



A large, vibrant graphic featuring the words 'DEEP GLOW' in a bold, outlined font. The text is centered within a circular frame that has a rainbow gradient. The background consists of concentric, glowing circles in various colors (yellow, orange, red, purple, blue, green) that create a tunnel-like effect.

Deep Glow v1.4.3 Manual

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](https://www.aescripts.com)

Expanded UI shown:

fx Deep Glow		Reset	Register	About...
>	Radius	500.00		
>	Exposure	1.00		
▼	Input			
>	Threshold	0.00%		
>	Threshold Smooth	0.00%		
▼	Mask			
	Layer	None	▼	Source
	Mode	Alpha	▼	
	Invert	<input type="checkbox"/>		
▼	Style			
	Blend Mode	Screen	▼	
▼	Gamma Correction			
	Auto Detect Gamma	<input checked="" type="checkbox"/>		
	Gamma Correction	<input type="checkbox"/>		
		Gamma Info		
▼	Aspect Ratio			
>	Aspect Ratio	1.00		
	Enable Angle	<input checked="" type="checkbox"/>		
▼	Aspect Angle	0x+0.0°		
▼	Chromatic Aberration			
	Enable	<input type="checkbox"/>		
	Channels	Red & Blue ▼		
>	Amount	0.25%		
▼	Tint			
	Enable	<input type="checkbox"/>		
	Color			
	Mode	Multiply ▼		
>	Mix	100.00%		
▼	Quality			
>	Downsample	80%		
>	Steps Multiplier	1.00		
	Auto Iterations	<input checked="" type="checkbox"/>		
▼	Dither			
	Enable Dither	<input checked="" type="checkbox"/> (Reduces Banding)		
	Monochromatic	<input type="checkbox"/>		
>	Amount	50%		
	View	Final Render ▼		
>	Source Opacity	100.00%		
	Unmult	<input checked="" type="checkbox"/> (Required for Alpha)		

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.

