

OLM Open Tools OLM Directional Blur User Manual

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Change Logs

2017/10/06 First Version

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Figure 1, 4, 6, 7, 8, 9
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1. Introduction

OLM Directional Blur is an After Effects plug-in which can apply a special directional blur. Unlike normal directional blur, it's anisotropic (blurring both sides with different intensities) and ignores fully transparent pixels.



Fig. 1 (Left) Original image, (Right) After OLM Directional Blur

1.1. Supported Environment

Please refer to OLM Open Tools [website](#) for a complete list of supported environment.

1.2. Install

The zip archive you can download from OLM OpenTools web site contains the files listed in Table 1. To install OLM Directional Blur copy the plug-in file (OLM Directional Blur.aex) in A E plug-in directory (example : C:\Program Files\Adobe\Adobe After Effects 2022\Support Files\Plug-ins\OLM)

Folder	File Name	Explanation
Plugins\64 \[Version]	OLM Directional Blur.aex	The plug-in files.
doc	OLM Directional BlurUserManual.pdf	The user manual for OLM Directional Blur

Table 1 : Content of the zip archive

2. Using OLM Directional Blur

To apply the effect, use the menu: (Effects)→(OLM Plug-ins)→(OLM Directional Blur)

3. OLM Directional Blur parameters

OLM Directional Blur parameters are as follows:

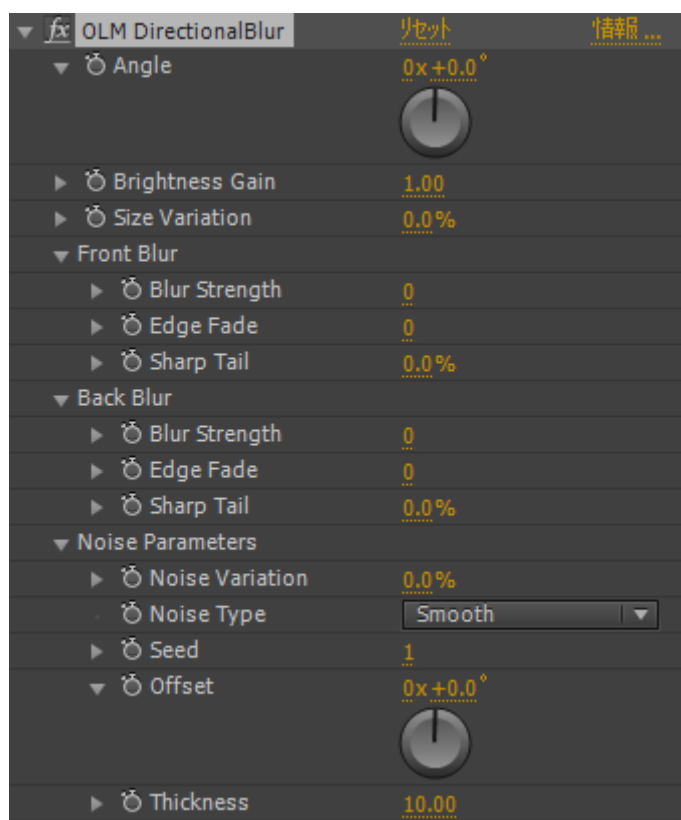


Fig. 2 OLM Directional Blur parameters

1. **Angle** – The direction of blur.
2. **Brightness Gain** – Controls the brightness of the result image.
3. **Size Variation** – Parameter to change the blur strength according to the size of each pixel group (opaque pixels). Overlapping group of pixels are considered as one group. Value go from 0 (no variation) to 100 (the smallest group will have no blur applied). This parameter will determine the size of the region Edge Fade occurs.



Fig. 3 (Left) Original image, (Middle) Size Variation=0, (Right) Size Variation=70

4. **Front (Back) Blur** – Blur parameters of front (back) direction.
 - i. **Blur Strength** - The strength of the blur. Value go from 0 to 4000 pixels.
 - ii. **Edge Fade** – Generates fade-in in the back (front) side. The fade-in region is synchronized with the size variation parameter.



Fig. 4 (Left) Original image, (Middle) Alpha Fade=0, (Right) Alpha Fade=100
 iii. **Sharp Tail** – Controls the sharpness of the tail of blur. Like “Size Variation”, a tail is calculated for each group of opaque pixels.



Fig. 5 (Left) Original image, (Middle) Sharp Tail=0, (Right) Sharp Tail=70
 5. **Noise Parameters** – The parameters to control blur strength for each pixel. By adjusting these parameters, jagged blur as shown in fig.6 can be generated.
 i. **Noise Variation** – Controls the influence of noise. Value go from 0 to100.





Fig. 6 (Left) Noise Variation=0, (Middle) Noise Variation=50, (Right) Noise Variation=100

- ii. **Noise Type** - A set of parameters to control the noise type.

Smooth – Adds smooth noise.

Block – Adds block noise.

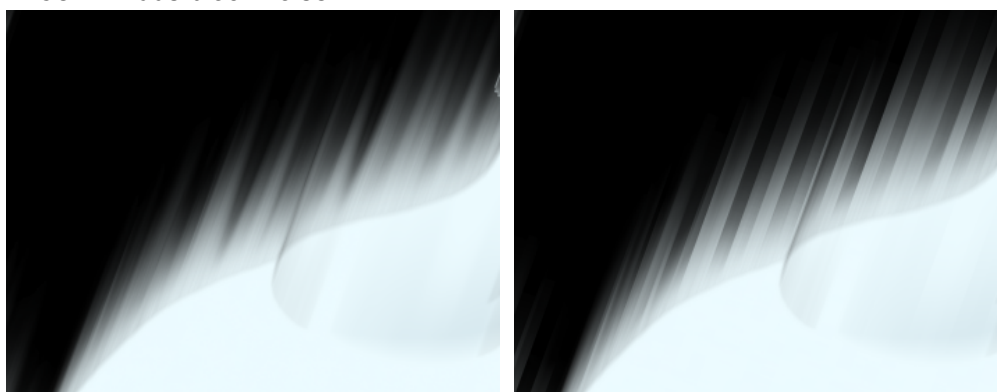


Fig. 7 Difference between “Smooth” and “Block”. (Left) Smooth, (Right) Block

Layer – Uses user defined noise. The noise is given as layer, the brighter the noise layer pixel, the bigger the blur strength. Noise layer should be same size as the layer applied “OLM Directional Blur”. Don’t forget to pre-compose a layer if you want its effects, translation/scaling... to be considered.

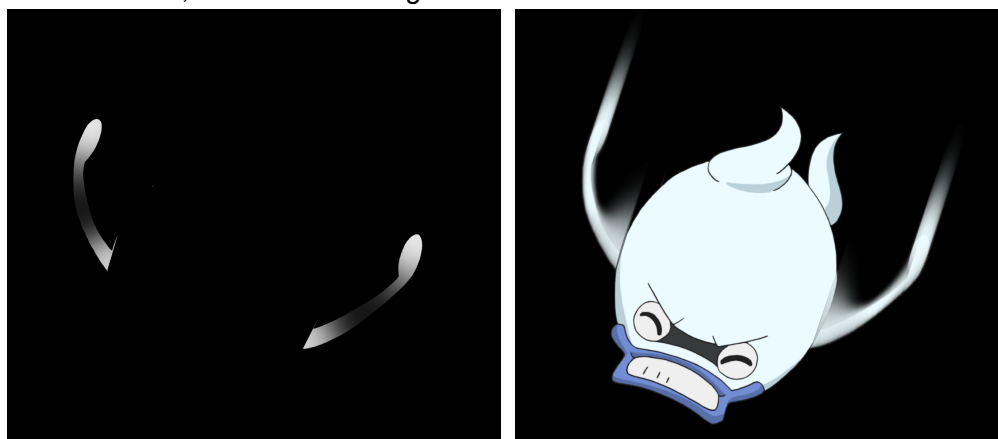


Fig. 8 Layer noise (Left) referenced layer, (Right) result

- iii. **Seed** – A random seed used for noise generation. It changes the noise pattern. It’s valid only when “Noise Type” is “Smooth” or “Block”.

- iv. **Offset** – Can be animated to change noise pattern smoothly. It's valid only when "Noise Type" is "Smooth" or "Block".
- v. **Thickness** - Controls the frequency of noise as shown in fig. 9. It's valid only when "Noise Type" is "Smooth" or "Block". Value go from 1.0 to 100.

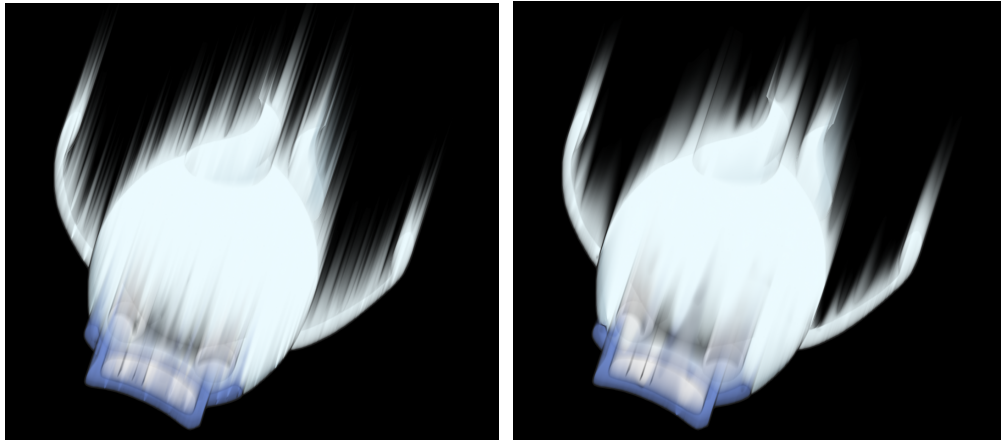


Fig. 9 (Left) Thickness=10, (Right) thickness=30

- vi. **Noise Layer** – The layer used as noise. It's valid only when "Noise Type" is "Layer".

4. Other

If you have problem using the plug-in in any environment, if you find a bug, have a feature request, or for any kind of feedback feel free to contact us at the following mail address:
opentools@olm.co.jp