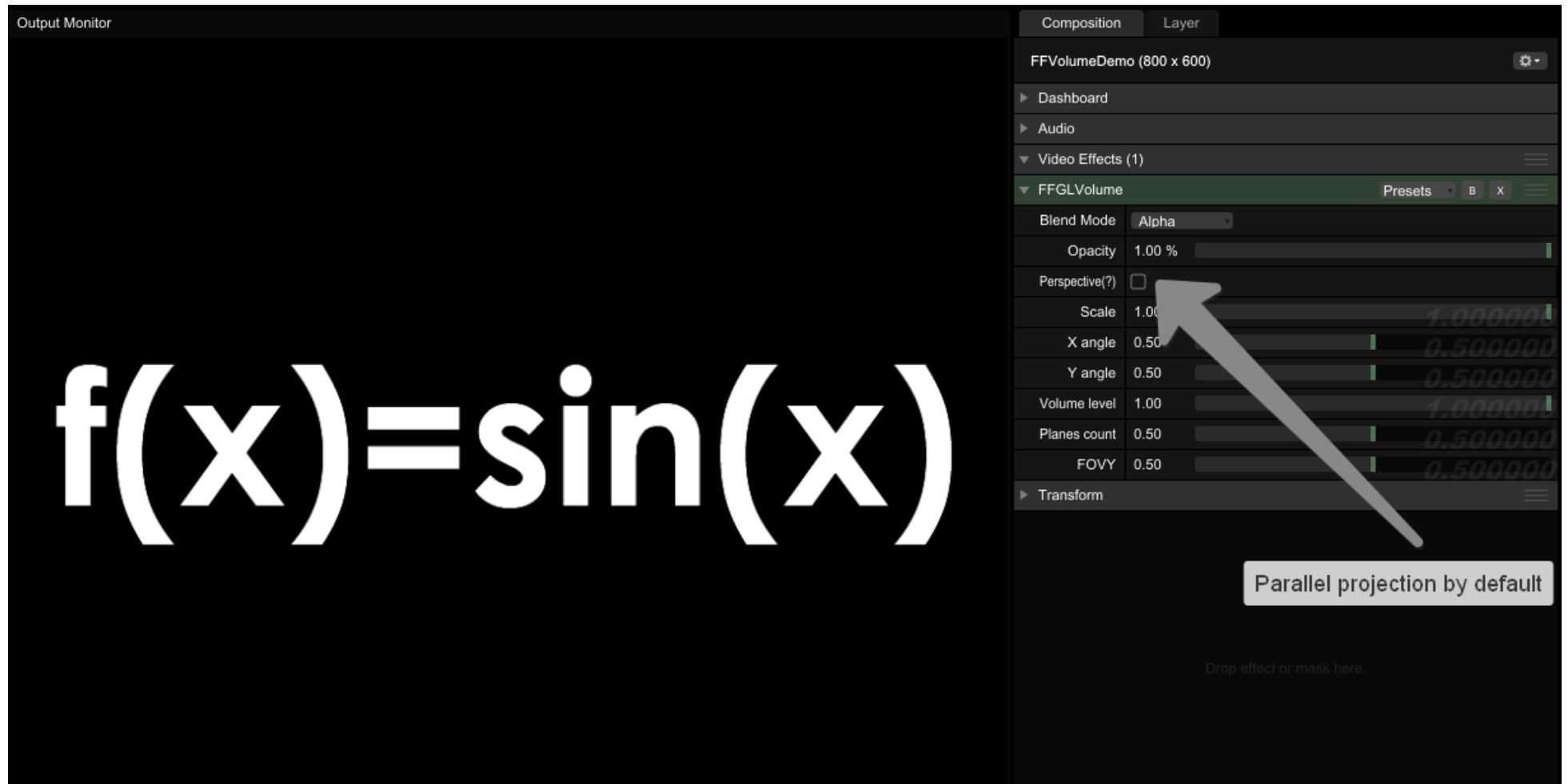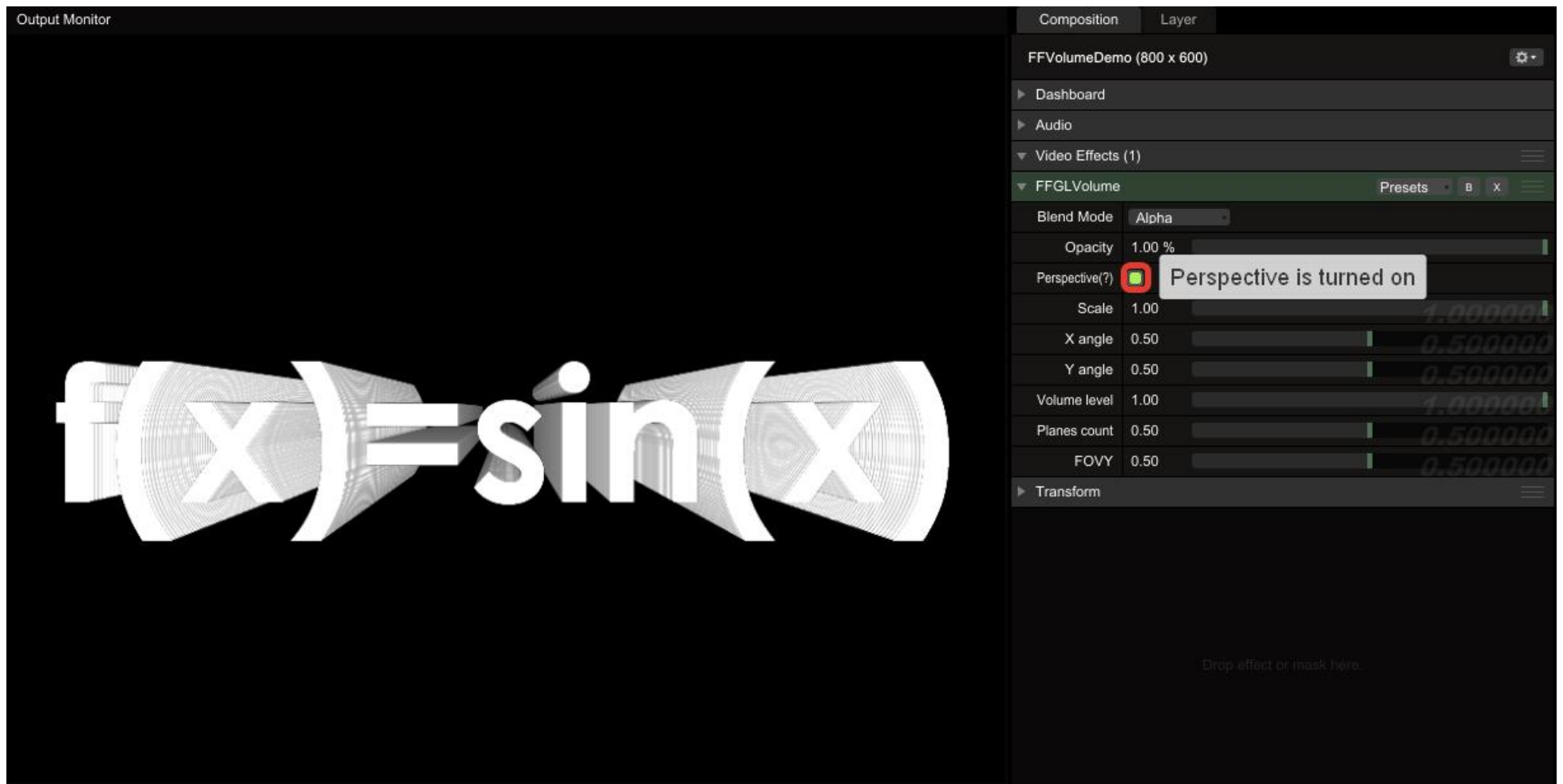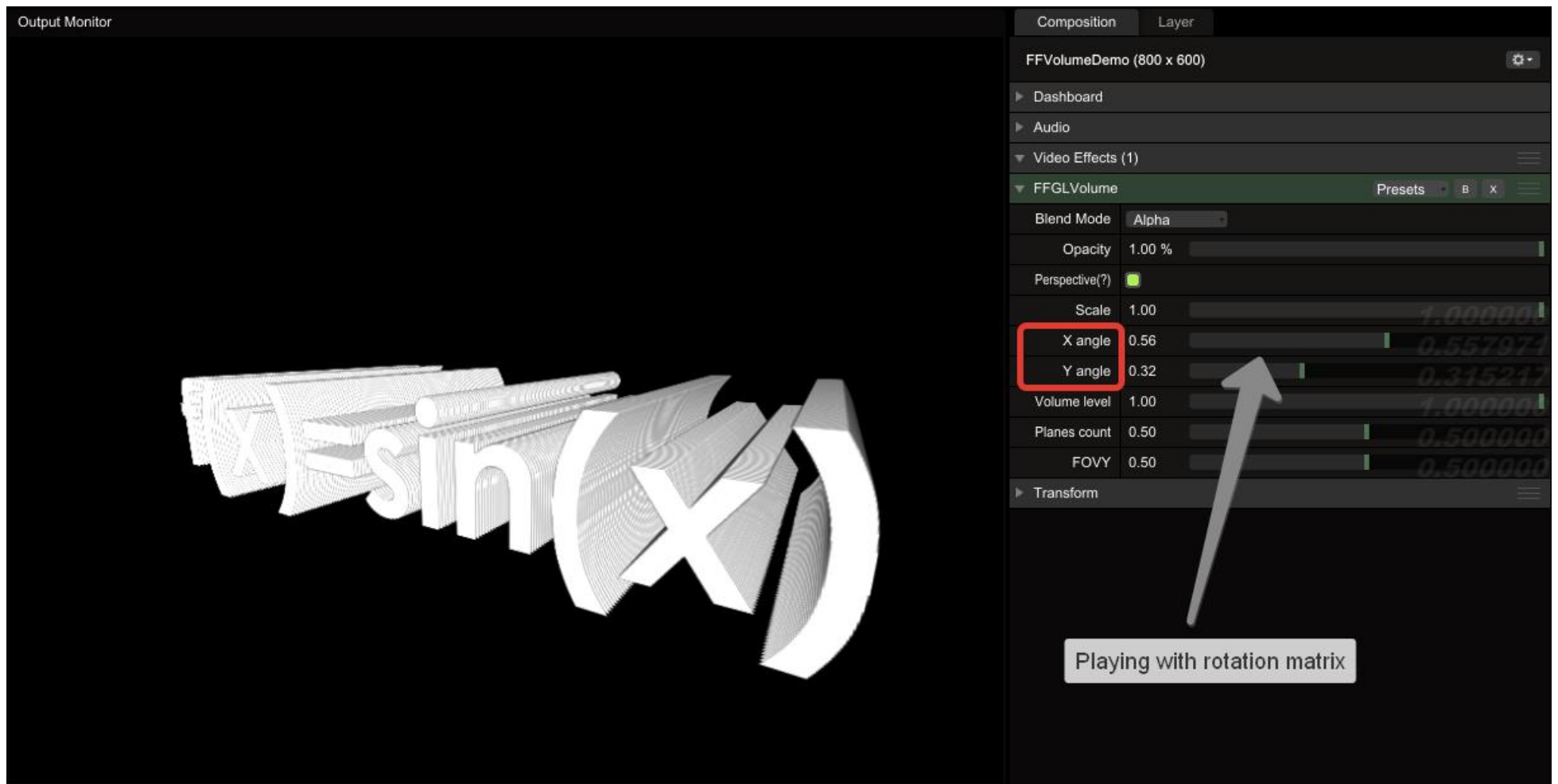# FFGLVOLUME PLUGIN USAGE

1. First, we need a contrast image. Apply the plugin to the composition (clip, layer). Nothing really changed except the fps.
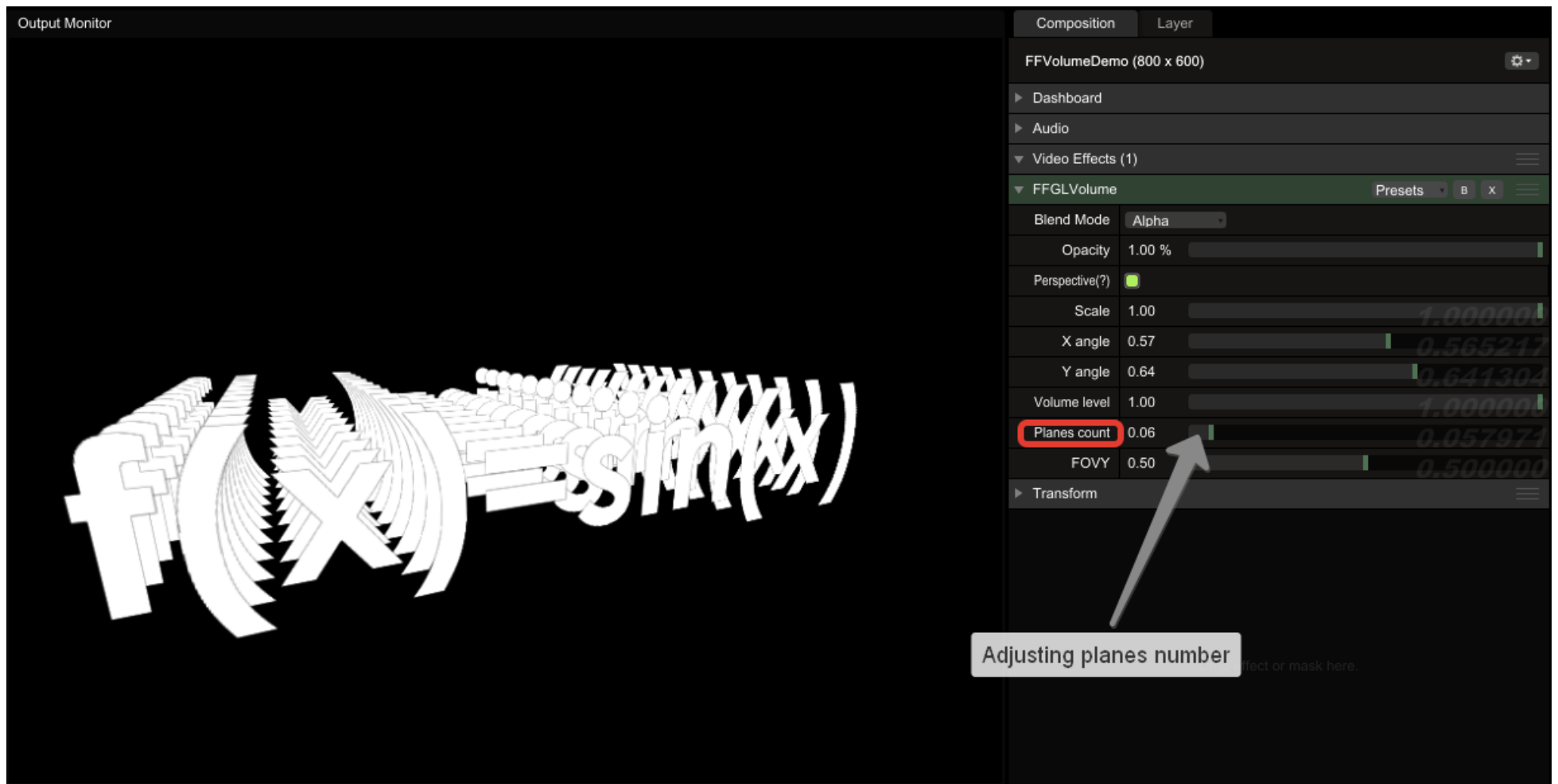
2. Change projection mode. Areas with nonzero luminance forms the volume effect:

3. You can turn this pseudo-volume along X and Y axis:

4. Going deeper – setting the number of planes that forms the volume illusion

5. Setting volume depth and FOVY (field of view in the Y-direction):

Setting volume depth

Field of view angle
(simply "distance", perspective projection only)