

[Skip to content](#)

# Glare Node

The *Glare Node* enhances bright areas of an image by adding effects such as lens flares, bloom, and fog glow. It simulates the way light interacts with lenses, creating realistic or artistic highlights and reflections.

## Inputs

### Image

Standard color input.

## Highlights

### Threshold

Defines the minimum luminance required for an area to contribute to the glare effect. Lower values include more areas, while higher values restrict glare to the brightest regions.

### Smoothness

Controls how gradually pixels transition into the glare effect. Higher values create a smoother highlight extraction.

### Maximum

Clamps the intensity of the highlights to this value. A value of zero disables suppression, allowing the full brightness range.

This can help create a more consistent looking bloom effect when there is a large variations in luminance.

## Adjust

### Strength

Adjusts the overall intensity of the glare effect. Values greater than 1 boost the luminance of the glare, while values less than 1 blends the glare with the original image.

### Saturation

Modifies the color saturation of the glare effect.

### Tint

Tints the glare effect, allowing for colored highlights.

## Glare

### Size Bloom Fog Glow

Defines the relative spread of the glare across the image. A value of 1 makes the glare cover the full image, while 0.5 restricts it to half, and so on.

### Streaks Streaks

The number of streaks radiating from highlights.

### Streaks Angle Streaks

The angle that the first streak makes with the horizontal axis.

### Iterations Ghosts Streaks Simple Star

The number of ghosts for *Ghost* glare or the quality and spread of glare for *Streaks* and *Simple Star* glare types.

### Color Modulation Ghosts Streaks

Introduces subtle color variations, simulating chromatic dispersion effects.

### Fade Streaks Simple Star

The fade-out intensity of the streaks.

### Rotate 45 Simple Star

Rotates the *Simple Star* streaks by 45° for an alternate pattern.

# Properties

## Glare Type

Defines the type of glare effect applied to the image.

### Bloom:

Simulates the soft glow around bright areas due to light scattering in eyes and camera lenses.

### Ghosts:

Creates multiple overlapping glare artifacts resembling lens reflections or a hazy glow.

### Streaks:

Produces bright streaks radiating from highlights, commonly used to simulate lens flares.

### Fog Glow:

Simulates the soft glow around bright areas due to light scattering in eyes and camera lenses. This glare is a more physically accurate version of *Bloom*, creating a softer, more realistic glow at the cost of increased computation time.

### Simple Star:

Similar to *Streaks*, but produces a simpler star-shaped glare effect.

## Quality

Controls the resolution at which the glare effect is processed. This can be helpful to save render times while only doing preview renders.

### High:

Full-resolution processing for best quality.

### Medium:

Uses a lower resolution to reduce computation time.

### Low:

Fastest processing but with lower detail.

# Outputs

## Image

The final image with the generated glare added.

## Glare

The generated glare effect isolated from the input image. Useful for further compositing or adjustments.

## Highlights

The extracted bright areas used to generate the glare effect. Can be used to fine-tune the glare or as a base for custom effects.

[Previous](#)  
[Filter Node](#)

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