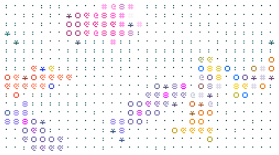
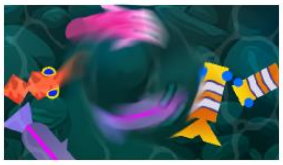
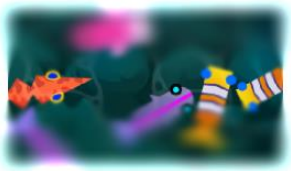
Filter Type	Preview	Parameters		animation speed	Pos-ref OK
adjustment		gamma saturation contrast brightness r g b a	1 1 1 1 1 1 1 1		
ascii		scale	8		
bevel		rotation thickness light alpha shadow alpha	0 3 0.7 0.7		
bloom		blur bloom scale threshold (0~1) brightness	8 1 0.5 1		
blur		strength	8		
bulgepinch		X Y radius strength (minus ok)	0 0 0 1		●
crosshatch		-	-		
crt		curvature line width line contrast noise noise size	1 3 0.3 0.2 1	● 0.25 (0~1)	

displacement		X-axis movement Y-axis movement scale	1 1 20		
dot		angle scale	5 1		
emboss		strength	5		
glitch		slices offset direction rgbsplit-radius rgbsplit-angle	10 100 0 0 0		
glow		inner-strength outer-strength r g b	0 4 255 255 255		
godray	 parallel	angle gain lacunarity strength (0.0~1.0)	30 0.5 2.5 1.0	● 0.01 (0~)	
godray-np	 point	X Y gain lacunarity strength (0.0~1.0)	0 0 0.5 2.5 1.0	● 0.01 (0~)	●
motionblur		X-strength Y-strength	0 0		
noise		strength	0.5	● 1 (0~1)	

oldfilm		sepia noise scratch density	0.5 0.15 0.3	● 1 (0~1)	
pixelate		pixel width pixel height	1 1		
radiablur		X Y radius angle kernel size	0 0 0 0 7		●
reflection-m	 (水面反射)	position (0~1) amplitude(upper) amplitude(lower) wavelength(upper) wavelength(lower) alpha(upper) alpha(lower)	0.5 0 20 30 100 1 1	● 0.1 (0~)	●
reflection-w	(水面透過)	same as reflection-m		●	●
rgbsplit		radius rotation-offset	0 0		
shockwave		X Y stop radius (-1=don't stop) amplitude wavelength brightness	0 0 1 30 160 1	● 0.01	●
tiltshift		start X start Y end X end Y blur strength blur gradient length	0 312 816 312 30 450		

twist		X Y radius angle	0 0 0 4		●
zoomblur		X Y inner radius strength	0 0 0 0.1		●