Motion Wind Ino

Add the effect of wind flow lines to the picture

For animation, it uses a fine arts drawing method to represent the reference to wind.
In the wake of the bright peak portion from the RGB value of the pixel,
you can add effects, such as flowing in color.

--- Inputs ---

Source

Connect the image to process.

Reference

Connect the reference image to put the strength of the effect into each Pixel.

--- Settings ---

Direction

Specify the direction of the flow line.
The only directions are above (Up) under (Down) left (Left) right (Right).
The default setting is right (Right).
Direction, is a fixed direction as viewed from the camera. For the slope of the image
it is not possible to tilt the direction by rotation or camera Z rotation etc.
of the image using (Geometry conversion),
please take note.

Dark

When OFF it will be streamlined the bright parts of the image.
When ON it will be streamlined to the dark parts of the image.
The default setting is OFF.

Alpha Rendering

This is a valid switch only when there is an Alpha channel.
When OFF, it masks the changes in the RGB values using the Alpha value.
When ON, the process is also applied to the Alpha.
The default setting is ON.

Length Min
Length Max

Specify the length of the flow line.
The unit is millimeters.
Specify a value greater than or equal to 0. The maximum is 1000.
The following specified points, will have subtle changes in the length.
If you give a different values, the length between the values will change randomly.

With the same values, it will no longer use randomness and will be the same length.
The default values for Min (minimum value) is 0, and Max (maximum value) is 18.
--> "Motion Wind Figure 1　Length Wind" reference
--> "Motion Wind Figure 4　Force is 1 and Density is 1" reference
--> "Motion Wind Figure 7　Length Wind and Force is 10" reference

Length Bias

This changes the offset of the random pattern for the length.
Using a value between 0.1 and 1.0, will make it more short,
If you specify a value of 1.0 it will make the randomness become uniform,
Using a value between 1.0 and 10.0, increases the length to be longer.
Specify how you would like it to look.
The default value is 1.
--> "Motion Wind Figure 1　Length Wind" reference

Length Seed

This changes the random pattern for the length.
Specify an integer value greater than or equal to 0.
If you give the same value to the same image, it will reproduce the same pattern.
Change the value if you want a different pattern.
For example, in the Fix of the movie, when you want the pattern to change
streamlines, on a frame-by-frame basis, change the seed value.
The default value is set to 1.

Force Min
Force Max

Specify the start momentum of the flow.
A value between 0.1 and 1.0, will immediately decay for a weak momentum,
If you specify a value of 1.0 it will be attenuated to linear momentum,
Between 1.0 and 10.0, will make a not quite attenuated strong momentum,
specify how you would like it to look.
If you give different values, momentum between the values will change randomly.
With the same values, it will no longer be random and will use the same momentum.
The default value is 1 for both.
--> "Motion Wind Figure 2　Force Wind" reference
--> "Motion Wind Figure 5　Force is 0.1" reference
--> "Motion Wind Figure 7　Length Wind and Force is 10" reference

Force Bias

This changes the offset of the random pattern for the momentum.
Using a value between 0.1 and 1.0, will make it become more weak,
if you specify a value of 1.0 it will make the randomness become uniform,

using a value between 1.0 and 10.0, will make it become more strong.

Specify how you would like it to look.

The default value is 1.

--> "Motion Wind Figure 2 Force Wind" reference

Force Seed

This changes the random pattern for the momentum.

The options are similar to "Length Seed".

Density Min

Density Max

Specify the concentration of the streamline.

There is no streamlined effect when the value is 0,

Using values between 1.0 and 0.0, will make it become thinner,

The reference concentration is a value of 1.0,

using a value greater than 1.0, will make it become darker. The maximum is 100.

If you give different values, concentration between the values will change randomly.

With the same values, it is no longer random and will use the same concentration.

The default value is 1 for both.

--> "Motion Wind Figure 3 Density Wind" reference

--> "Motion Wind Figure 6 Density is 0.2" reference

Density Bias

This changes the offset of the random pattern for the concentration.

Using a value between 0.1 and 1.0, the concentration is increased,

if you specify a value of 1.0 it will make the randomness become uniform,

using a value of between 1.0 and 10.0, will make it become more dark.

The default value is 1.

--> "Motion Wind Figure 3 Density Wind" reference

Density Seed

This changes the random pattern of the concentration.

The options are similar to "Length Seed".

Rather than streamline, to use a uniform flow effect

"Length Min" and "Length Max"、

"Force Min" and "Force Max"、

"Density Min" and "Density Max"、

and give the same values to each for the picture rather than streamline for the flow.

To synchronize a random pattern

一 Using sheets,

length_random_seed、
force_random_seed、
density_random_seed、

Using the same values, patterns will grow the same, with the same timing, and weakening amounts.

It will break apart from the pattern when using different values.

To secure a random pattern when the camera is moving

When on the background image, using camera movement, a random pattern for each frame in accordance with the change of the picture will occur.

If you want to fix the pattern it must be multiplied by the processing in the entire background image.

Length Ref

When OFF it will not be referred to.

When ON, this refers to the image, and will give it a length.

Specifying the reference, will give the length to the Red channel of the image.

When not specified, it will give the length to the brightness of the image.

The darker the Pixel when the streamline begins, will make it become shorter.

The whole image tone is weakened, please adjust the length values specified in (Min, Max).

The default setting is OFF.

Force Ref

When OFF it will not be referred to.

When ON, the refers to the image, and will give it strength.

Specifying the reference, will give the strength to the Red channel of the image.

When not specified, it will give the strength to the brightness of the image.

The darker the Pixel when the streamline begins, will make it become weaker.

The whole image tone is weakened, please adjust the momentum values specified in (Min, Max).

The default setting is OFF.

Density Ref

When OFF it will not be referred to.

When ON, the refers to the image, and will give it light and dark shade.

Specifying the reference, will give the shade to the Red channel of the image.

When not specified, it will give the shade to the brightness of the image.

The darker the Pixel when the streamline begins, will make it become thinner.

The whole image tone is weakened, please adjust the concentration values specified in (Min, Max).

The default setting is OFF.

Reference

Choose how Reference image values put the strength of the effect into each Pixel.
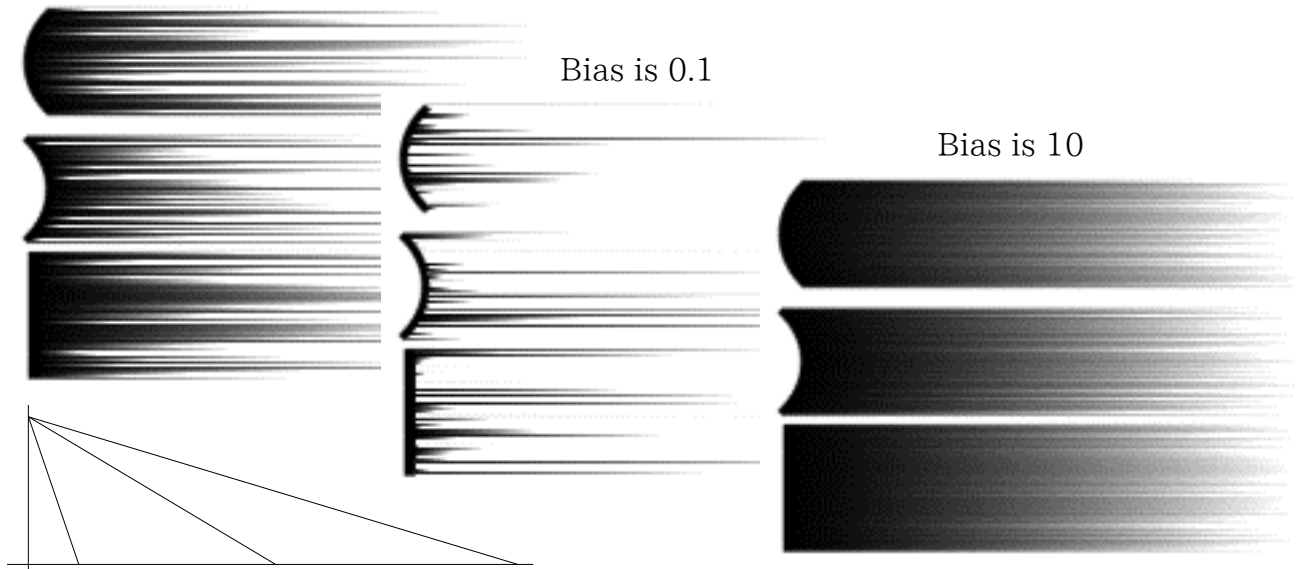An image is connected to the "Reference" of the input,
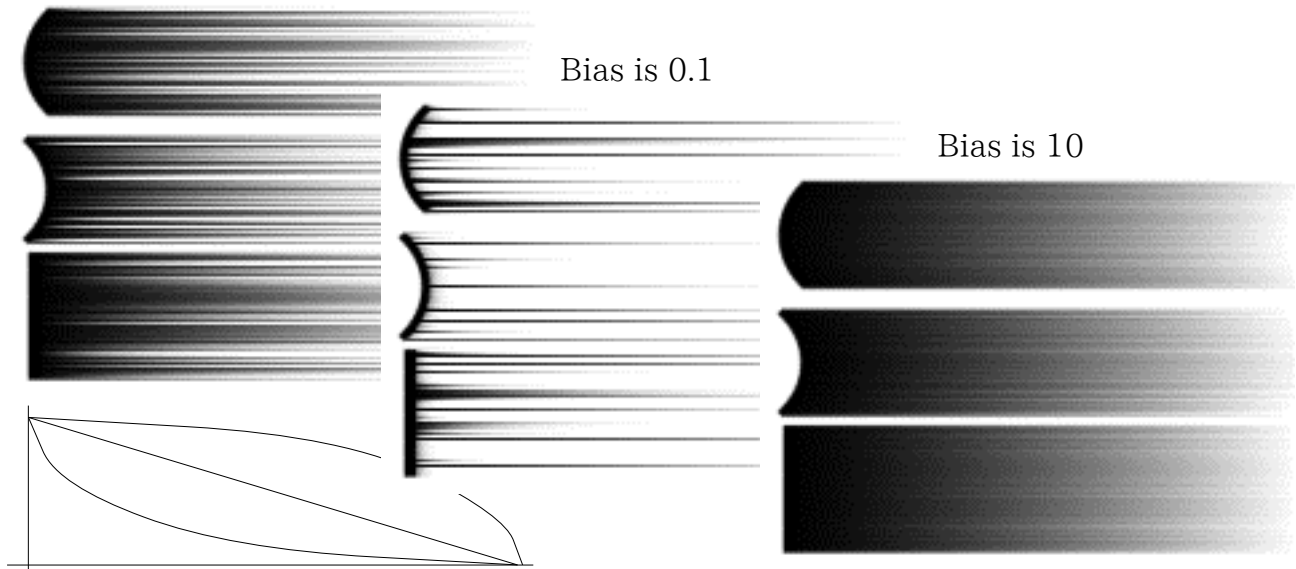Choose from Red/Green/Blue/Alpha/Luminance/Nothing.
Choose Nothing when you do not want this effect, it will turn off the connection.
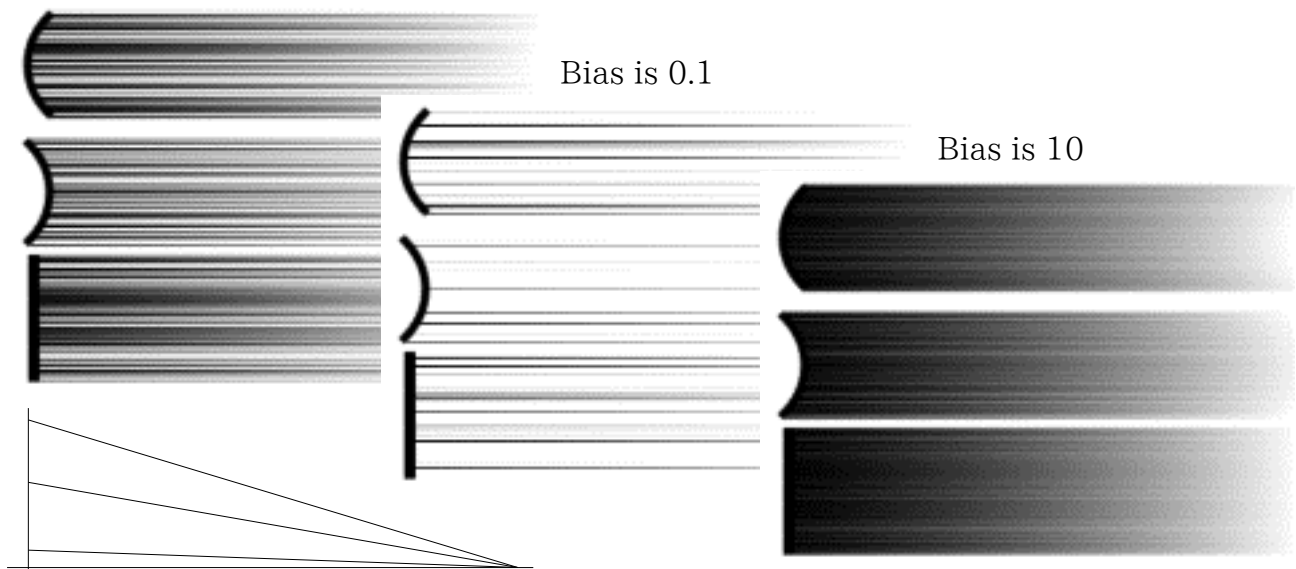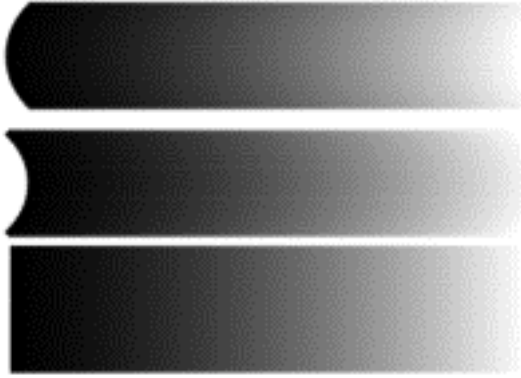The default setting is Red.

Motion Wind Figure 1   Length Wind

Bias is 0.1

Bias is 10

Motion Wind Figure 2   Force Wind

Bias is 0.1

Bias is 10

Motion Wind Figure 3   Density Wind

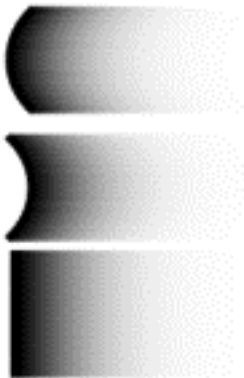Bias is 0.1

Bias is 10

Length Min equal Max Wind

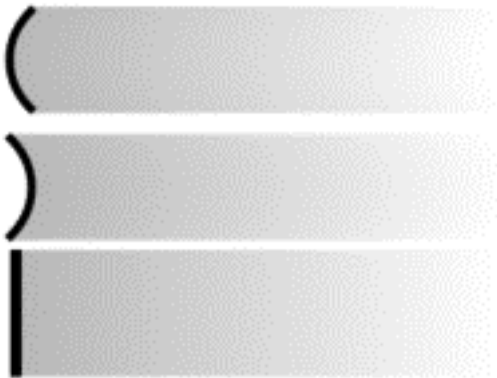Motion Wind Figure 4   Force is 1 and Density is 1

Length Min equal Max Wind

Motion Wind Figure 5   Force is 0.1

Length Min equal Max Wind

Motion Wind Figure 6   Density is 0.2

Motion Wind Figure 7   Length Wind and Force is 10