Rim Visual Effect

The *Rim* Visual Effect shows a simulated rim light on the object contour.

For simulating the rim light, a masked color silhouette of the object is displaced in horizontal and/or vertical direction.

Many blending modes can be applied to the resulting mask.

Options

Rim Color

Defines the rim light color.

Mask Color

Defines a color to keep unaltered.

Blend Mode

The mask blending operation to perform. See Color Blend Modes.

Offset X, Y

Control the color mask displacement in pixels on the X and Y axis.
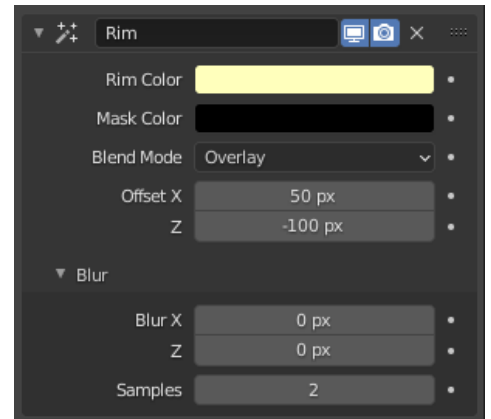
Blur

Blur X, Y

Control the blur scale in pixels on the X and Y axis.

Samples

Number of blur samples (0 disabled the blur effect).

Rim Visual Effect.

Example

Rim Effect samples (Mode: Add).

| Original image. | No blur. | Blur. | Mask color: Black. |