generator composites stars over a sky color or an image layer. This filter provides control over the size, density, movement and color of the stars, and allows you to add galaxies. Stars can also use the alpha channel in any other layer as a map layer, allowing you to create skies in which stars fill a pre-composed image or logo.
Steel Plate	Steel Plate creates a textured plate of steel generator. The steel can act as a filter on a layer or generate a steel surface.
Veined Marble	Veined Marble is similar to the Marble Texture Type, but produces a texture with more pronounced "veins" and offers more controls for customizing the effect.
Weave	Weave is similar to the Cloth filter, but produces a texture resembling a much more loosely-woven fabric, such as burlap or gauze.
Wood Grain	Wood Grain creates the appearance of a solid piece of wood.
Wooden Planks	Wooden Planks simulates a surface covered in wooden boards, similar to a wood floor.

<b>Keys &amp; Matte Category</b>	<b>Functionality</b>
Alpha Process	Alpha Process blurs the alpha channel of an image, performs levels and gamma correction on the output of the blur, and composites the output alpha with the initial alpha using the chosen apply mode. The filter also allows softens the matte by blurring the alpha channel after it is processed.
Chroma Key	Chroma Key is used for compositing camera footage shot using a blue, green, or red screen as a backdrop over a new background video or a still image from a separate file
Composite Choker	Composite Choker contracts or expands the edges of the matte to bring them closer to or farther from the foreground. Two Choke controls allow you to smoothly adjust the matte.

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Light Matte	Light Matte uses applied light to create or modify an alpha channel. Rays of light spread from the light source point in all directions. As the rays expand, their intensities are affected by the luminosities of the pixels that they cross. The farther from the source the rays extend, the less they are affected by the intensities of new pixels that they cross. This process is referred to as attenuation, since the affect of the pixels on the intensity of the rays attenuates, or lessens, over time.
Linear Color Key	Linear Color Key creates a key based on the difference between the color of each pixel and the specified Key Color. The color comparison can be done in RGB or in HSL color space, and you can adjust the relative importance of each RGB channel with the RGB Weights parameters. Linear Color Key also allows you to remove unwanted foreground objects or restore opacity to a transparent region in the foreground using the Region of Interest controls. This is useful when the foreground has an isolated region that is similar in color to the background (for example, a person wearing a tie of the same color as the background).
Linear Luma Key	Linear Luma Key creates a key from a single channel in the source. This type of filter is called a luma key, because the key is usually created from the image luminance, but you can also use any single RGB channel.
Make Alpha Key	Make Alpha Key creates a new alpha channel from one of the existing channels in the image and then applies levels and gamma corrections to the new alpha channel. Make Alpha Key also has a PixelChooser that determines which pixels are used to make the alpha channel.
PixelChooser	The PixelChooser filter is a standalone version of the PixelChooser parameter group used by many BCC filters. Like the PixelChooser in other filters, the standalone PixelChooser filter allows you to select pixels in the source based on their geometric positions or their luma or color information.
Star Matte	Star Matte uses a ray burst effect to create or modify the source's alpha channel.
Two Way Key	Two Way Key is useful for keying out a range of colors while retaining one color in the range. Two Way Key works by using a Key Color to determine which color is keyed out, then using a Keep Color to restore opacity to selected colors in the range. You can also adjust the range of colors to key out and key in using the Similarity controls.

<b>Time Category</b>	<b>Functionality</b>
Jitter	Jitter allows you to vary one or more attributes of a source layer over time, such as size, position, opacity, brightness, or contrast. Additional controls choose the type of variance used for the jittering and allow you to view color-coded graphs of the jittered parameter values.
Looper	Looper allows you to quickly create looped effects. You can animate the number and duration of loops, offset the loops automatically, and create fades and dissolves between the looped clips.
Posterize Time	Posterize Time can be used to create strobe effects by altering the frame rate of the source media and adjusting the length of time for which each frame displays. You can also use apply modes and the PixelChooser to mix the time-posterized output with the original in various ways.
Temporal Blur	Temporal Blur blurs the image over time by averaging two or more source frames to produce each output frame. This filter includes a PixelChooser, which allows you to selectively blur only a portion of the source image. When Temporal Blur is added, several frames preceding and following the source frame are blended to create blurred movement.

<b>Time Category</b>	<b>Functionality</b>
Time Displacement	A displacement map that operates in time instead of in space. Pixels are displaced by mixing pixels from the source at the current frame with source pixels from previous or future frames. Basic frame blending is used to compute intermediate pixels to produce anti-aliased results.
Velocity Remap	A displacement map that operates in time instead of in space. Pixels are displaced by mixing pixels from the source at the current frame with source pixels from previous or future frames. Basic frame blending is used to compute intermediate pixels to produce anti-aliased results.