

Spin Blur Ino

Generate an average value Blur in the direction of rotation.

First, it processes the Alpha channel, if specified.

Then, it handles the RGB pixels if the Alpha channel is not zero.

If you do not want to process to the Alpha channel, it will mask the changes in the RGB image using the Alpha values. Therefore, smooth edges will remain smooth.

--- Inputs ---

Source

Connect the image to process.

Reference

Connect the reference image to put the strength of the effect into each Pixel.

--- Settings ---

Center

Specify the position of the center of rotation.

Origin is the center of the image to be processed. Not the gaze point of the camera.

The unit is millimeters.

The default value is the center of origin position at "0.0 0.0".

Radius

Specify the range that does not get blurred from the center.

The unit is millimeters.

Enter a value greater than or equal to 0.

The default value is 0 which will be a total blur.

Blur

The strength of the blur and adjustment.

The strength of the blur is specified in the rotation angle.

When the minimum value is 0 it does not do anything. The maximum value is 180.

The default value is 1.

Type

Accelerator

Blur angle,

It can be strong enough to go to the outer periphery.

The vertical height of the half position in the result image from the Center, specify the Blur angle, it will be weaker on the inside, and becomes stronger towards the outside.

Uniform

Whether it is close or far from the Center the Blur angle will be constant.

The default setting is "Accelerator".

Alpha Rendering

When ON it will also process to the Alpha channel.

When OFF, it does not process to the Alpha channel,

It will mask the change of the RGB values using the Alpha values.

The default setting is ON.

Anti Alias

Specify the process of adding antialiasing in order to eliminate any jaggies.

The result will become more smooth, but it will take more time to process the image.

The default setting is OFF.

<Processing time reference example>

Width=2176 Height=1236 Center=0,0 Radius=0 Blur=3 Alpha=ON

Shrink=1

Type=Accelerator

Anti Alias=OFF ~28sec

Anti Alias=ON ~360sec

Type=Uniform

Anti Alias=OFF ~23sec

Anti Alias=ON ~280sec

Shrink=3

Type=Accelerator

Anti Alias=OFF ~5sec

Anti Alias=ON ~17sec

Type=Uniform

Anti Alias=OFF ~4sec

Anti Alias=ON ~13sec

Reference

Choose how Reference image values put the strength of the effect into each Pixel.

An image is connected to the "Reference" of the input,

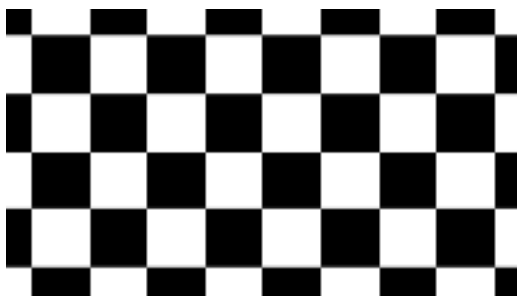
Choose from Red/Green/Blue/Alpha/Luminance/Nothing.

Choose Nothing when you do not want this effect, it will turn off the connection.

The default setting is Red.

Spin Blur Reference Example

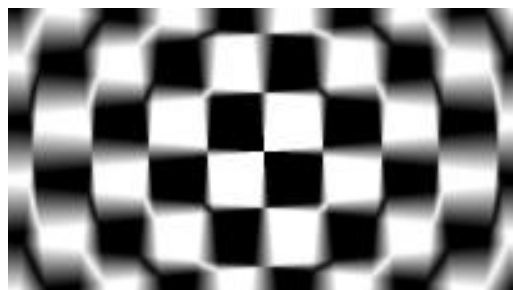
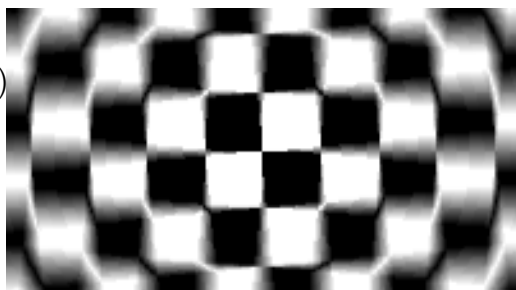
Original Image
(200x112pixel)



Anti Alias OFF

Anti Alias ON

Uniform
(Blur 11.25)



Accel-
erator
(Blur 11.25)

