



Deep Glow v1.0 Manual

Installation directories:

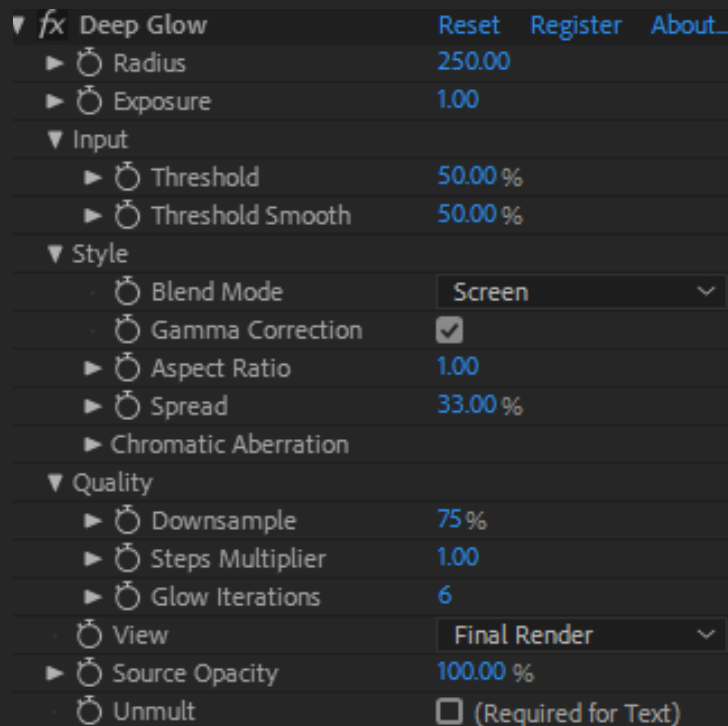
Windows:

Program Files\Adobe\Adobe After Effects <version>\Support Files\Plug-ins

Mac:

Applications/Adobe After Effects <version>/Plug-ins

If you have any technical difficulties or licensing issues please submit a ticket on aescrpts.com



Radius:

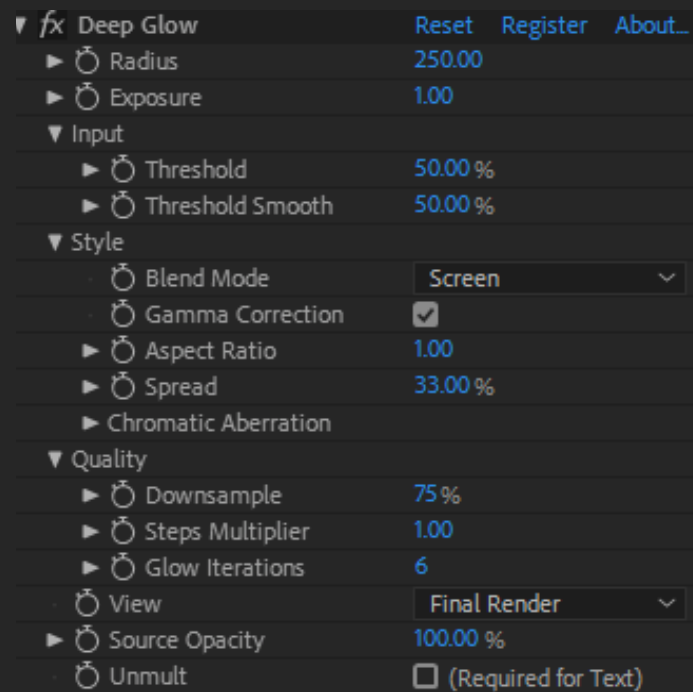
Range of the glow. From 0 - 2,000. Note that extreme radius values (1,000+) you should increase the number of iterations in the quality tab to ensure good results.

Exposure:

Multiplies the luminance of the glow's source. This happens after pixels are thresholded out, so increasing exposure will not increase the amount of pixels chosen for the glow.

Input: Threshold

Threshold for pixel luminance to contribute to the glow. 100% is a pixel that's 1.0 in 32bpc (255 at 8bpc & 32,768 at 16bpc). This can go beyond 100% to source only HDR pixels.



Input: Threshold Smooth

Determines the falloff for pixel contribution. 0% means pixels are either 'on or off' where 100% adds a smooth ramp between pixels that contribute to the glow and those that don't. Higher values reduce glow 'flicker'.

Style: Blend Mode

Screen: Clamps values at 1.0

Add: Doesn't clamp values at 1.0 (if working at 32bpc)

Screen is recommended unless you require HDR values and/or are working in a linear colorspace.

Gamma correction:

Enable gamma correction to emulate linear working space (recommended to keep enabled but only if working in gamma 2.2 of sRGB workspaces).

Aspect Ratio:

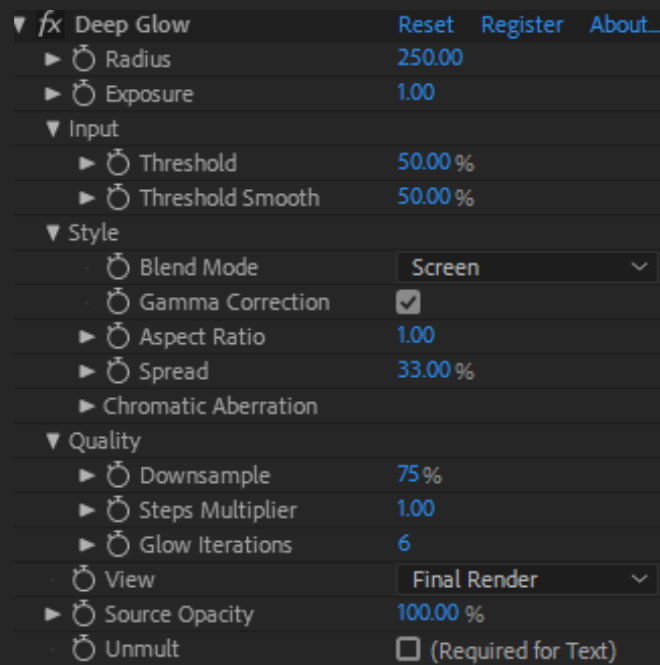
A value of 1.0 weights both axes equally. A value of 2 is horizontal only and 0 is vertical only.

Spread:

Controls the distribution of the glow. 0% weights closer to the source pixel where 100% spreads it out over the entire distance of the radius. A value of 33% (the default) is most physically correct.

Chromatic Aberration:

Separates the individual color channels of the glows source. Choose View: Glow Input to see the effect this has on the input. Note this produces a different effect to applying chromatic aberration after Deep Glow.



Quality: Downsample

The amount to downsample each iteration of the glow. Lower values produce more grainy results but render faster. A value of 75% (the default) is barely distinguishable from 100% (full quality) but renders noticeably quicker.

Quality: Steps

The number of steps used in the glow. This is a multiplier of the number of steps which the plugin automatically chooses. Lower values produce more grainy or 'digital' results but render faster.

Quality: Iterations

The number of glow iterations. It's recommended to keep at the default of 6 unless the radius is extremely high (1,000+). At max radius (2,000) it's recommended this setting should also be max (10) for best results.

View:

Choose to view the glow's input, or final render. Viewing the input is useful when modifying: *threshold*, *threshold smooth*, *exposure*, *chromatic aberration*, and *quality: downsample*.

Source Opacity:

The opacity of the input placed atop the render using the user-defined blend mode. Choose 0% to view the glow only (no input).

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