Plugin Everything

Deep Glow v1.4 Manual

www.plugineverything.com

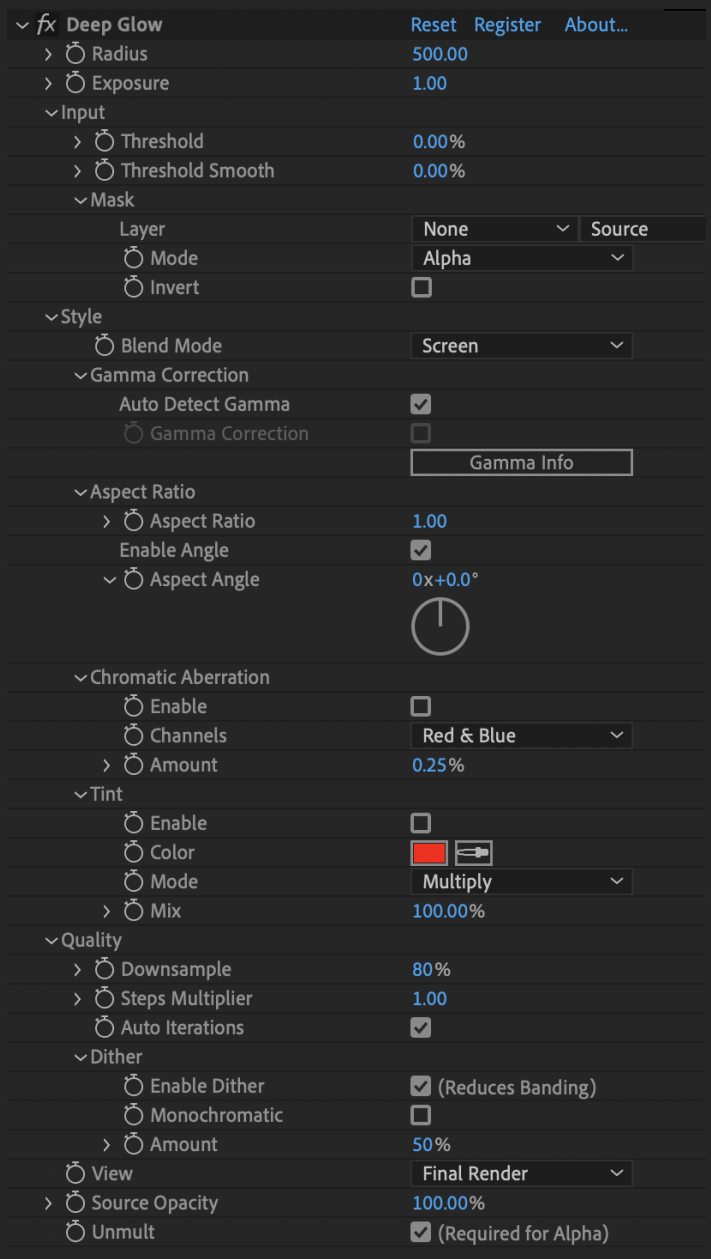
Installation directories:

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 aescripts.com

Expanded UI shown:



Radius:
Range of the glow from 0 - 2,000. Note that if **Auto Iterations** is disabled, large radius values (1,000+) require higher iterations 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'.

Input: Mask: Layer
Select a layer that will be used as a matte for the glow source. This is handy if you only want glow emitting from certain parts of the input. It's recommended that the layer you choose is a solid, and set to continuous rasterization. In newer versions of AE, you also have the option to sample effects and masks on this layer which can be very useful.

Input: Mask: Mode
Choose between alpha or luminance for the mask.

Input: Mask: Invert
Choose to invert the alpha or luminance (based on your above choice) of the mask.

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.

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

Style: Aspect Ratio: Enable Angle
Enabling this allows you to select an angle for your aspect ratio, rather than only horizontal or vertical.

Style: Aspect Ratio: Angle
The angle that your aspect ratio faces. If your aspect ratio is 1.0, this angle has no effect.

Style: Gamma correction
It's recommended to keep auto gamma correction on which will check your scene's gamma and adjust accordingly. If this is disabled, you can manually enable/disable gamma correction to emulate linear working space.

Style: 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.

Style: Tint
Adds a coloured tint to the glow. Choose one of three modes:

1. Standard: multiply the chosen colour over the glow result.
2. Overlay: much more vibrant, identical to the after effects overlay blending mode.
3. Soft light: as above but softer, less saturated.

Quality: Downsample
The amount to downsample each iteration of the glow. Lower values produce more grainy results but render faster. A value of 80% (the default) is barely distinguishable from 100% (full quality) but renders noticeably quicker. Increase from 80% if you notice temporal noise in your animations.

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

Quality: Iterations
The number of glow iterations. Recommended to keep this set to auto, unless you're dealing with very fine detail.

If **Auto Iterations** is disabled, choose higher values for larger radii and lower values for lower radii.

Quality: Dither
Large radii and desaturated images are prone to banding artifacts. Dither helps smooth out this banding by introducing variance in the image. Enable this and increase the amount to reduce banding.

Dither: Monochromatic
Enable this to use a monochrome dither. By default this is turned off which will result in a coloured dither.

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).

Unmult:
Generate an alpha channel. Otherwise the glow will be rendered on a black background.