
Fast Camera Lens Blur User Guide (v3.12.0)



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What's This?

This plug-in renders real camera lens blur, like "Camera Lens Blur" effect of Adobe After Effects, faster than "Gaussian Blur".

In addition, it can also render glow that is generally expressed by combining several layers of blur.

Since Adobe Premiere Pro, "Camera Blur" is actually implemented by Box Blur repeating 3 times from the viewpoint of speed, there is no way to get beautiful blur in Premiere.

This plug-in also supports Premiere Pro, so you can reproduce realistic blur in Premiere Pro as well.

System Requirements

OS : Windows / Mac
Software : Adobe After Effects / Premiere Pro
Version : CS6 - CC 2018
Color Space : 8/16/32 bits per channel (ARGB)

For the environment in which I actually confirmed the operation, please refer to the last Tested Operating Environment.

Installation

Windows

By placing **FastCameraLensBlurWin.aex** on

C:\Program Files\Adobe\Common\Plug-ins\ [version] \MediaCore\
you can load plugins from both After Effects and Premiere Pro.

For example, in case of CC 2018, it is

C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore

Also, although we do not recommend it, if you place it on

C:\Program Files\Adobe\Adobe After Effects [version] \Support Files\Plug-ins\
you can only use it from After Effects.

macOS

By placing **FastCameraLensBlurMac.plugin** on

/Library/Application Support/Adobe/Common/Plug-ins/ [version] /MediaCore
you can load plugins from both After Effects and Premiere Pro.

For example, in case of CC 2018, it is

/Library/Application Support/Adobe/Common/Plug-ins/7.0/MediaCore

You can open this place with Finder → Move → Go to Folder (Shift + Cmd + G) and designate the previous location.

Also, although we do not recommend it, if you place it on

/Applications/Adobe After Effects [version] /Plug-ins/
you can only use it from After Effects.

Parameter Description

Option items with ★ are enabled by default.

Radius

This is the size of blur, the unit is px.

Pixels outside the specified radius are not affected.

Gain Type / Gain

Change the method of blur. Change the amount with the next Gain parameter.

★ Exp

Recommended blur method. Gain value is around 2.5, it becomes a blur close to After Effects standard "Camera Lens Blur". When the Gain value is 0, it becomes linear and becomes a little faster.

This is compatible with the Exposure parameter of CROSSPHERE **"Bokeh"**.

If you increase the Gain value, bright pixels become conspicuous, but too high will destroy the image due to calculation errors.

▪ Gamma

This is similar to Exp blur. Since it is common to use the gamma correction function in image processing, it is prepared for compatibility.

Gain value of 2.2 results in the same effect as After Effects standard **"camera lens blur"**.

With a Gain value of 2.0, the result is the same as Lenscare **"FL Out of Focus"**. Also, a bit faster calculation method is used.

When the Gain value is 1.0, it becomes linear and becomes a little faster.(Similar to **Exp** 0.0).

Increasing the Gain value makes bright pixels conspicuous, but it is more susceptible to errors than exponential blur, and the image is easily destroyed.

▪ Glow (Shine Only)

This blur like a glow. This render only lighting. It is supposed to be used in add mode etc.

When increase the Gain value, it will emit more light. Since cannot brighten the outside of the radius, so if you want to make a white out, increase both the Gain value and the radius.

When the composition setting is 32 bits per channel (float), it may output exceeding the upper limit brightness value of 1.0.

▪ Glow

Add the result of **Glow(Shine Only)** to the original image.

When you want to glow, basically this option is recommended.

However, due to the order of calculation, darkening may occur if α channel exists.

Edge

When blur calculation is performed, pixels around the periphery are needed, so choose the method of completing it. Basically **Auto** is recommended.

★ Auto

For After Effects, it is **Expand** if it is a shape layer or opaque pixels, and **Repeat** if it does not exist.

For Premiere Pro, it works with **Repeat**.

▪ Expand

It is the same as the state with the "**Repeat Edge Pixels**" option turned **off**, such as Ae standard "**Gaussian Blur**".

It does not complement the outer circumference pixel and blurs so as to spread out. The edges of the image become transparent, and in some cases it becomes dark.

▪ Repeat

It is the same as the state with the "**Repeat Edge Pixels**" option turned **on**, such as Ae standard "**Gaussian Blur**".

Repeat and complement the edge pixels. With no transparent pixels, transparent pixels do not appear in the resulting image and the edges do not get dark.

▪ Mirror

It complements by reflecting the edge pixel. If there is an object moving at the edge boundary, the edge may become dirty if the **Repeat** option is selected. In that case it is good to use.

▪ Tile

Complement with the opposite pixel.

Use this option if the right and left edges and the top and bottom edges are similar.

▪ None

Basically it behaves similar to the **Expand** option, but it does not render outside the input image

Shape

- Hexagon

- ★ Regular Hexagon

In the main process of blur, it render with a hexagonal shape that is 1.15 times wider.

In the regular hexagon option, correction is performed by vertical scale before and after the main processing.

By this correction, although image quality degradation etc. occurs somewhat, it is not a big problem.

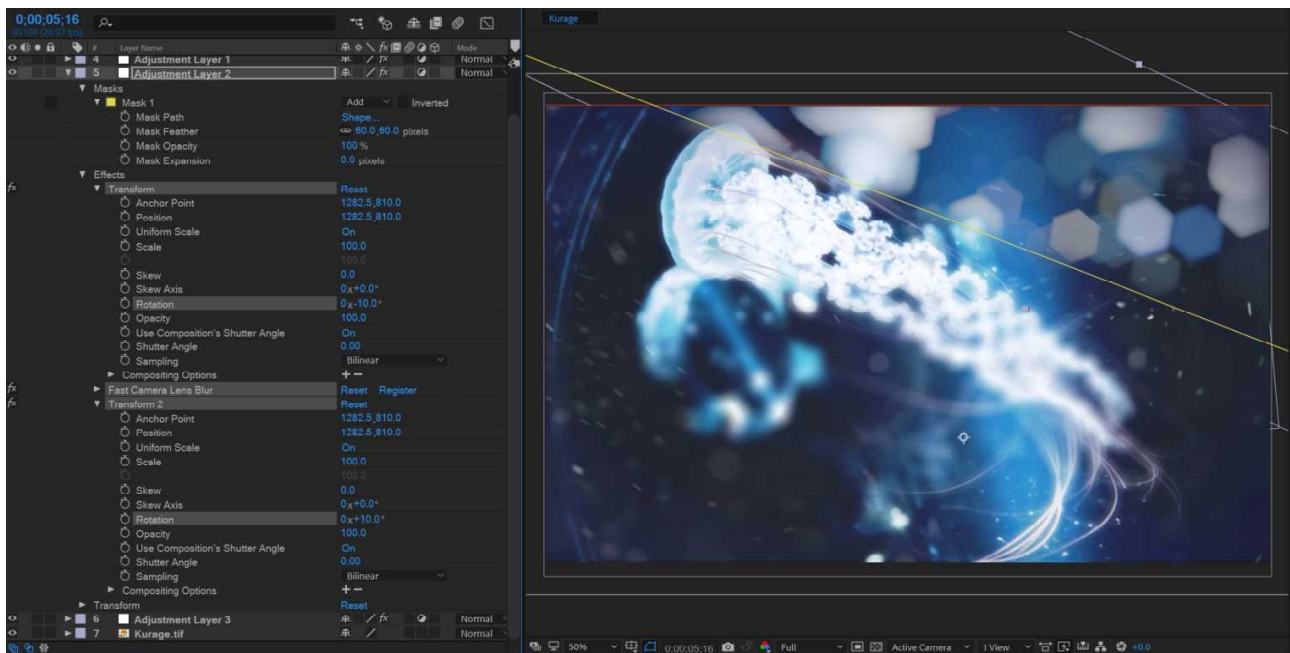
FAQ

- I want to rotate the shape like the image of the top jellyfish.

Transform effects are sandwiched between two **"transform"** effects in total, one before and the other after the **Fast Camera Lens Blur** effect.

By rotating one and reversing the other you can express the rotation shape.

Since **"transform"** effect is very fast compared to blur, it is practical enough.

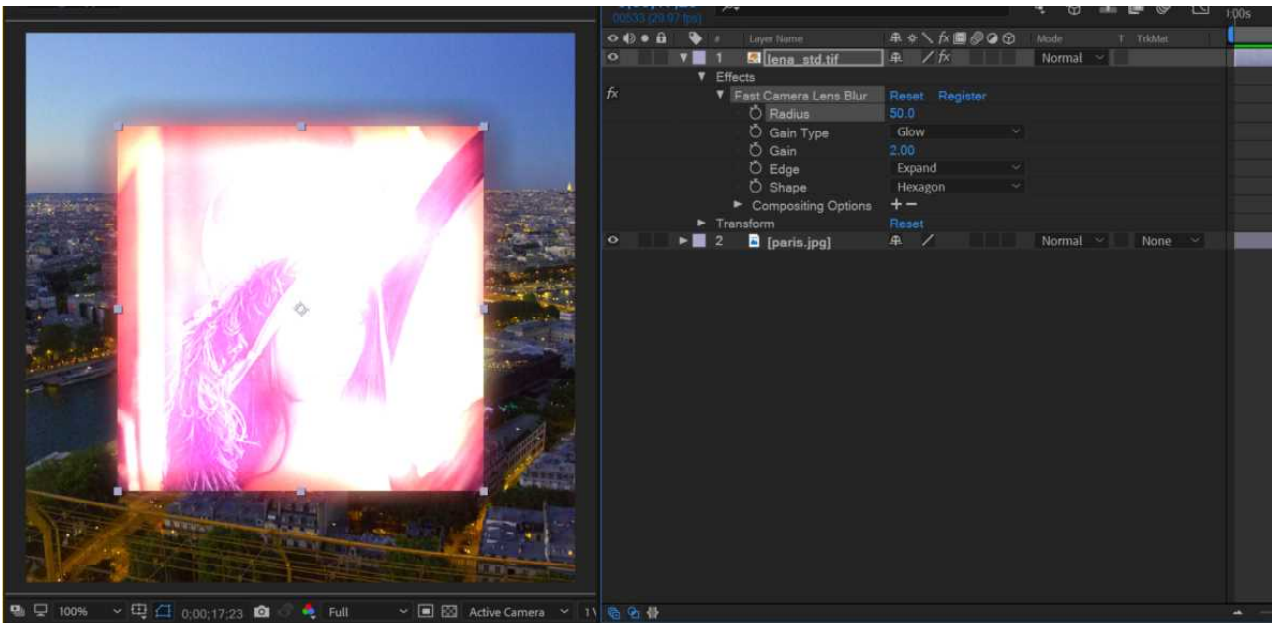


- With the Glow option, the surroundings got dark

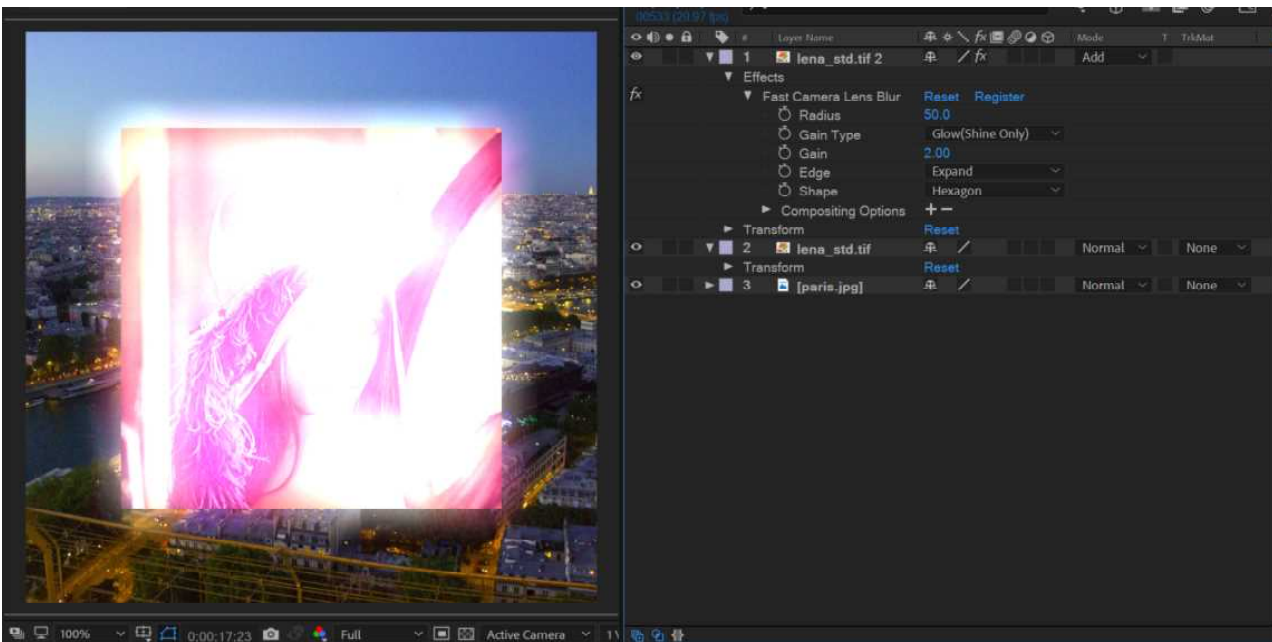
Glow is the result of adding the result of Glow (Shine Only) to the input image.

If you add the **Glow (Shine Only)** option within the pre-compose, I think that the same result will be obtained. There may be darkening if transparent pixels are present.

In order to avoid this phenomenon, it is possible to do by adding rendered with **Glow (Shine Only)** to the original image



When using only **Glow**, it may become dark like the outside of the image.



It can be avoided by adding **Glow (Shine Only)**.

• Why is it so fast ?

In a general algorithm for rendering lens blur, an algorithm such as FFT is used to deal with all types of shapes (lens irises).

This plug-in has realized high speed by limiting corresponding shapes.

• Who is the author?

ACM-ICPC, a college student and a graduate student all over the world have a big competition to compete for algorithms and programming skills.

I am the World Finalist of the ACM-ICPC 2018.

Function update schedule

- **Add corresponding shapes**

Triangle / Regular Triangle / Diamond / Regular Octagon will be added.

- **GPU support**

Rendering supported by Cuda (Windows)

Contact

Reporting bugs etc.

Mail : TumoiYoroZu @ gmail.com

Twitter : @TumoiYoroZu_FBC

If you report together the OS, CPU, Adobe version, project file where problem occurred, I can fix it smoothly.

Donate

This plug-in is developed by university student during the vacant hours between study and research.

The price of the plug-in is set to be cheap so that more people can use it, but I'm happy if you support us for future plug-in development.

Bitcoin : 3QZPMnkzsubp1SxYT7Z9rMpXRc6Z1jBj5x

PayPal.me : <https://www.paypal.me/TumoiYoroZu>

(Just changing the part-time job time to development time will make the progress very much)

Request for Corporate Use

Request for credit inscription

Please indicate to your endroll, credits etc of the work, that you used this plugin.

Example: "Effect development cooperation : TumoiYoroZu (Fast Camera Lens Blur) "

If the quality of the work is impaired by arranging the credit, it is fine not to post it. As long as you can indicate that you used the plug-in, you can change the text and contents.

Request for usage report

For grasping / promoting used works, regardless of whether credit is displayed or not, when using effects, I ask you to report the use by e-mail.

Please inform the following contents to the e-mail address of the contact.

**Corporate name / Corporate representative / Effect name / Title of the work/
Can I introduce it on my website etc.**

(In case of before the lifting of information, it is OK after the lifting of the ban)

Tested Operating Environment

Windows

Windows 10 / Intel Core i7-7820X	Adobe After Effects CC2018
	Adobe After Effects CS6
	Adobe Premiere Pro CC2018
	Adobe Premiere Pro CS6
Windows 10 / Intel Core i7-7500U	Adobe After Effects CC2018
	Adobe After Effects CS6
	Adobe Premiere Pro CC2018
	Adobe Premiere Pro CS6
Windows 10 / AMD Ryzen 7 1700	Adobe After Effects CC2018
	Adobe Premiere Pro CC2018
Windows 10 / Intel Core i7-4770K	Adobe After Effects CC2018
	Adobe After Effects CS6
	Adobe Premiere Pro CC2018
	Adobe Premiere Pro CS6
Windows 7 / Intel Core i7-980X	Adobe After Effects CC2018
	Adobe Premiere Pro CC2018

macOS

MacBook Pro (13-inch 2016) High Sierra / Intel Core i7 Adobe After Effects CC2018
Adobe Premiere Pro CC2018

MacBook Pro (13-inch 2015) High Sierra / Intel Core i5 Adobe After Effects CC2018
Adobe After Effects CC2014
Adobe Premiere Pro CC2018
Adobe Premiere Pro CS6

MacBook Pro (13-inch 2012) High Sierra / Intel Core i5 Adobe After Effects CC2018
Adobe Premiere Pro CC2018

MacBook Air (13-inch 2013) Yosemite / Intel Core i5 Adobe After Effects CC2017
Adobe After Effects CS6
Adobe Premiere Pro CC2017
Adobe Premiere Pro CS6

Version History

3.10.0 (Jul 17, 2018)

Initial release.

3.11.0 (Jul 28, 2018)

[Fix : Mac] Fixed problem that could not be activated in Premiere Pro.

[Fix : Win] Fixed problem that did not work on some environments (Sandy Bridge-E such as Intel Core i7-3930K).

3.12.0 (Sep 14, 2018)

[Fix] Fixed an incompatibility between Win version project and Mac version project due to incorrect plug-in identification key for Mac version.

For compatibility with old Mac project, Legacy version was bundled. But since the next time I do not plan to update the Legacy version, please do not use it in a new project.