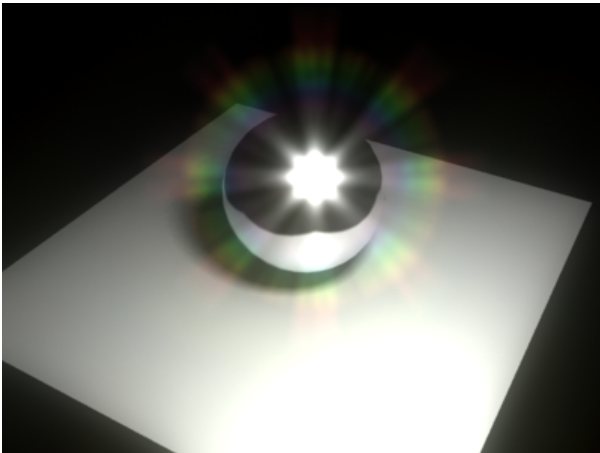


Lens Effects Filter Generator

This page provides information on the standalone Lens Effects Filter Generator that is included with V-Ray for Unreal.

Overview

The Filter generator is a simple tool for composing filters (HDR images in *.hdr format). It is specially designed to produce filters for the [Lens Effects](#) render effect.



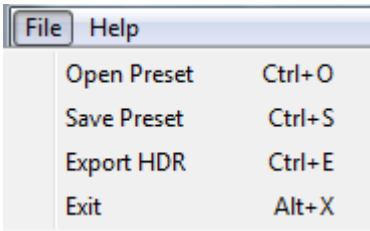
Installation

The Lens Effects Filter Generator tool is installed along with V-Ray for Unreal. Start the **filter_generator** executable in *C:\Program Files\Chaos Group\V-Ray\Unreal\tools*

File Options

The file menu shows options

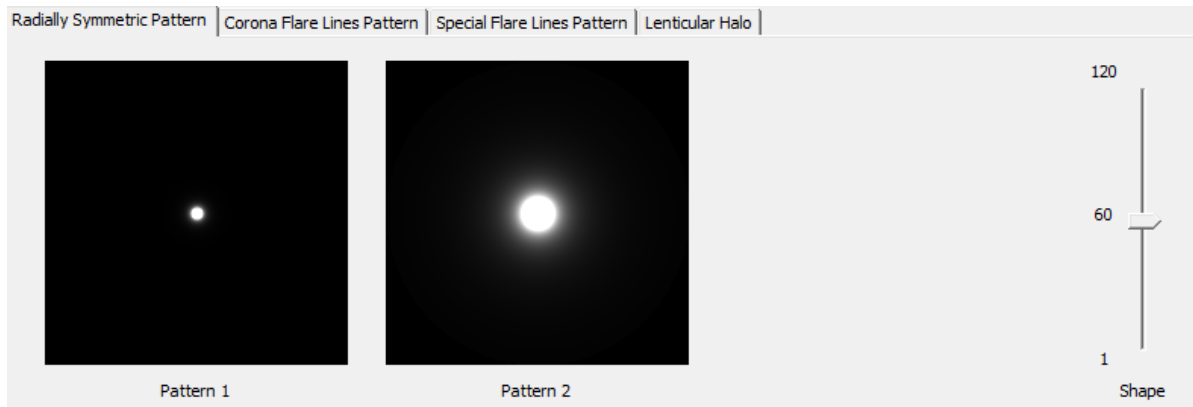
for saving and loading presets and exporting the final filter kernel.



Radial Symmetric Pattern Parameters

The Radial Symmetric Pattern parameters control the scale of the overall Lens Filter.

Shape – Adjusts the size of the pattern.



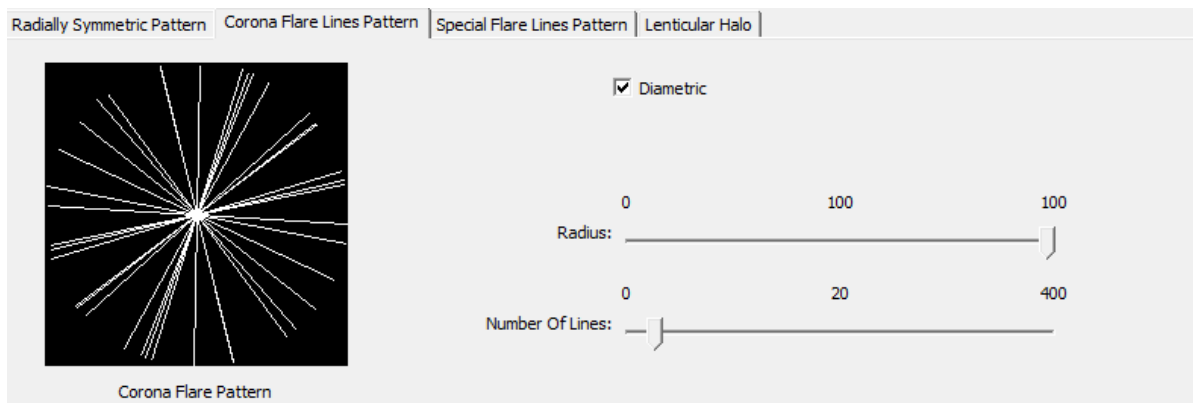
Corona Flare Lines Pattern Parameters

The Corona Flare Pattern parameters control the amount of rays emanating from the source of light.

Diametric – When enabled, mirrors the pattern across the center.

Radius – Controls the size of the pattern radius.

Number of Lines – Controls the number of lines in the pattern.



Special Flare Lines Pattern Parameters

The Special Flare Pattern parameters control the pattern of the Special Flares Lines.

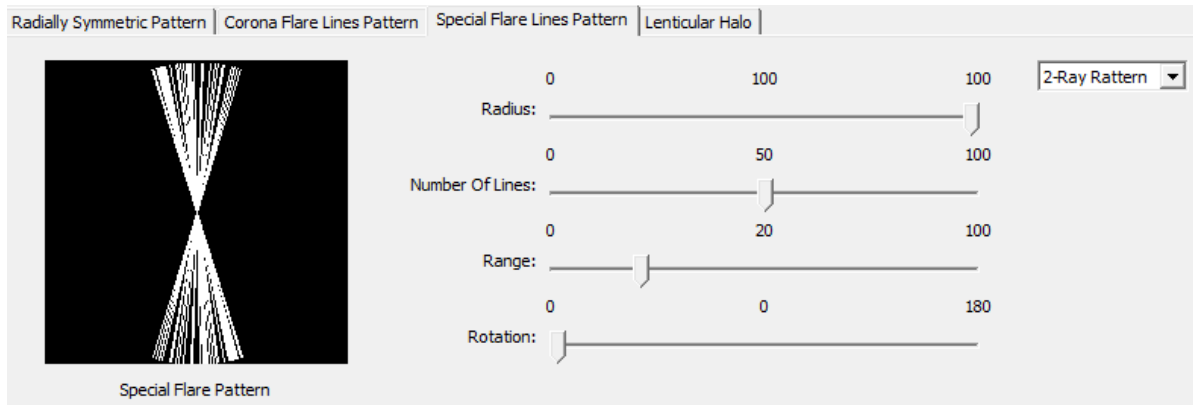
Ray Pattern Dropdown – Determines the number of Ray groups.

Radius – Scale of the Special Flares Lines Lens Kernal in Percent.

Number of Lines – Determines the amount of lines used in each ray pattern.

Range – Controls the spread of the Ray Pattern.

Rotation – Rotates the entire Special Flare Lines Pattern in degrees.

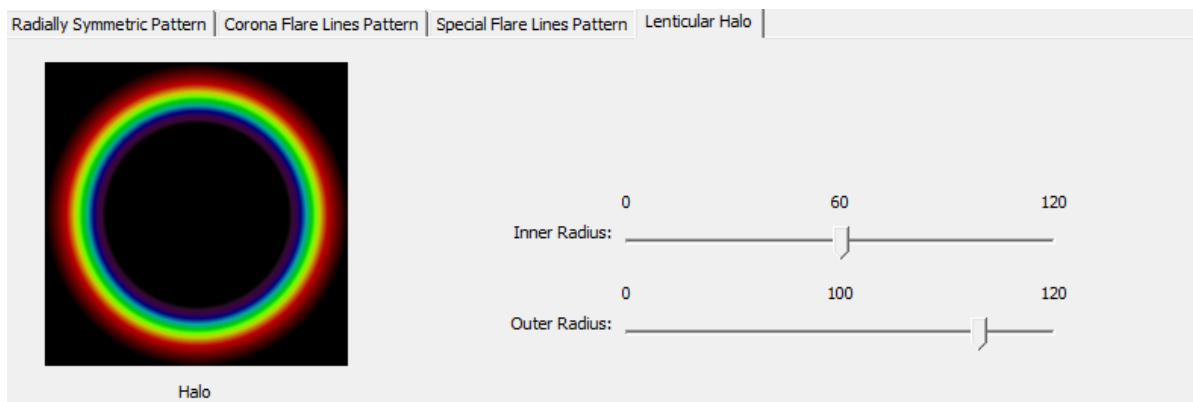


Lenticular Halo Parameters

The Lenticular Halo parameters control the bounds of the halo.

Inner Radius – Sets the inner bounds of the Lenticular Halo

Outer Radius – Sets the Outer bounds of the Lenticular Halo.



Mix Parameters

The Mix parameters control how the Lens Parameters mix together into the final Filter Kernal.

Pattern 1 – Sets the percentage Radial Symmetric Pattern 1 is mixed with the final Filter Kernal.

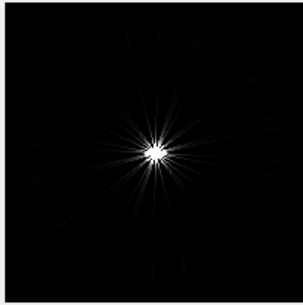
Pattern 2 – Sets the percentage Radial Symmetric Pattern 2 is mixed with the final Filter Kernal

Halo – Sets the percentage the Lenticular Halo has on the final Filter Kernal.

Aspect – Determines the Aspect Ratio of the final Filter Kernal.

Apply Corona Flare Pattern – Enables filtering of the Kernal with the Corona Flare Pattern.

Apply Special Flare Pattern – Enables filtering of the Kernal with the Special Flare Pattern.



Mixed

0 60 100
Pattern 1:

0 30 100
Pattern 2:

0 30 100
Halo:

☒ Apply Corona Flare Pattern

☐ Apply Special Flare Pattern

100

50

0

Aspect