Blur Ino

Blurs the image.

We use a Gaussian distribution, for the blur method.
Therefore, there is no directional result in the image.

Alpha channel will be processed.

--- Inputs ---

Source

Connect the image to process.

Reference

Connect the reference image to put the strength of the effect into each Pixel.

--- Settings ---

Radius

Specifies the radius of the blur.
The unit is mm.

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 value is Red.