

BlackStar GLARE

- make your images shine!



General Information

Copyright and Disclaimer

BlackStar Solutions does not offer any warranties arising by the behaviour of the GLARE Plugin beyond the legal minimal warranty. This applies to any part of the product independently even if one part contravenes this disclaimer. In no case the authors are responsible for any damage or misbehaviour occurring by this product.
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Licence

A single licence for this product is limited to a unique Cinema 4D licence and a single computer. The Plugin must not be transferred beyond these restrictions.

Installation

Installing BlackStar GLARE is similar to embedding any other Cinema 4D Plugin:

- Extract the Zip-File you received to your Cinema 4D "plugins"-folder
- On the first start-up of Cinema 4D you will be asked to enter your licence key for GLARE

To purchase BlackStar GLARE visit <http://www.blackstar-solutions.de>

Supported Platforms and Cinema 4D Versions

The BlackStar GLARE Plugin is currently available for the operating systems Microsoft Windows® and Mac OS X. Supported Cinema 4D Versions are 13 and above.

For detailed information about the availability of GLARE on your platform or 64-bit operating systems please contact us (further contact information see below).

Support and Contact

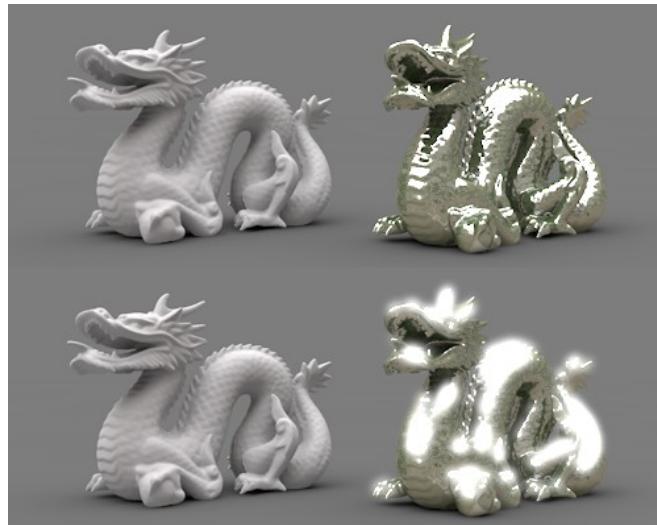
For support and information beyond this manual please contact us via email:
blackstar@blackstar-solutions.de

Important:

Concerning support requests please be sure always to add information about your operating system, your Cinema 4D version and information beyond this document and your GLARE version if available. You can find your GLARE version in the supplied text file "version_info.txt".

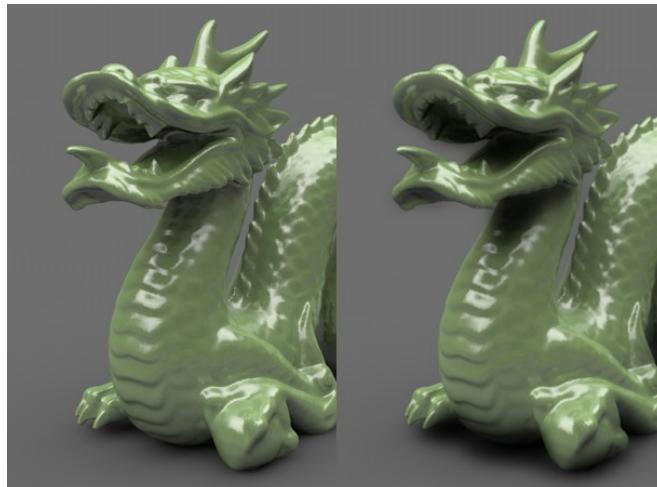
Introduction

BlackStar GLARE enhances your images with a blurred lights overlay to create a glare effect. You simply define a brightness-level and all areas that match this brightness or are brighter will be blurred. Combined with your original image a effect of high-intensity lights is created. BlackStar GLARE works in full high-dynamic range and allows you to blur exclusively HDR lights. This way only lights and bright reflections will be blurred, without any effect on simple white areas.



[Fig. 1: Only high-dynamic reflections are blurred]

Also dark areas of your image can be defined, clipped and blurred. This will increase the contrast in your image and boost the impact of your shadows. Both effects on lights and shadows can be exported as separate passes, so you can use them in your compositing work.



[Fig. 2: Image without and with blurred shadows]

Usage Instructions

To add the BlackStar GLARE effect, just open the Render Settings, press the "Effect..." button and select "BlackStar Glare". Multiple instances of the effect can be added and combined. The parameters "Blur Lights" and "Blur Shadows" enable the according effects; if both parameters are disabled also the preview will be disabled to indicate that the Plugin won't do anything.



[Fig. 3: Two combined effects: wider and more intense blur for the brighter light source]

BlackStar GLARE supports HDR image processing. To make sure your image supports HDR values, set depth of your final image to 32Bit/channel. Also check your Project Settings if "Linear Workflow" is enabled, as this also changes the dynamic of your images. Notice that the preview image is currently a 8bit image and does not yet display HDR effects.

With separate passes you can use the lights and shadows effects in your compositing pipeline. To create separate passes just enable "Multi-Pass" in the Render Settings and add the "Post Effects" multi-pass layer. You can disable the generation of specific layers in the Plugin settings.

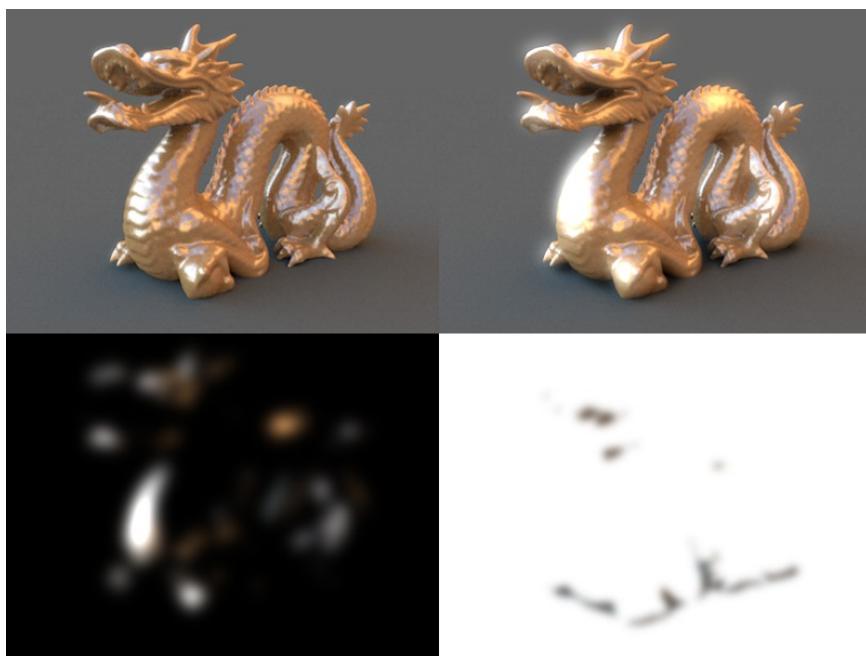
Documentation

Preview Settings

Use Preview - Disable this parameter if you do not want a preview. On slower machines this will allow you to change the parameters without waiting for the preview image to be calculated.

Display - Select which image the preview should display. You can choose between:

- *Original*: Shows the unaltered preview image. Choose this to see the difference between the original image and the enhanced image.
- *Result*: Shows the result image with applied effects.
- *Lights*: Shows the clipped and blurred lights layer.
- *Shadows*: Shows the clipped and blurred shadows layer.



[Fig. 4: The preview image presents effects and results]

Lights Settings

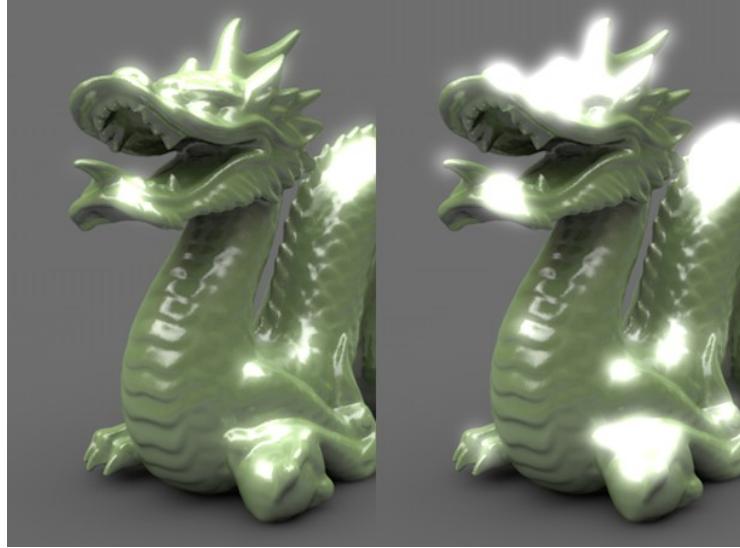
Blur Lights - Enable this to blur bright areas and combine the effect with your final image.

Clipping - Defines the clipping level. Only areas brighter than the defined value will be recognized as lights and blurred. A value of 100% equals a white pixel; bigger values clip images in high-dynamic range.

Radius - Defines the blur radius. Increasing this value will increase calculation time.

Strength - Defines the intensity of the blurred lights.

Clip and Expand - This function sets all pixels brighter than the "Clipping" value to white and will expand this areas (see below).



[Fig. 5: Left the original effect, right with expanded light]

Expand - Defines how much the clipped pixels are expanded. Increasing this value will increase calculation time.

Create Multi-Pass Layer - Disable this parameter if you do not want to create a separate post-effect multi-pass layer for blurred lights.

Shadows Settings

Blur Shadows - Enable this to blur dark areas and combine the effect with your final image.

Clipping - Defines the clipping level for dark areas. Pixel brighter than this value will be set to white.

Radius - Defines the blur radius for shadows. Increasing this value will increase calculation time.

Create Multi-Pass Layer - Disable this parameter if you do not want to create a separate post-effect multi-pass layer for blurred shadows.