



Light Menu



About Light Effects

Light effects add light to the layer, enhancing atmospherics and adding special effects. You can use light in subtle or striking ways.

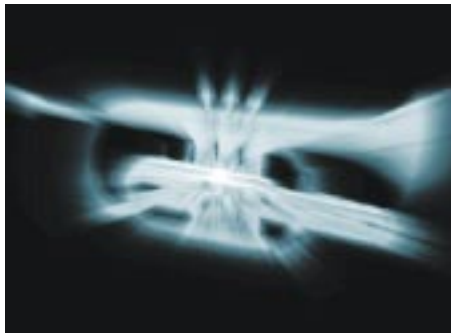
The Light menu has four Final Effects Complete plug-ins:

- FE Light Burst 2.5
- FE Light Rays
- FE Light Sweep
- FE Spotlight



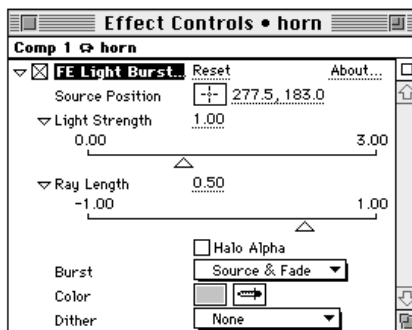
FE Light Burst 2.5

FE Light Burst 2.5 creates an effect that looks like the image is exploding with light. FE Light Burst 2.5 works best on a layer with an alpha channel.



Use FE Lightburst to create burst of light on the image.

FE Light Burst 2.5 Controls



Use the FE Light Burst 2.5 controls to set the position of the light source and the strength of the burst.

Source Position

Use this control to select the position of the light source.

Light Factor

Light Factor sets the intensity of the light source.

Ray Length

Use this feature to set the length of the light rays.

Halo Alpha

If you enable Halo Alpha, light rays are cast through the silhouette of the alpha channel. With this feature disabled, the alpha layer acts as a light gel.

Burst

Use the Burst pop-up to select the type of effect.

Fade—The rays fade out toward their end points.

Straight—The rays are constant.

Center—The rays fade toward the center. This gives the effect of "zooming in."

Replace Colors

Enable this option to give the light rays the color you select.

Color

Choose a color for the light. This color is used in the Colorize and Colorize and Fade modes, selected in the Burst pop-up.



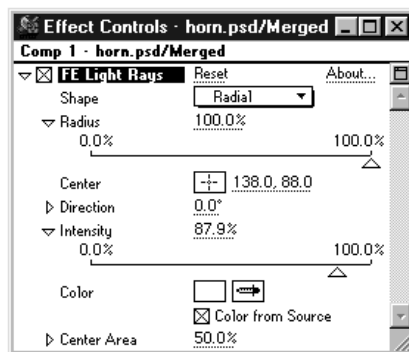
FE Light Rays

FE Light Rays creates wonderful, radiating streaks of light. The light rays are the only visible portion of the layer, so background imagery is important. A typical use of this effect is to overlay light rays on a background.



Use FE Light Rays to create rays of light streaking through an image.

FE Light Rays Controls



Use the FE Light Rays controls to set the shape, radius and intensity of the light rays.

Shape

The Shape pop-up lets you choose between light source shapes: Radial and Rectangular.



Choose a radial or rectangular light source.

Radius

Radius sets the size of the light source. This affects how far the light rays reach.

Center

The Center control lets you position the light source in the Composition.

Direction

The Direction control lets you rotate the light. This changes the image only when the Shape is Rectangular.

Tip: Center a Rectangular shaped light on some variegated imagery. Set key frames for the Direction control to rotate the light. You'll get moving/ flashing light rays.

Intensity

Intensity sets the brightness of the light. This affects how far the light rays reach.

Color

Color sets the color of the light. You may use Color from Source (image) or set the color with the color picker or Dropper tool.

Center Area

The Center Area controls the spread of rays.



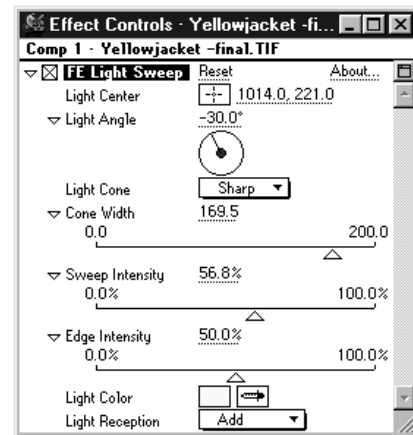
FE Light Sweep

FE Light Sweep creates a beam of light. You can animate the beam to sweep across the image, like a searchlight cutting through a hazy night.



Use FE Light Sweep to create a search light effect.

FE Light Sweep Controls



Use the FE Light Sweep controls to set the direction and intensity of the light beam.

Light Center

Light Center sets the position reference for the light beam.

Light Angle

Light Angle sets the angle of the beam. Animate this parameter to sweep the light back and forth.

Light Cone

The Light Cone pop-up lets you set how the light beam fades to its edge—Linear, Smooth or Sharp.

Cone Width

Cone Width sets the width of the beam.

Sweep Intensity

Sweep Intensity sets the strength of the light beam.

Edge Intensity

Edge Intensity controls the amount of embossing at the edges of the alpha channel.

Light Color

Choose a color for the light.

Light Reception

The Light Reception pop-up lets you set how the light beam interacts with the source image.

Composite—The light beam is overlaid on the image.

Add—The light beam is added to the source image.

Cutout—The source layer is obliterated. Only the light beam is visible.



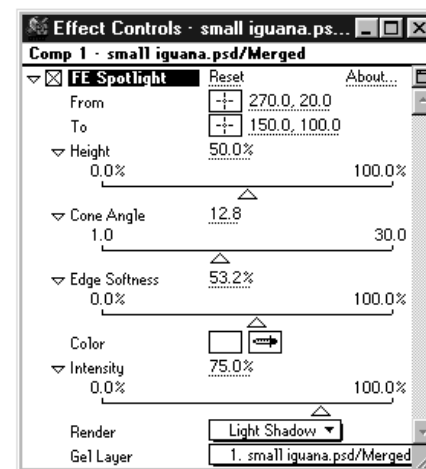
FE Spotlight

FE Spotlight creates the illusion of a spotlight shining down on your source image. This virtual spotlight has all of the parameters of a real spotlight, including size, angle and color.



Use FE Spotlight to create the illusion of a spotlight shining on your image.

FE Spotlight Controls



Use the FE Spotlight controls set the shape and color of the spotlight.

From and To

The “From and To” points set the light direction. From describes the x, y position of the light. To locates the center of the light beam on the layer surface.

Height

Height sets the distance between the virtual spotlight and the source layer.



Cone Angle

Cone Angle describes spread angle of the spotlight beam.

Edge Softness

Edge Softness controls the feathering at the spotlight's edge. Lower values result in sharper edges, while higher values result in much softer, blurred edges.

Color

Color sets a color for the light.

Intensity

Intensity sets the brightness of the spotlight.

Render

Use this pop-up to choose how you want the spotlighted source image to be rendered.

Light Only clears the source image and renders the spotlight only, which can then be used on top of another layer.

Light Add renders the spotlight on top of the source image. This is the default setting.

Light Add+ renders the spotlight on top of the source image. Uses the source image's alpha channel to determine the shape of the light, creating a "stencil" effect.

Light Shadow puts the source image in shadow so that the spotlight effect is stronger.

Gel Only clears the source image and renders just the spotlight, but uses the selected layer (see Gel Layer, below) as a gel, creating a "slide projector" effect.

Gel Add renders the selected Gel Layer projected onto the source image.

Gel Add+ renders the selected Gel Layer projected onto the source image, but uses the alpha channel of the Gel Layer to create a "stencil" of the Gel Layer image.

Gel Shadow puts the source image in shadow and projects the spotlight through the selected gel layer.

Gel Layer

Use this pop-up to select which layer you want to use as a "gel" for your spotlight. Assigning a Gel Layer lets you use your spotlight as a slide projector, projecting one image onto another. This control is

only valid if you have selected Gel or Gel Composite from the Render menu, above.