

FX



# Glow Materials

EFFECTS

VOLUME 1

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# GLOW

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Effects

# GLOW

Glow effects apply colors to the contours or lights of an image or clip.

As well as the regular effects, like Glow and Shimmer, there are also a few special features. For example, Plastic Edges transforms your clip into a relief-like colored image while Alpha Glow applies a colored mist to cropped images. Why not pep up your image with an effect from this group?



# Glow

Contrasting object contours are bordered by a light of the chosen color. This effect gives the impression that the object is glowing or gleaming.

Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Luminance	Width and luminosity	0 to 100
Threshold	Determination of contours	0 to 255
<b>Color</b>		
Brightness	Brightness of the glowing color	0 to 30
Color	Color adjustment	HSB/RGB

**Amplitude** determines the strength of the effect. The higher the value, the stronger the colored glowing area.

**Luminance** alters the luminosity and the range of the bright colors.

**Threshold** determines the area where the glow will appear. At lower values the glow appears in darker areas, while higher values create a glow in lighter areas.

The **Brightness** of the chosen **Color** can be altered.

The **Color** of the glow can be selected as desired.



Original.



Glow is applied to the lights at a high threshold.



The glow is applied to the darker areas at lower values.



## Glowing Edge

Contrasting object contours are framed by a color of your choice. The colored border becomes lighter and more luminous towards the inside. As a result, it seems as if the colored contours are glowing.

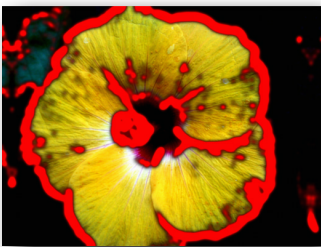
Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	-100 to +100
Edge Width	Width of glowing contours	0 to 30
Luminance	Luminosity of contours	1 to 5
Color	Color of contours	HSB/RGB



Positive Amplitude.

**Amplitude** determines the strength of the effect. Negative values mean the border is placed on the darker areas of the object, while positive values mean the glowing contours appear on lighter areas.

The **Edge Width** can be altered using this parameter.



Wide contours with high luminance.

**Luminance** is responsible for the luminosity of the contours. Glowing areas become lighter and more intensive towards the inside, which creates the glow effect. The higher the value, the more uniform and the wider the contours become.

The **Colors** of the contours can be selected in either HSB or RGB using the slider or by numeric entry. It is quicker and easier to change the color using the color wheel and the chromaticity diagram provided.



Same settings at a lower luminosity.



# Colored Pencil

This effect outlines edges within an image with a colored pencil.

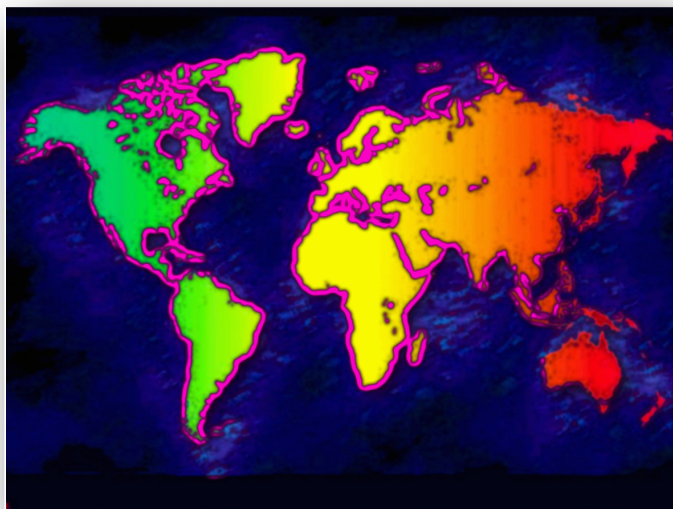
Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Sensitivity	Contour regulation	1 to 100
Pencil Width	Width of contours	1 to 20
Color	Choice of line color	HSB/RGB

**Amplitude** determines the strength of the effect and, in this particular case, how hard the pencil is pressed.

**Sensitivity** determines how many and which edges are to be included in the effect and whether or not the entire image is to be colored with the colored pencil.

If the **Pencil Width** is set very high, the edges will run into one another.

The **Color** of the pencil can be adjusted in either HSB or RGB. Sliders are available for both and the color can be selected using the color wheel and chromaticity diagram or by entering values numerically.



Low pencil width and sensitivity.



Higher Amplitude and pencil width.



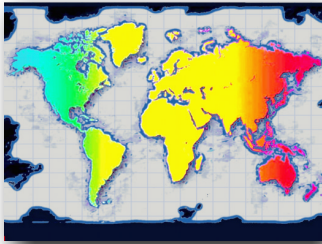
Many edges are outlined at a high sensitivity and the entire image takes on the chosen color.



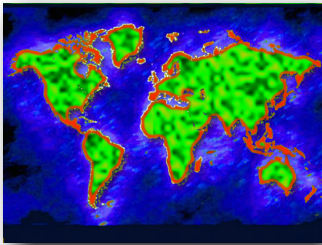


## Alpha Glow

This effect applies colors to the borders of an alpha mask, i.e. a transparent area with a colored border. The width, color and softness of this border can be adjusted.



The square paper is visible beneath the transparent area. Blue contours frame the continents.



The contour is always on the transparent side of the alpha mask (here inside the continents).



The Blur generates an aura.

Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Blur	Softness of the contours	0 to 100
External border	Border outside image	On/Off
Gamma	Width and transparency	Gamma curve
Color	Color of the contours	RGB/HSB

**Amplitude** determines the strength of the effect. The higher the value, the clearer and wider the border becomes.

The **Blur** parameter determines whether the border will be a clearly defined stripe of color or a lightly colored shadow. The border becomes wider as the value increases.

**External border:** If switched **On**, the colored border is visible beyond the edge of the image. **Off** turns off the **External border**.

**Gamma curve** regulates the width and transparency of the border (cf. Gamma effect in 'Image Control').

The **Color** of the contours can be adjusted in either HSB or RGB. Sliders are available for both and the color can be selected using the color wheel and chromaticity diagram or by entering values numerically.



This effect allows cropped foregrounds (i.e. people) to be bordered by a colored glow. Alternatively the foreground can slowly emerge from a colored mist but it must be cropped beforehand using a chromakeyer.





# Neon Brush

Neon Brush is an intensive red-green filter that can be applied to the entire image. This effect goes over the contours with a lurid green and a glaring red. The contours are emphasized and the surface of the image takes on a fine texture.

Parameter	Setting/ Change	Range of Values
<b>Main</b>		
Amplitude	Strength of effect	0 to 100
Color Balance	Color displacement from green to red	-100 to +100
<b>Advanced</b>		
Brush Width	Contour emphasis	5 to 20
Direction	Angle Rotation	0° to 360° -27777 to 27777

## Main

The intensity of the effect increases with the **Amplitude**. Contours and lights are painted over with contrasting colors, red and green.

The **Color Balance** applies a green filter (negative values) or a red filter (positive values) to the entire image depending on the position of the slider. The respective filters are shinier at higher values.

## Advanced

**Brush Width** emphasizes the contours. The red and green edges become wider.

The **Direction** of the effect causes a slight color displacement of the contours and is set using the **Angle**, slider or numerically.

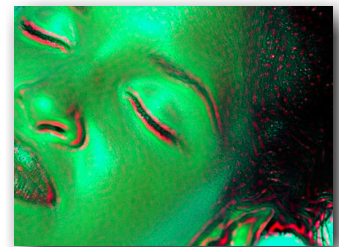
**Rotation** determines how many full rotations the effect makes. Throughout the course of an animation, a twinkling effect results.



The contours and lights are green and red when the color balance is neutral.



The texture can be clearly seen in this close-up.



Color balance in green direction.



## Neon Edges

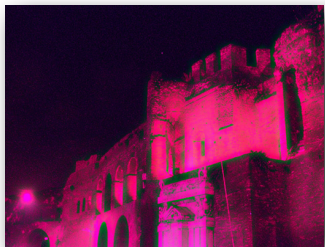
This effect outlines the image with neon pink and green. All the colors of the image are altered. The contours have an unnatural glow. Depending on the image, it may appear as if it is blurred or slightly out of focus.



A slightly pink glow results at a low amplitude.



The image becomes blurred if the contours are thick.



Color balance has been altered.

Parameter	Setting/ Change	Range of Values
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### Main

Amplitude	Strength of effect	0 to 100
Color Balance	Color displacement	-100 to +100

### Advanced

Diffusion	Width of neon edges	5 to 20
Direction	Angle Rotation	0° to 360° -27777 to 27777

### Main

**Amplitude** determines the strength of the effect.

The extremes of the **Color Balance** are turquoise and pink. The closer the slider is to extreme values, the more colored the image becomes.

### Advanced

**Diffusion** intensifies the gleaming contours and, depending on the chosen object, the image may appear more blurred.

Changes in the **Direction** displace the color of the contours. Throughout the course of an animation, a twinkling effect results.

**Rotation** determines how many full rotations the effect makes on the image.



# Shimmer

Shimmer is a red-green filter which can be applied to the whole object. This effect goes over the contours with bright turquoise and pink. The result is much less intensive than Neon Brush or Neon Edges.



Parameter	Setting/ Change	Range of Values
<b>Main</b>		
Amplitude	Strength of the effect	0 to 100
Color Balance	Color displacement	-100 to +100
<b>Advanced</b>		
Diffusion	Width of the contours	5 to 20
Direction	Angle Rotation	0° to 360° -27777 to 27777

## Main

**Amplitude** determines the intensity of the effect. Contours and lights are gone over in the contrasting colors of turquoise and pink.

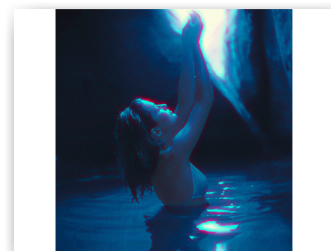
**Color Balance** applies a green filter (negative values) or a red filter (positive values) to the object depending on the position of the slider.

## Advanced

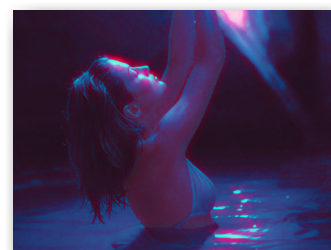
**Diffusion** emphasizes the contours. The shimmer becomes more obvious.

The **Direction** of the effect displaces the colors of the contours slightly and is set using either the **Angle** slider or numerically.

**Rotation** determines how many full rotations the effect makes. Through the course of an animation, a twinkling effect results.



Lighter sections, like the face and the reflection in the water, shimmer pink.



Wide contours and a slight color displacement towards red.



Color displacement towards green.

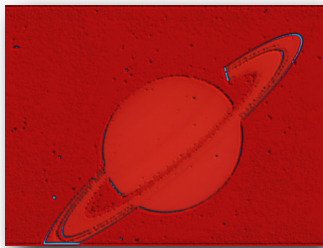


## Plastic Edges

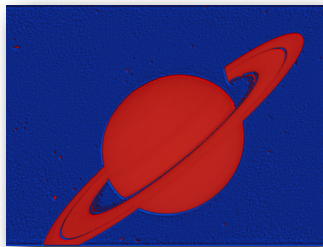
This effect outlines contours full of contrast with thick relief-like lines. The color of these plastic edges can, like the background color, be chosen as desired. A relief effect results and the emphasis can be altered.



Original image.



The background color is emphasized, blue contours are hardly visible.



The foreground color, red, is predominant.

Parameter	Setting/ Change	Range of Values
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### Settings

Mix with Original	Proportion of the original to remain visible	0 to 100
Amplitude	Strength of effect	0 to 100
Background/Foreground	Relationship between background and foreground colors	-100 to 100
Width	Width of contours	1 to 20
Height	Relief emphasis	0 to 100
Fill Background	Activate/deactivate background color	On /Off

### Colors

Foreground color	Select foreground color	HSB/RGB, Color wheel
Background color	Select background color	HSB/RGB, Color wheel

### Settings

**Mix with Original** determines the percentage of the original colors to remain visible and the percentage to be covered by the selected foreground and background colors.

**Amplitude** determines the strength of the effect or how many details and contours are to be included in the effect as a whole.

**Background <-> Foreground** controls the relationship between the background and foreground colors. The higher the positive value, the larger the different colored relief-like section.

**Width** adjusts the width of the contours and as a result the subtlety of the image.

**Height** intensifies the relief-like effect. At a value of 0, the image appears flat.



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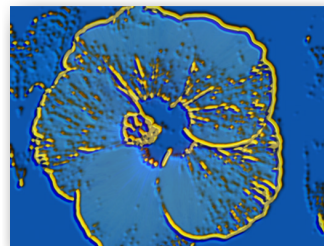
If **Fill Background** is **On**, all areas of the image which are neither reliefs nor in the foreground are superimposed with the background color. If this parameter is switched **Off**, the background remains in the original colors.



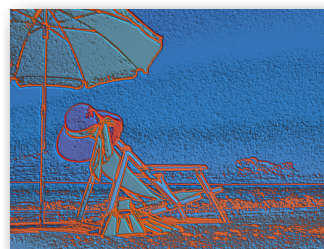
If the relationship between the background and foreground colors is set so that only the contours are in relief, it seems as if the contours alone have been overlaid with plastic on the original background.

### Colors

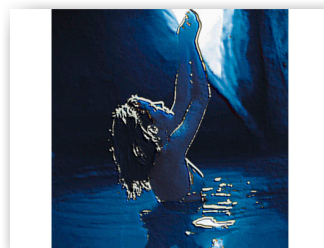
Both colors (foreground and background) can be set in either HSB or RGB. Sliders are available for both and the color can be selected using the color wheel and chromaticity diagram or by entering values numerically.



Thick contours.



Fine lines at a high amplitude.



Fill Background is Off. Only light contours are visible.





## Plaster

This effect, by suppressing the colors, replacing them with others and going over contours, makes part of the image seem raised. This gives the impression that the foreground is protruding out of the image, thereby creating a relief.



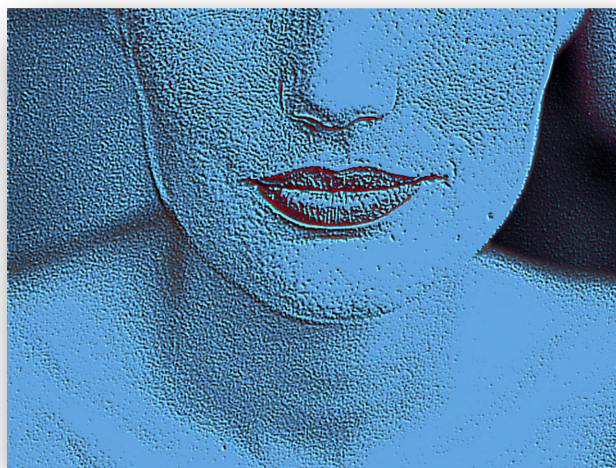
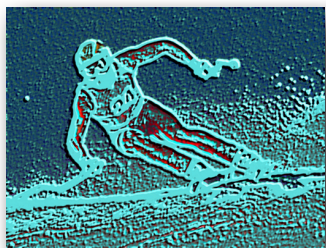
Parameter	Setting/ Change	Range of Values
Amplitude	Strength of effect	0 to 100
Threshold	Scope of effect	10 to 100
Width	Width of contours	1 to 20
Height	Relief emphasis	1 to 3
Color	Color selection	HSB/RGB

The strength of the effect and the emphasis of the details of the chosen image are determined by the **Amplitude**.

The scope of the effect is determined by the **Threshold** parameter. It determines how much detail is to be included in the effect.

**Width** adjusts the width of the contours and as a result the subtlety of the image.

**Height** intensifies the relief effect. At an amplitude of zero no relief is visible. The border or relief color is selected using the **Color** parameter.



# MATERIALS

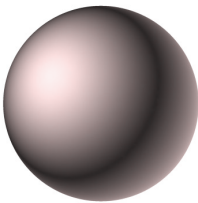
The various materials apply their color to the image. Depending on the chosen image, the result ranges from a slight mist to complete coverage. The materials give images and objects a new look. For example, **Brass** adds a warm glow to a clip taken on a dull day and brightens it up.



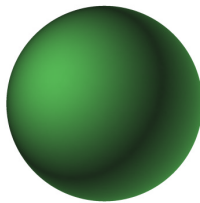
Experiment at your leisure to discover how different materials affect your clip/image. As soon as you select a new material it replaces the previous one. You do not need to alter any parameters because each material is set to an optimal default, so that even the most inexperienced user can change the look of a clip quickly and easily.

If a material is placed on a purely white background the color is clearly visible. Results depend on the chosen image, as the materials really only come into their own on lighter areas.

Materials have been applied to a white surface and then rolled into a ball (Balloon effect from 3D FX).



Pearl



Emerald



Aluminium



Original.



Gold gives the image a warm glow.



Turquoise makes the image appear fresh.



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