

# Radial Blur Ino

Generate an average value Blur in the radial direction.

It is also possible to add a twist to the direction (processing time will increase).

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 center position of the radius.

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 determined from the Center length to each Pixel.

Calculation formula, the distance of each Pixel and Pixel\_Len from Center,  
 $(\text{Pixel\_Len} - \text{Radius}) * (\text{Blur} / 100)$

is how it will be calculated.

When the minimum value is 0 it does not do anything. The maximum value is 100.

The default value is 1.

## Twist

Specify a twist amount.

This twist is specified to twist several times from the Center to the reference distance.

Reference distance is the up and down high-half of the length of the resulting image.

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

## 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

Twist=0

Anti Alias=OFF ~7sec

Anti Alias=ON ~32sec

Twist=1-180

Anti Alias=OFF ~19sec

Anti Alias=ON ~780sec

Shrink=3

Twist=0

Anti Alias=OFF ~3sec

Anti Alias=ON ~4sec

Twist=1-180

Anti Alias=OFF ~4sec

Anti Alias=ON ~34sec

## 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,

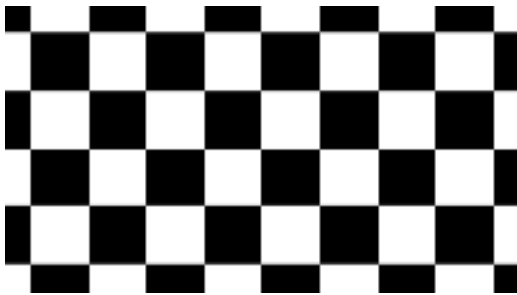
Choose from Red/Green/Blue/Alpha/Luminance/Nothing.

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

The default setting is Red.

Radial Blur    Reference Example

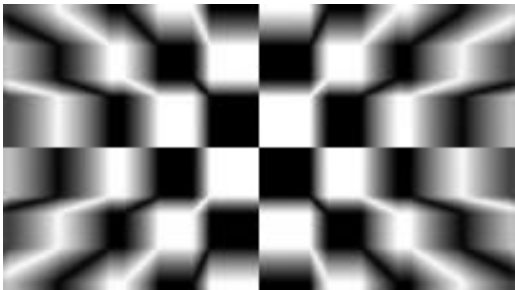
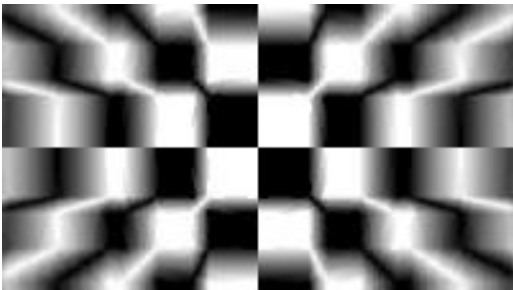
Original Image  
(200x112pixel)



Anti Alias    OFF

Anti Alias    ON

Radial  
(Blur 30)



Twist  
(Blur 20  
Twist 45)

