Radial Blur Ino

Generate an average value Blur in a radial direction.
It is also possible to add a twist to the direction (processing time will increase).

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 radiate.
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 the distance from the Center to each pixel.
The calculation formula is: (Pixel_Len - Radius) * (Blur / 100), where Pixel_Len being
the distance of each pixel from the center.
At the minimum value of 0, there will be no blur. The maximum value is 100.
The default value is 1.

Twist

Allows to add a twist.
Define how many turns there will be from the Center to the reference distance.
The reference distance is half the height of the resulting image.
At the minimum value of 0, there will be no twist. The maximum value is 180.

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
    Twist=0
        Anti Alias=OFF 〜7sec
        Anti Alias=ON 〜32sec
    Twist=1-180
        Anti Alias=OFF 〜19sec
        Anti Alias=ON 〜780sec
Shrink=3
    Twist=0
        Anti Alias=OFF 〜3sec
        Anti Alias=ON 〜4sec
    Twist=1-180
        Anti Alias=OFF 〜4sec
        Anti Alias=ON 〜34sec

Reference

Choose how the Reference image values are used to set the strength of the effect into each pixel.
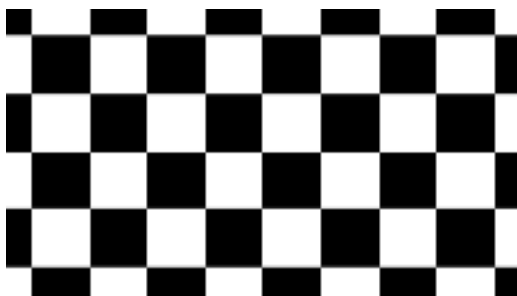Choose from Red/Green/Blue/Alpha/Luminance.
Choose Nothing to disable the effect.
The default value is Red.

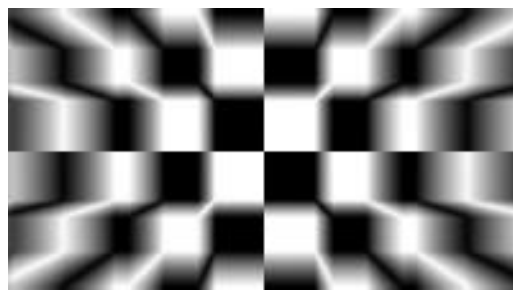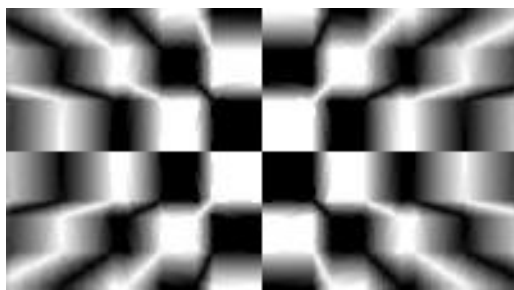# Radial Blur   Reference Example

Original Image
(200x112pixel)

Anti Alias   OFF

Anti Alias   ON

Radial
(Blur 30)

Twist
(Blur 20
 Twist 45)