

Light Wrap Techniques

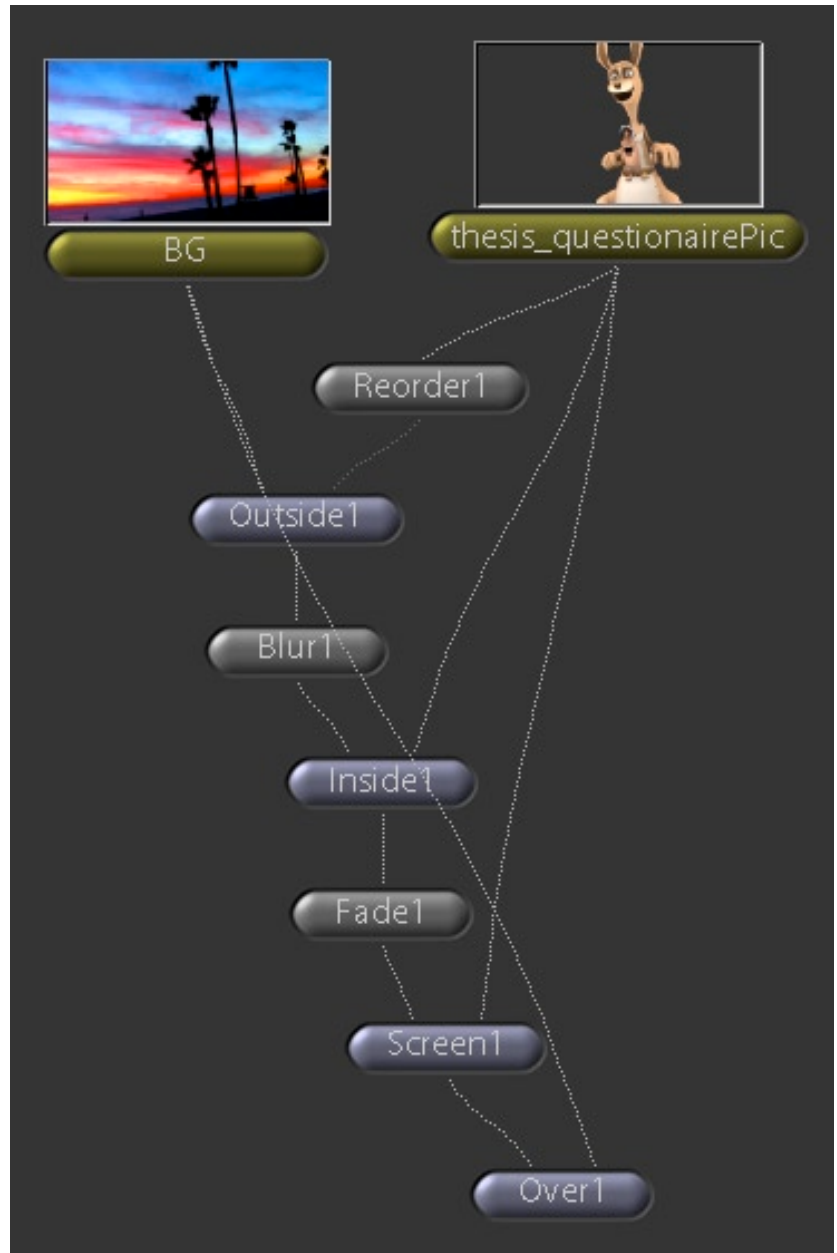
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Light Wrapping helps integrate a foreground object into the background by simulating light from the background wrapping around the foreground. Here are a couple of ways to do this in Shake.

Constant Light Wrap

- FileIn the background and foreground image.
- If your background image already has an alpha channel, then skip to the next step. If not, set AutoAlpha to 1 to make the alpha channel 1 for the image.
- From the fg image, add a Color>Reorder node. Set to aaaa to put the alpha in the rgb channels.
- Create a Layer>Outside node. Connect the bg image to the fg input and the reorder to the bg input. This will turn the bg image black where the fg image is.
- Add a Filter>Blur and give the image a hefty blur. Using Filter>Defocus will give more accurate results if you have a lot of contrast in the bg image, but takes a very long time to calculate.
- Create a Layer>Inside node. Connect the blur to the fg input and the reorder to the bg input. This will take the fg and put it inside the alpha of the blurred bg.
- Create a Color>Fade node after the Inside. This will control how much the wrap effect will be applied.



- Create a Layer>Screen node. Connect the Fade to the fg input and the fg image to the bg input. Alternatively, try a Layer>iAdd node instead of Screen. If using an iAdd, add a Color>Clamp after the add to make sure no values go over 1.
- Create a Layer>Over node and connect the Screen to the fg input and the bg image to the bg input.

Directional Light Wrap

- FileIn the background and foreground image.
- If your background image already has an alpha channel, then skip to the next step. If not, set AutoAlpha to 1 to make the alpha channel 1 for the image.
- From the fg image, add a Color>Reorder node. Set to aaaa to put the alpha in the rgb channels.
- Create an Other>Bytes node and set it to 16-bits. This will keep the alpha from breaking up.
- Create a Filter>Emboss node. Set the elevation to 0. Adjust the azimuth for the direction that you want the light wrap to appear.
- Create a Filter>Blur node and blur the image.
- Create a Color>Gamma node. The gamma will brighten the image after the blur fades it.
- Create a Filter>Blur and blur the background image. If the bg image stays sharp, the foreground image will look transparent when we do the light wrap.
- Create a Layer>IMult. Connect the Gamma to the fg input and the bg blur to the bg input. This will multiply the background into the white area of the foreground.
- Create a Layer>Inside node and connect the IMult to the fg input and the foreground image to the bg input.
- Add a Color>Fade node after the inside. This will control how much the wrap effect will be applied.
- Create a Layer>Screen node. Connect the Fade to the fg input and the fg image to the bg input.
- Create a Layer>Over node and connect the Screen to the fg input and the bg image to the bg input.

