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Flair for After Effects v1.1 manual

Contents

Introduction

This is the manual for the Flair filter package. It explains the functionality and provides you with hints and tips how to use the filters properly. The Flair filter set contains the following plug-ins:

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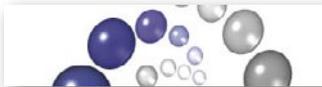
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Common Parameters

Several parameters occur in multiple filters but not in all of them. This is an overview of common parameters in Flair.

Show parameter

Blend parameter

Color Bias

Channel Control

Selection

'Show parameter'
This parameter is used to see alternative views or additional information about the filter. Currently there are just these two extra modes to see your selection.

    'normal'
    Normal effect view.

    'selected footage'
    Show all the footage that has been selected. Non-selected footage is blended out.

    'selection only'
    Show the selection only as a grayscale image. White color indicates a completely selected pixel. Darker values indicated particaly selected pixels.

'Blend parameter'
Filters with this parameter can blend their results with the source image. Several blend modes are available which are described here. Please note that these blending not necessarily act exactly like those in After Effects.

    'normal'
    This is regular alpha blending.

    'max weight'
    Source image and effect result are weighted using the maximum channel value of the effects image. Darken and brightens images. Interesting to use with Volumetrics and Radial Blur.

'screen'
 Results in a brighter overall image.

'overlay'
 Combination of screen and multiply depending on pixels brightness.

'addition'
 Simple Color Addition. Brightness image.

'subtraction'
 Color Subtraction. Darkens image.

'multiply'
 Color Multiplication. Results in darker images.

'divide'
 Color Division. Brightens images.

'difference'
 Calculates the Difference between two images.

'exclusion'
 Similar to difference and very much like the 'Invert' adjustment in
 Photoshop.

'lighten'
 The brighter color is maintained.

'darken'
 The darker color is maintained.

'maximum'
 The brighter channel is maintained.

'minimum'
The darker channel is maintained.

'hue/saturation/color/luminosity'
Combines source and results HSL channels in different ways.

'alpha add'
The sources alpha channel is increased by the results brightness.

'alpha sub'
The sources alpha channel is decreased by the results brightness.

'alpha mult'
The sources alpha channel is mulitplied with the results brightness.

'alpha replace'
The sources alpha channel is replaced by the results brightness.

'none (replace)'
No blending at all. The source image is completly replaced with the effects result.

'Color Bias'
This is a possibility to alter the effects color. These parameters are applied before the generated image is blended with the original image.
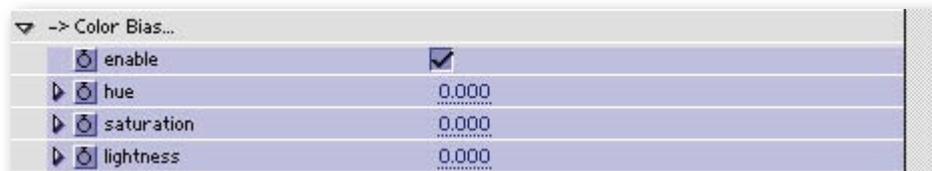
'enable'
Enables Bias Parameters.

'hue/saturation/lightness'
Alters the effect's result's Hue Saturation and Lightness. Very much (but not similar) to what Photoshop and After Effects standard filters do.

'Channel Control'
These parameters offer another quick possibility to alter the effects colors before blending takes place.
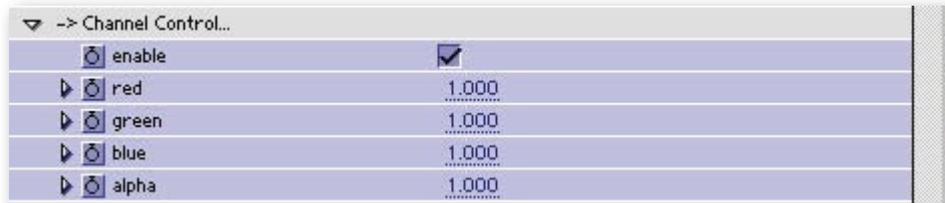
'enable'
Enables the parameters below.

'red/green/blue/alpha'
Simple mulitpy factor for each channel.

'Selection'
Several filters allow for selection of certain image parts using the same selection mechanisms. Using this sub topic, areas can be selected. Based on the footage you can select brightness ranges.

It is also possible to select hue and/or saturation ranges and base them on a different layer.
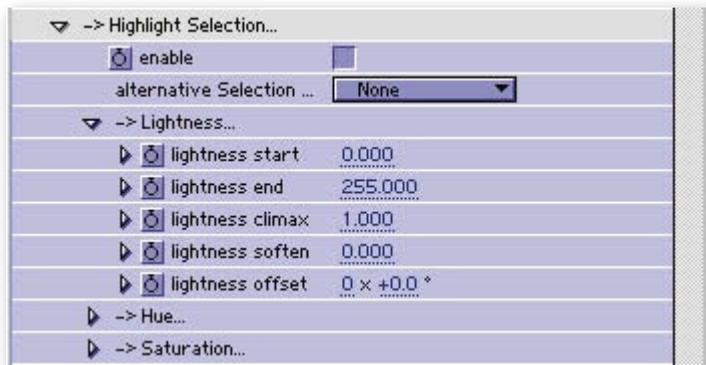
'enable'
'Highlight Intensity' will only be available if 'Highlight Selection' is enabled.

'alternative selection layer'
If you want to base your selection on another layer use this parameter to select that layer. All the other parameters still apply, they will just work based on the selected layer rather then the image the filter is applied to.

IMPORTANT — Note that the selected mode remains the same. When you load in a layer, not the layers absolute values are used, but rather how you select them. For example, if you select a grayscale image you might expect the selection to correspond to the grayscale values. In fact, to get the desired result you have to select everything (start and end set to 0 and 255) and set lightness climax and soften to 1.0. It might take some practice to get used to this selection method, but once you know how it works, you will hopefully appreciate the extra flexibility.

'Lightness'
Here you can limited the Selection to certain lightness ranges.

'lightness start' and 'lightness end'
Mark the lower and upper brightness threshold. Everything in between will be visible.

'lightness climax'
This refers to soften parameters and only takes effect if 'lightness soften' is not zero. This marks the relative position in between start and end which is not influenced by soften.

'lightness soften'
Darkens the selection relative to the climax position.

'lightness offset'
Offset value for 'lightness start' and 'lightness end'.

To fully understand climax, soften and offset it is best to load in a black to white gradient and play around with these parameters. This will allow you to quickly get a feel for each control. The parameters for Hue and Saturation work the same way as those for the lightness parameters.

The parameters for hue and saturation are just like those for 'lightness'. You can use them to further refine your selection and/or base them other properties than 'lightness'.

1. Amiga Rulez

Images or textures can be tiled and rotated around freely on a virtual plane. The controls are similar to those in 'Mosaic Plane'. In addition to the options to alter the images appearance on the plane there are controls to have the color adjust to the backgrounds (outside) color with increasing distance.
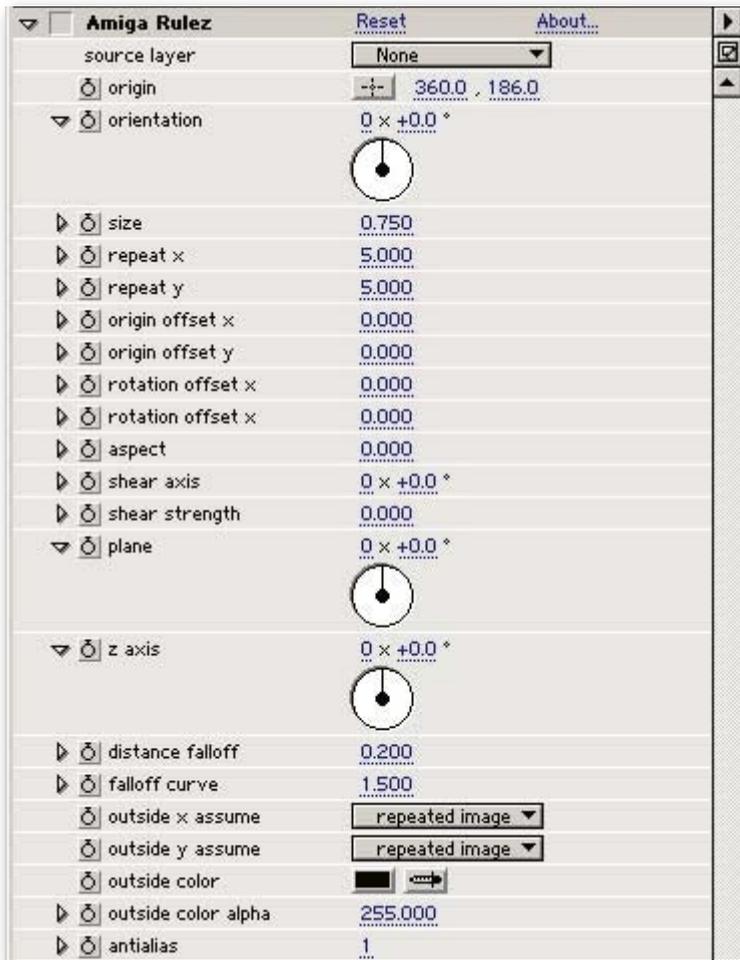
'source layer'
 The layer that is used. If none is selected the current images is beeing used..

'origin'
 This is a 2D offset of the rotation origin which is in the images center by default.

'orientation' / 'plane' / 'z-axis'
 Rotation around one of the given three axis where 'z-axis' means that the 'plane' axis is rotated around the z-axis.

'size'
 Scale factor for the underlying texture.

'repeat x' / 'repeat y'
 Determines how big the plane is in horizontal and vertical direction. In terms of texture sizes.

'origin offset x/y' and 'rotation offset x/y'
 Offset from the 'origin' for texture and for rotation.

'aspect'
 Changes the textures x-y proportions.

'shear axis'
 Orientation of the Shear axis that the 'shear' parameter refers to.

'shear strength'
 Applies a shear effect along the 'Shear axis'

'distance falloff'
 Distance falloff intensity.

'falloff curve'
 Distance falloff curve variation.

'outside X assume' / 'outside Y assume'
 These parameters determine what is assumed outside the center image:

>   'border color'
>   the images border colors are assumed to continue on the outside
>
>   'mirrored image'
>   a mirrored image is assumed on the outside

'repeated image'
 a repeated (tiled) image is assumed on the outside

'outside color'
 The color that is displayed outside the texture.

'outside color alpha'
 Alpha value for the outside color.

'antialias'
 Oversampling rate. Should be increased for final high quality renders.

2. Box Blur

This blur can also be used as compound blur when used with a layer. The blurs strength will be related to that layers values on a per pixel base. The focus parameter is the value of that layer where the blurs radius is zero. The abberative blur mode is the same as in the radial blur filter just in two dimensions. This one is good especially for psychedelic effects and sure looks interesting.
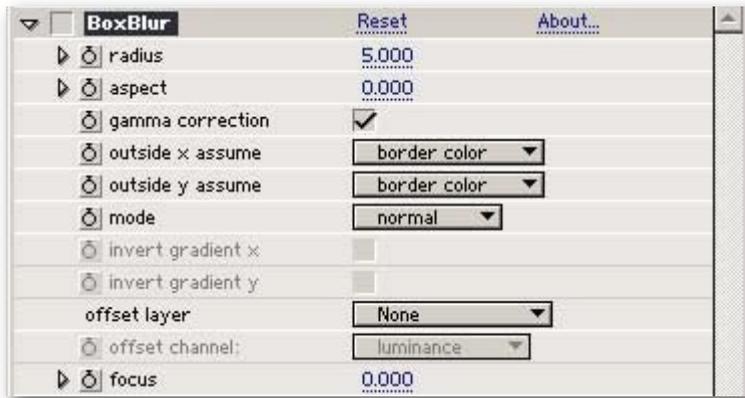
'radius'
The blur radius. If there is an 'offset layer' selected the blur radius also depends on 'focus' and on the offset value from the offset layer.

'aspect'
Changes the blurs x-y proportions.

'gamma correction'
If gamma correction is turned on, the image will be transformed to linear space before any calculation takes place. Afterwards it is transformed back again. Usually this option should be turned on because it simulates what happens in cameras! Blurred colors will look less realistic otherwise.

'outside X assume' / 'outside Y assume'
These parameters determine what is assumed outside the current image and changing it will only result in changes at the borders:

> 'border color'
> the images border colors are assumed to continue on the outside

> 'mirrored image'
> a mirrored image is assumed on the outside

'repeated image'
 a repeated (tiled) image is assumed on the outside

'mode'
'normal'
 normal box blur

'abberative'
 spreads colors into it's HSL components.

'invert gradient X' / 'invert gradient Y'
 Only available when in abberative blur mode. Reverts the color gradient horizontal and/or vertical.

'offset layer'
 If a layer is chosen here it'll be used to determine the pixels blurriness on a per pixel base. Other parameters that affect the blur radius for a pixel at a certain offset are: 'focus' and 'radius'.

'offset channel'
 The channel which to take the offset values from.

'focus'
 This is the offset (or depth) value where the image will not be blurred and in thus be in focus. All other points will be blurred by an amount that is relative to 'radius' and the pixels offset value.

3. Glass Sphere

These Spheres can be adjusted by means of plenty of parameters for lighting and material. Not much more to say about this one. For the parameter details refer to the reference part.

Glas Sphere		Reset		About...
	origin	-⊹-	360.0 , 186.0	
	direction	0 x +50.0 °		

radius x — 35.000
radius y — 50.000
refraction — 4.000
antialias — 1
outside assume — border color
outside color —
refraction layer — None

-> Lighting...
direction — 0 x +340.0 °
inclination — 0 x +25.0 °
color —
diffuse — 0.100
specular — 1.000
glossiness — 4.000
back light — 1.000
fresnel — 0.700
fresnel curve — 1.000

-> Material...
color —
color fresnel — 0.000
color curve — 1.000
transparency — 1.000
transparency fresnel — 0.000
fresnel curve — 1.000

'origin'
The position where the Glass Sphere will sit.

'direction'
Rotates the sphere around it's center.

'radius x' / 'radius y'
Horizontal and vertical radius of the sphere.

'refraction'
 How strong the light passing through the sphere will be refracted.

'antialias'
 Oversampling rate. Should be increased for final high quality renders.

'outside assume'
 This parameters determines what is assumed outside the source image.

>'outside color'
>the selected color is assumed outside the image.

>'border color'
>the images border colors are assumed to continue on the outside

>'mirrored image'
>a mirrored image is assumed on the outside

>'repeated image'
>a repeated (tiled) image is assumed on the outside

'outside color'
 The color that assumed on the images outside if outside assume is set to that
 mode .

'refraction layer'
 If a layer is selected here it'll be displayed within the glas sphere only.

'light direction'
 This is where the light comes from.

'light inclination'
 This is where the light comes from, vol. 2: the second rotation axis.

'light color'
 Color of the light falling in.

'diffuse'
 The lights diffuse part intensity.

'specular'
 The lights specular components intensity.

'glossiness'
 Influences the size of the specular lobe.

'back light'
 how bright the light on the back of the sphere will be compared to the front
 light.

'fresnel'
 The fresnel effect determines how the light is reflected depending on the angel
 from which it comes in. This is the effects intensity.

'fresnel curve'
 Influences the fresnel curve.

'material color'
 The sphere's color.

'color fresnel'
 Same as 'fresnel' for the sphere's color

'color fresnel curve'
 Same as 'fresnel curve' for the spheres color.

'transparency'
 How transparent the glass sphere will is.

'transparency fresnel'
 Same as 'fresnel' for the sphere's color'

'transparency fresnel curve'
 Same as 'fresnel curve' for the spheres color.

4. Glow

Glow is used to apply a glow to images. The basic parameters are pretty straight forward. The radius controls the glow's size and the intensity its brightness. Attenuation tints the glow's color. It's also possible to change the glow's x/y aspect and rotate it. There are four different glow types where the normal mode will most likely be the one that'll be used most. The two last modes are based on the box blur's algorithms.
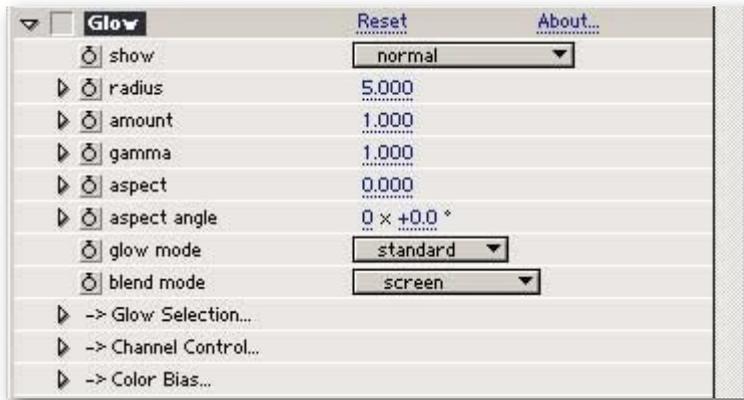
'show'
see chapter Common Parameters

'radius'
The glows size.

'amount'
The glows brightness

'gamma'
Gamma conversion that is applied on the glow effect only. This is no gamma correction because it is just a one way transform and thus just affects the results brightness curve.

'aspect'
Changes the glows x-y proportions.

'aspect angle'
When altering the glows proportion using the 'aspect' parameter this parameter can be used to change the angle so that the aspect takes place no longer just horizontal and vertical but following this angle.

'glow mode'
There are four different glows which you can choose from where the first is prob-
ably the one you'll use most:

> 'standard'
> normal glow

> 'angular'
> in between std and box

> 'box'
> a very boxy looking one

> 'abberative'
> spreads colors into it's HSL components.

'blend mode'
 see chapter Common Parameters

'Glow Selection'
 see chapter Common Parameters

'Channel Control'
 see chapter Common Parameters

'Color bias'
 see chapter Common Parameters

5. Highlight

Highlight generates highlight sparkles. The usual selection scheme can be used to determine the parts that are to be affected. Specific parameters to alter this effect are radius, streak count, intensity, angle and color attenuation.
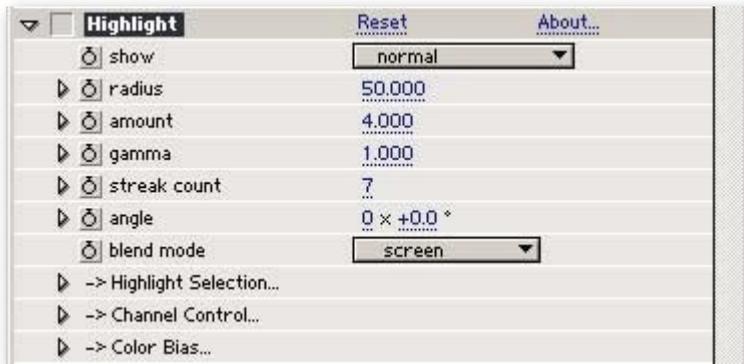
'show'
see chapter Common Parameters

'radius'
the highlights size.

'amount'
highlights brightness

'gamma'
Gamma conversion that is applied on the glow effect only. This is no gamma correction because it is just a one way transform and thus just affects the results brightness curve.

'streak count'
amount of streaks

'angle'
the streak's angle offset or rotation.

'blend mode'
see chapter Common Parameters

'Highlight Selection'
see chapter Common Parameters

'Channel Control'
 see chapter Common Parameters

'Color Bias'
 see chapter Common Parameters

6. Mosaic Plane

This plugin extends the regular mosaic effect in a few regards. The resolution can be adjusted with subpixel accuracy opposed to usual implementation which only consider pixel aligned boxes. Furthermore the effect may be rotated freely around on a virtual plane. The boxes aspect ratio can be given as well as. The effects origin determines the point which the resolution is related to. So if it is changed the box structure will be zoomed towards or away from that point.
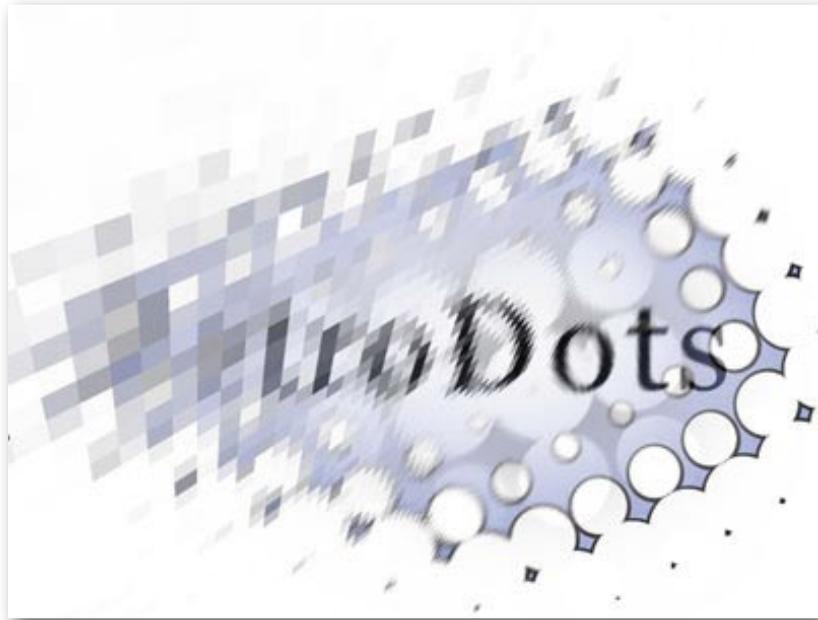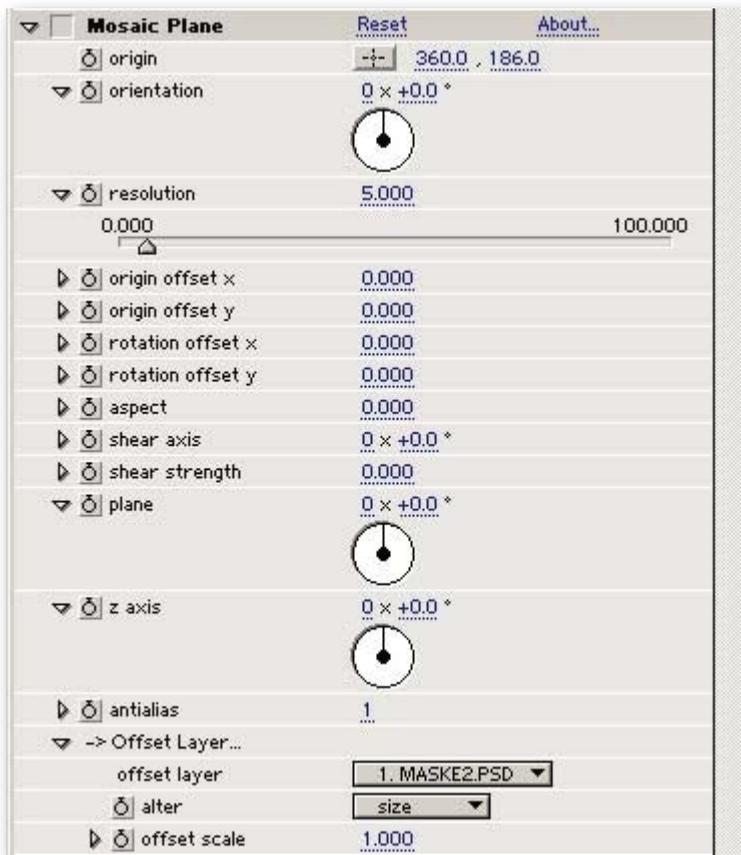
'origin'
This is a 2D offset of the rotation origin which is in the image's center by default.

'orientation' / 'plane' / 'z-axis'
Rotation around one of the given three axis where 'z-axis' means that the 'plane' axis is rotated around the z-axis.

'resolution'
Resolution factor. Determines how big those boxes are.

'origin offset x/y' & 'rotation offset x/y'
 Offset from the 'origin' for texture and for rotation.

'aspect'
 Changes the resolutions x-y proportions.

'shear axis'
 Orientation of the Shear axis that the 'shear strength' parameter refers to.

'shear strength'
 Applies a shear effect along the 'Shear axis'.

 PLEASE NOTE — There is a problem with that parameter if the shear effect is
 too strong. The algorithm just can't handle too many box cells. There was no fast
 solution for this problem so it we decided not to take the sweet shear effect out
 but just leave it in and to rather point people at this problem.

'antialias'
 Oversampling rate. Should be increased for final high quality renders.

'offset layer'
 If a layer is selected it will be used to alter a property of the effect.

'alter'
 Which property should be altered by the offset layer.

'offset scale'
 Muliplication factor for the value selected to alter by the offset layer.

7. Radial Blur

Radial Blur is a fast filter to blur the image radially. It has two modes, a traditional blur and an aberrative one. This mode was developed to simulate color abberation that can be seen in a lens or prism.

With cameras or camera setups this abberation is subtle. The intention was to have something that could be applied to computer generated footage to make it look more realistic. However the abberation is not physically correct but generates just a HSL instead of a real rainbow like gradient.

The filter's main purpose is to generate simple fast radial blurs. But it also can be used in a similar way to Volumetrics. In order to do that another blend mode should be chosen. The intensity can then be set to something else than 1.0. Radial Blur also features similar parameters to Volumetrics and has an additional holdout radius which defines where the blur starts and there is also the possibility to use another layer or selection to tell the plugin how much blur should happen per pixel.
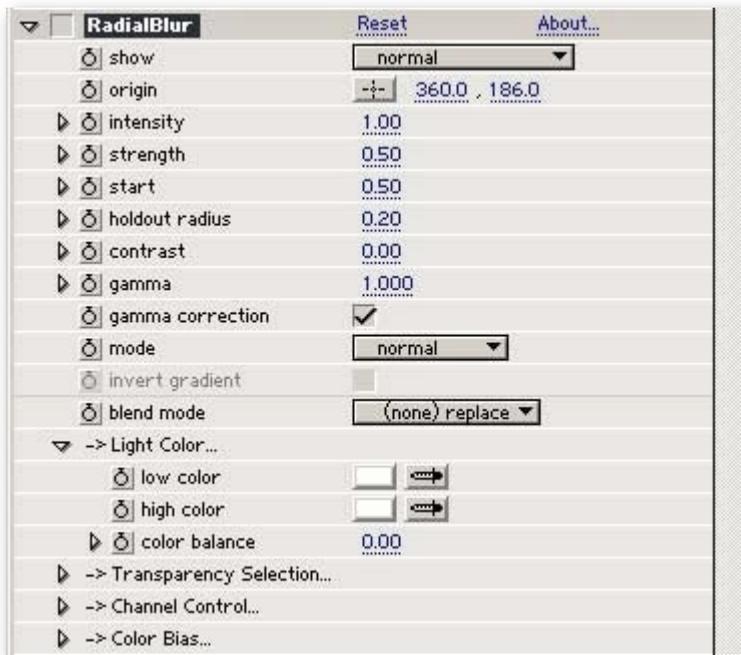
'show'
 see chapter Common Parameters

'origin'
The origin of where the radial blur originates from.

'intensity'
The effects brightness. For a simple non blended radial blur set this to 1 as in the defaults.

'strength'
The blur amount.

'start'
Feels like a zoom factor.

'holdout radius'
Everything within this radius will not be affected by the blur.

'contrast'
Global contrast that is applied to the effects result before blending takes place.

'gamma'
Gamma conversion that is applied on the glow effect only. This is no gamma correction because it is just a one way transform and thus just affects the results brightness curve.

'gamma correction'
If gamma correction is turned on, the image will be transformed to linear space before any calculation takes place. Afterwards it is transformed back again. Usually this option should be turned on because it simulates what happens in cameras! Blurred colors will look less realistic otherwise.

'mode'

> **'normal'**
> normal box blur
>
> **'abberative'**
> spreads colors into it's HSL components.

'invert gradient'
Only available when in abberative blur mode. Reverts the color gradient.

'blend mode'
 see chapter Common Parameters

'low color'
 Attenuates low intensity colors.

'high color'
 High intensities are tinted with this color.

'color balance'
 Use this parameter to favour either 'low color' or 'high color'. Values below zero make 'low color' more prominent while greater values shift to 'high color'. This parameter has no effect with default settings where low and high color are white.

'Transparency Selection'
 see chapter Common Parameters

'Channel Control'
 see chapter Common Parameters

'Color Bias'
 see chapter Common Parameters

8. Volumetrics

This plugin generates fast volumetric light effects. There are two different algorithms to calculate the effect where one results in smoother light rays than the other one.

To control the light's falloff value with distance from the light origin there is a radius parameter and a parameter to control the ray's length. It's also possible to attenuate the lights color with two selected colors. One for high and one for low intensities where the balance between high and low color and be adjusted.
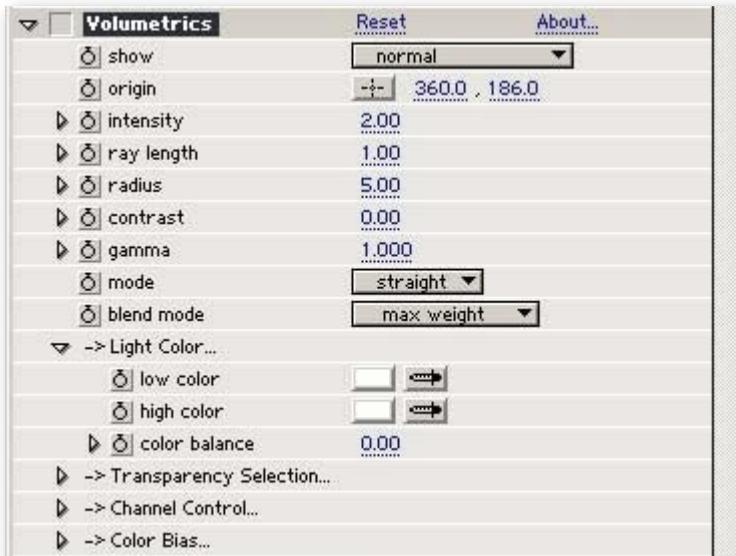
'show'
see chapter Common Parameters

'origin'
The origin of where the light is emitted from.

'intensity'
The light's brightness.

'ray length'
The length of the light rays.

'radius'
The light get gradually darker and is not visible outside of this radius.

'contrast'
Global contrast that is applied to the effects result before blending takes place.

'gamma'
Gamma conversion that is applied on the glow effect only. This is no gamma correction because it is just a one way transform and thus just affects the results brightness curve.

'mode'
Volumetrics has two different Algorithms to choose from, where the one gives smoother results. This is more appropriate sometimes.

'blend mode'
see chapter Common Parameters

'low color'
Attenuates low intensity colors.

'high color'
High intensities are tinted with this color.

'balance'
Use this parameter to favour either 'low color' or 'high color'. Values below zero make 'low color' more prominent while greater values shift to 'high color'. This parameter has no effect with default settings where low and high color are white.

'transparency selection'
see chapter Common Parameters

'channel control'
see chapter Common Parameters

'color bias'
see chapter Common Parameters

Copyright Notice

Enclosed with this manual there are some example images. Please note that these images are copyrighted. We thank all the authors by heart for their help. Special thanks go out to Taron (www.taron.de) whose pictures we demolished. Sorry for that.

:-D