

Post Effects



Realization

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Typical Blotting Effect Implementation

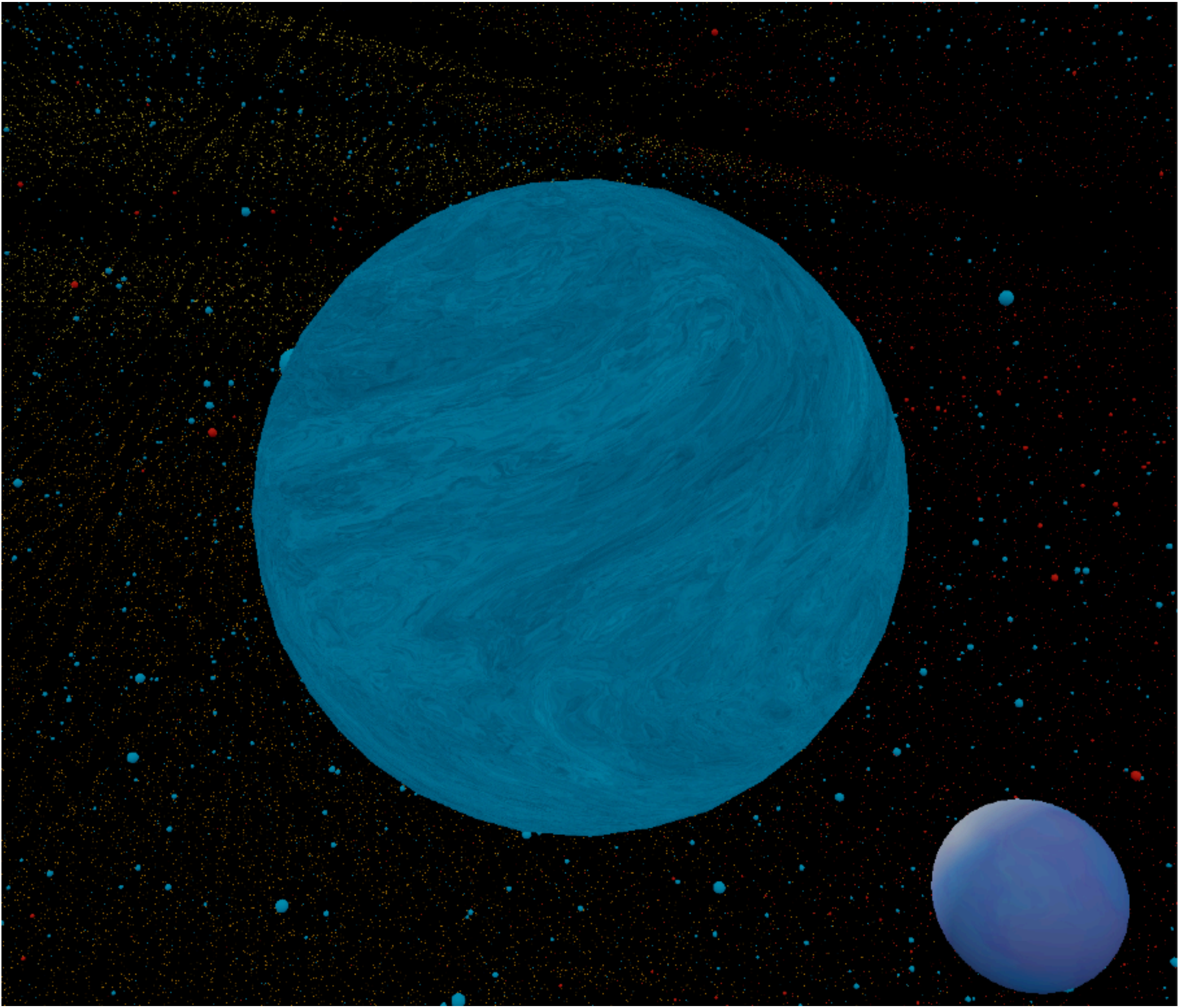
Posteffect: Render whole scene after the scene is rendered for special

• Blomming: ‘glowing’ over wonderfully bright jets

visuaffects

• Posteffect passes apply to whole scene

How to make something while something?



Without blaming