



# Deep Glow v1.1 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)

✓ fx <b>Deep Glow</b>	<a href="#">Reset</a> <a href="#">Register</a> <a href="#">About...</a>
>  Radius	250.00
>  Exposure	1.00
✓ Input	
>  Threshold	50.00%
>  Threshold Smooth	50.00%
✓ Style	
Blend Mode	Screen ▾
Smooth Blending	<input type="checkbox"/>
Gamma Correction	<input checked="" type="checkbox"/>
>  Aspect Ratio	1.00
>  Spread	33.00%
✓ Chromatic Aberration	
Enable	<input type="checkbox"/>
Channels	Red & Blue ▾
>  Amount	0.25%
✓ Tint	
Enable	<input type="checkbox"/>
Color	
Mode	Standard ▾
✓ Quality	
>  Downsample	75%
>  Steps Multiplier	1.00
>  Glow Iterations	6
✓ Dither	
Enable Dither	<input checked="" type="checkbox"/> Reduces Banding
Monochromatic	<input type="checkbox"/>
>  Amount	50%
View	Final Render ▾
>  Source Opacity	100.00%
Unmult	<input type="checkbox"/> (Required for Text)

### Radius:

Range of the glow. From 0 - 2,000. Note that extreme radius values (1,000+) you should increase the number of iterations in the quality tab 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'.

### **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: Smooth Blending**

Uses the "Real Glow" blending operation. Enable this for a softer look, identical to the Real Glow plugin previously hosted on aescritps.

### **Style: Gamma correction**

Enable gamma correction to emulate linear working space (recommended to keep enabled but only if working in gamma 2.2 of sRGB workspaces).

### **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: Spread**

Controls the distribution of the glow. 0% weights closer to the source pixel where 100% spreads it out over the entire distance of the radius. A value of 33% (the default) is most physically correct.

### **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 75% (the default) is barely distinguishable from 100% (full quality) but renders noticeably quicker.

### Quality: Steps

The number of steps used in the glow. This is a multiplier of the number of steps which the plugin automatically chooses. Lower values produce more grainy or 'digital' results but render faster.

### Quality: Iterations

The number of glow iterations.. At max radius (2,000) it's recommended this setting should also be max (10) for best results.

### 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.

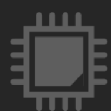
### View:

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).

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Plugin Everything