



KPT LensFlare

KPT LensFlare adds realistic glows, halos, and lens reflections to an image—simulating the reflections of a bright light on a camera lens or the lens of your eye. With KPT LensFlare, you can edit specific characteristics of the flare—color, brightness, shape, glow, halo, streaks, and reflections—to create a custom effect. Or, you can choose a flare from the Presets Library to quickly add a realistic effect to your image.

This chapter provides specific information about working with KPT LensFlare, including:

- [Setting Sliders](#)
- [Using the Color Picker](#)
- [Setting General Controls](#)
- [Creating a Glow](#)
- [Creating a Halo](#)
- [Creating Streaks](#)
- [Creating a Reflection](#)
- [Working with Image Transparency](#)
- [Using the Presets Library](#)

Refer to [KPT 6 Basics](#) for more information about using standard features of the KPT user interface.

To launch KPT LensFlare:

- 1 Open the image you want to modify in the host application.

If the image includes multiple layers, select the layer on which you want to render the lens flare.

If you want to apply the effect to a selected area, make that selection now. Otherwise, make sure that no selections are active in the host application.

- 2 Select **Filter menu> KPT6> KPT LensFlare**.

KPT LensFlare launches and occupies the entire screen.

Working with KPT LensFlare

When you launch KPT LensFlare, the image appears in the Preview window. As you adjust the flare effect, the image in the Preview window updates to display the changes.



An image in the Preview window.

The KPT LensFlare workspace includes the following five control panels for customizing the flare effect:

- General
- Glow
- Halo
- Streaks
- Reflection

Setting Sliders

Each KPT LensFlare panel includes standard KPT sliders. Sliders are the mechanism for adjusting a panel's settings. When you move a slider, the panel expands to give you additional slider controls.

Refer to [“Setting Sliders”](#) for more information about working with sliders.

Using the Color Picker

Several KPT LensFlare panels include color swatches for accessing the Color Picker.

When active, the Color Picker displays two floating bars. The top bar displays shades of gray, from black to white. The bottom bar displays a spectrum of colors and shades.



The Color Picker.

The grayscale bar is divided into two sections. The top area of the section is broken down into increments of grayscale values to make it easier to choose precise grayscale shades. The bottom of the bar is a continuous blend of grays.



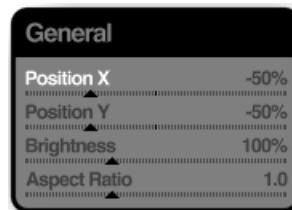
The two sections of the grayscale bar.

To choose a color or shade of gray:

- 1 Click and hold a color swatch to activate the Color Picker.
- 2 To select a color, drag your cursor over the color bar and release the mouse button over the color you want to select.
As you move over the colors, the color swatch shows both the new and the original color.
- 3 To select a shade of gray, drag your cursor over the top bar and release the mouse button over the shade of gray you want to select.

Setting General Controls

The General panel contains controls for adjusting the position, brightness, and shape of the flare.



Position X and Position Y

The Position X and Position Y sliders show the position of the flare in the image area. This position is measured on an X-Y coordinate system with an origin point (0,0) at the center of the image.



The Position X and Position Y sliders measure the position of the flare within a range of -100% to 100%. In this example, Position X is -72% and Position Y is 73%.

To reposition the flare:

- Click on the spot you want to reposition the flare to in the Preview window.
- Adjust the Position X and Position Y sliders until the flare is in the desired position.

Brightness

The Brightness slider sets the overall intensity of the flare on a scale from 0% to 300%.

At 0% Brightness



At 300% Brightness



At 0%, no lens flare appears; at 300%, the flare encompasses the entire image area.

Aspect Ratio

The Aspect Ratio slider sets the shape of the flare, allowing you to create squashed or stretched lens flare effects. The position of the slider indicates the ratio of the flare's width to height within a range of .5% ($1/2$) to 2% ($2/1$).

At .5% Aspect Ratio



At 2% Aspect Ratio



At .5%, the flare's width is one half its height. At 2%, the flare's width is twice its height.

Creating a Glow

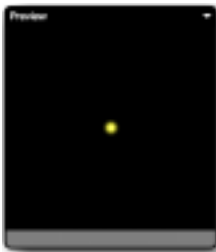
The Glow panel contains controls for adjusting the color, intensity, and scale of the flare's glow.



The Glow panel.

A flare's glow—or aura—is made up of four regions. You can adjust the color of each region using the Color, Glow, Inner, and Outer options in the Glow panel.

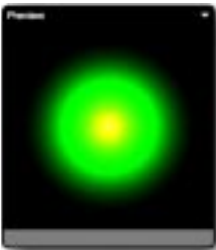
Color



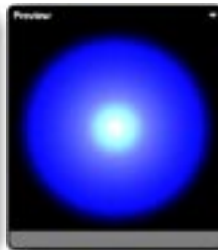
Color and Glow



Color, Glow, and Inner



Color, Glow, Inner, and Outer



The regions of a glow.

- **Color** controls the color of the central light source.
- **Glow** controls the color of the area immediately surrounding the light source.
- **Inner** and **Outer** control the colors of the inner and outer glow gradation.

To enable or disable a glow option:

- Click on the option name.
A check indicates that the option is enabled; the absence of a check indicates that the option is disabled.

To set the color of a glow option:

- 1 Click and hold the color swatch for the glow option to activate the Color Picker.
- 2 Drag your cursor over the color or grayscale bar and release the mouse button over the color or shade you want to select.

Refer to [“Using the Color Picker”](#) for more information about using the Color Picker.

To set the intensity of the glow:

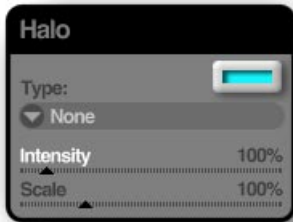
- Adjust the Intensity slider to the desired level within a range of 0% to 1000%.
Setting the intensity to 0% is equivalent to disabling the option.

To set the scale of the glow:

- Adjust the Scale slider to the desired level within a range of 0% to 400%.

Creating a Halo

The Halo panel contains controls for adjusting the type, color, intensity, and scale of the flare's halo.



The Halo panel.

A halo is the thin ring that you see when you look directly at a light source. KPT LensFlare offers two types of halos: Filled and Lenticular.

Filled



Lenticular



A Filled halo is a solid color ring. A Lenticular halo is a ring with the full spectrum of the rainbow that gradually fades in intensity.

To set a halo type:

- 1 Click on the Type bar to display the Halo Types menu.
- 2 Select an option from the menu.
A check indicates which type is enabled.

To set the color of the halo:

- 1 Click and hold the color swatch to activate the Color Picker.
- 2 Drag your cursor over the color or grayscale bar and release the mouse button over the color or shade you want to select.

Refer to [“Using the Color Picker”](#) for more information about using the Color Picker.

To set the intensity of the halo:

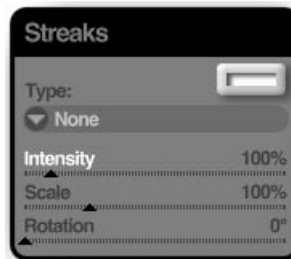
- Adjust the Intensity slider to the desired level.

To set the scale of the halo:

- Adjust the Scale slider to the desired level.

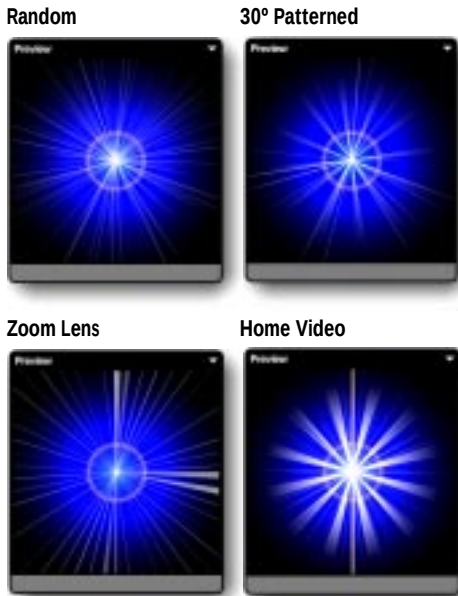
Creating Streaks

The Streaks panel contains controls for adjusting the type, color, intensity, scale, and rotation of the flare's streaks.



The Streaks panel.

Streaks are another common effect that you see when you look directly at a light source. KPT LensFlare provides a variety of streak types to simulate the real-world effects of different light sources and lenses—such as flashlights, searchlights, home video camera lenses, or zoom lenses.



Some of the streak types available in KPT LensFlare.

To set a streak type:

- 1 Click on the Type bar to display the Streak Types menu.
- 2 Select an option from the menu.
A check indicates which type is enabled.

To set the color of the streaks:

- 1 Click and hold the color swatch to activate the Color Picker.

- 2 Drag your cursor over the color or grayscale bar and release the mouse button over the color or shade you want to select.

Refer to [“Using the Color Picker”](#) for more information about using the Color Picker.

To set the intensity of the streaks:

- Adjust the Intensity slider to the desired level.

To set the scale of the streaks:

- Adjust the Scale slider to the desired level.

To set the rotation of the streaks:

- Adjust the Rotation slider to the desired degree.

Working with Custom and Hyperflare Streaks

The Custom and Hyperflare streak types provide additional sliders that allow you to control specific aspects of the streaks.

When you select the Custom streak type, the following sliders become active:

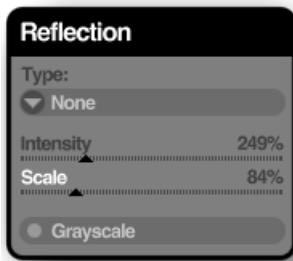
- **Spike Delta** controls the distance between each spike—in effect, setting the number of spikes.
- **Spike Width** controls the radius of the spikes. Setting a higher width creates a greater cone of light.

When you select the Hyperflare streak type, the following sliders become active:

- **Total Spikes** sets the number of spikes—from 1 to 10.
- **Spike Width** controls the radius of the spikes. Setting a higher width creates a greater cone of light.

Creating a Reflection

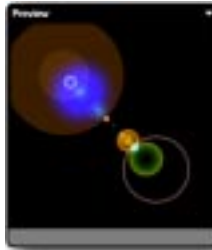
The Reflection panel contains controls for adjusting the type, intensity, and scale of the flare's reflection.



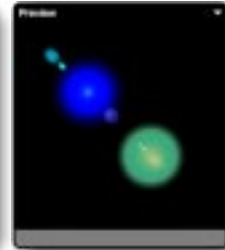
The Reflection panel.

Reflections are the set of circles that emanate from a light source on a line toward the camera lens. As with streaks, KPT LensFlare provides a variety of reflection types to simulate different light sources and lenses.

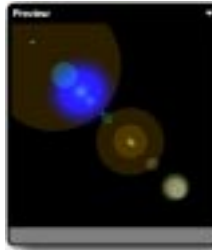
Standard Lens



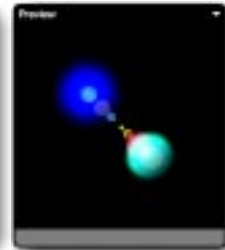
Wide Angle Lens



Zoom Lens



Home Video



Some of the reflection types available in KPT LensFlare.

To set a reflection type:

- 1 Click on the Type bar to display the Reflection Types menu.
- 2 Select an option from the menu.
A check indicates which type is enabled.

To set the intensity of the reflection:

- Adjust the Intensity slider to the desired level.

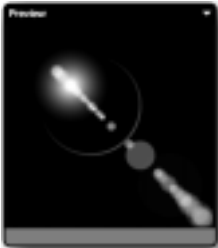
To set the scale of the reflection:

- Adjust the Scale slider to the desired level.

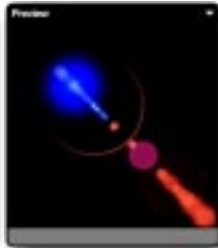
To enable or disable color in the reflection:

- Click the Grayscale option.

Grayscale enabled



Grayscale disabled



When the Grayscale option is checked, the reflection shows no color. When the Grayscale option is unchecked, the reflection displays colors from the light source.

Working with Image Transparency

The Render Flare in Transparency option in the Preview Options menu determines what happens when a flare intersects a transparent, or semi-transparent, area of the image. This option is very useful for creating a flare on a new layer or on semi-transparent layers.

Transparency enabled



Transparency disabled



When the Render Flare in Transparency option is checked, you can render the flare anywhere in the image or layer. When the Render Flare in Transparency option is unchecked, the flare is restricted to non-transparent areas of the image or layer.

To enable or disable the Render Flare in Transparency option:

- 1 Click the triangle at the top right corner of the Preview window.
- 2 Select Render Flare in Transparency from the Preview Options menu.

Using the Presets Library

KPT LensFlare includes a library of preset flares. You can also add flares of your own creation to the library for future use.



Use the Presets Library to quickly add a realistic flare effect to your image.

Refer to [“Working with the Presets Library”](#) for details about using the Presets Library.