

# Spin Blur Ino

Generate an average value Blur in the direction of rotation.

First, it processes the Alpha channel if specified.

Then, it processes the RGB pixels where the Alpha channel is not zero.

When Alpha channel is not processed, it will mask the changes in the

RGB image using the Alpha values. Therefore, the original image edges will remain.

--- Inputs ---

Source

Connect the image to be processed.

Reference

Connect the reference image to assign the strength of the effect into each pixel.

--- Settings ---

Center

Specify the center position from where to rotate.

Origin is the center of the image to be processed. Not the center of the camera.

The unit is millimeters.

The default value is the center of the image at "0.0 0.0".

Radius

Specify a radius from the center that will not get blurred.

The unit is millimeters.

Value could be greater than or equal to 0.

The default value is 0, which will cause blur in the whole image.

Blur

Allows to adjust the intensity of the blur.

The strength of the blur is determined by rotation angle.

At the minimum value of 0, there will be no blur. The maximum value is 100.

The default value is 1.

Type

Accelerator

It makes the Blur angle stronger as it goes to the outer circumference.

The Center is placed at half the height of the resulting image,

with the effect being weaker on the inside and stronger on the outside.

## Uniform

The blur angle is constant regardless of whether it is near or far from the center.

The default option is "Accelerator".

## Alpha Rendering

This option is valid only when there is an Alpha channel.

When inactive, it masks the changes in the RGB values using the original Alpha of the image.

When active, the effect will be able to modify the Alpha channel, extending it as necessary to reproduce the full span of the effect.

The default setting is active.

## Anti Alias

Allows to add an antialiasing process, in order to eliminate jagged edges.

The result will become smoother, but it will take more time to process.

The default setting is OFF.

<Processing time reference examples>

Width=2176 Height=1236 Center=0,0 Radius=0 Blur=3 Alpha=ON

Shrink=1

Type=Accelerator

Anti Alias=OFF ~28sec

Anti Alias=ON ~360sec

Type=Uniform

Anti Alias=OFF ~23sec

Anti Alias=ON ~280sec

Shrink=3

Type=Accelerator

Anti Alias=OFF ~5sec

Anti Alias=ON ~17sec

Type=Uniform

Anti Alias=OFF ~4sec

Anti Alias=ON ~13sec

## Reference

Choose how the Reference image values are used to set the strength of the effect into each pixel.

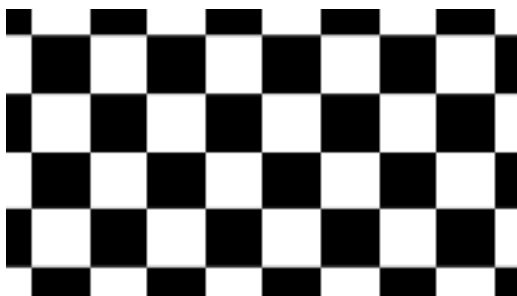
Choose from Red/Green/Blue/Alpha/Luminance.

Choose Nothing to disable the effect.

The default value is Red.

# Spin Blur Reference Example

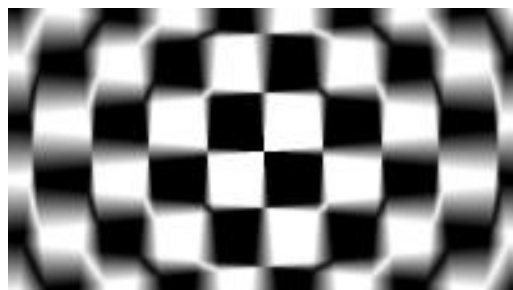
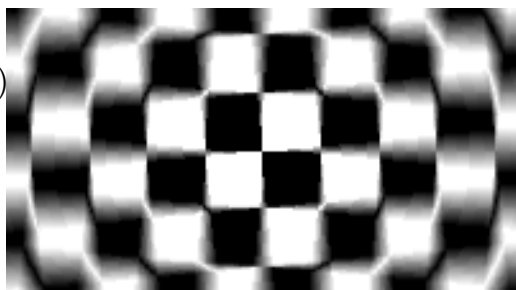
Original Image  
(200x112pixel)



Anti Alias OFF

Anti Alias ON

Uniform  
(Blur 11.25)



Accel-  
erator  
(Blur 11.25)

