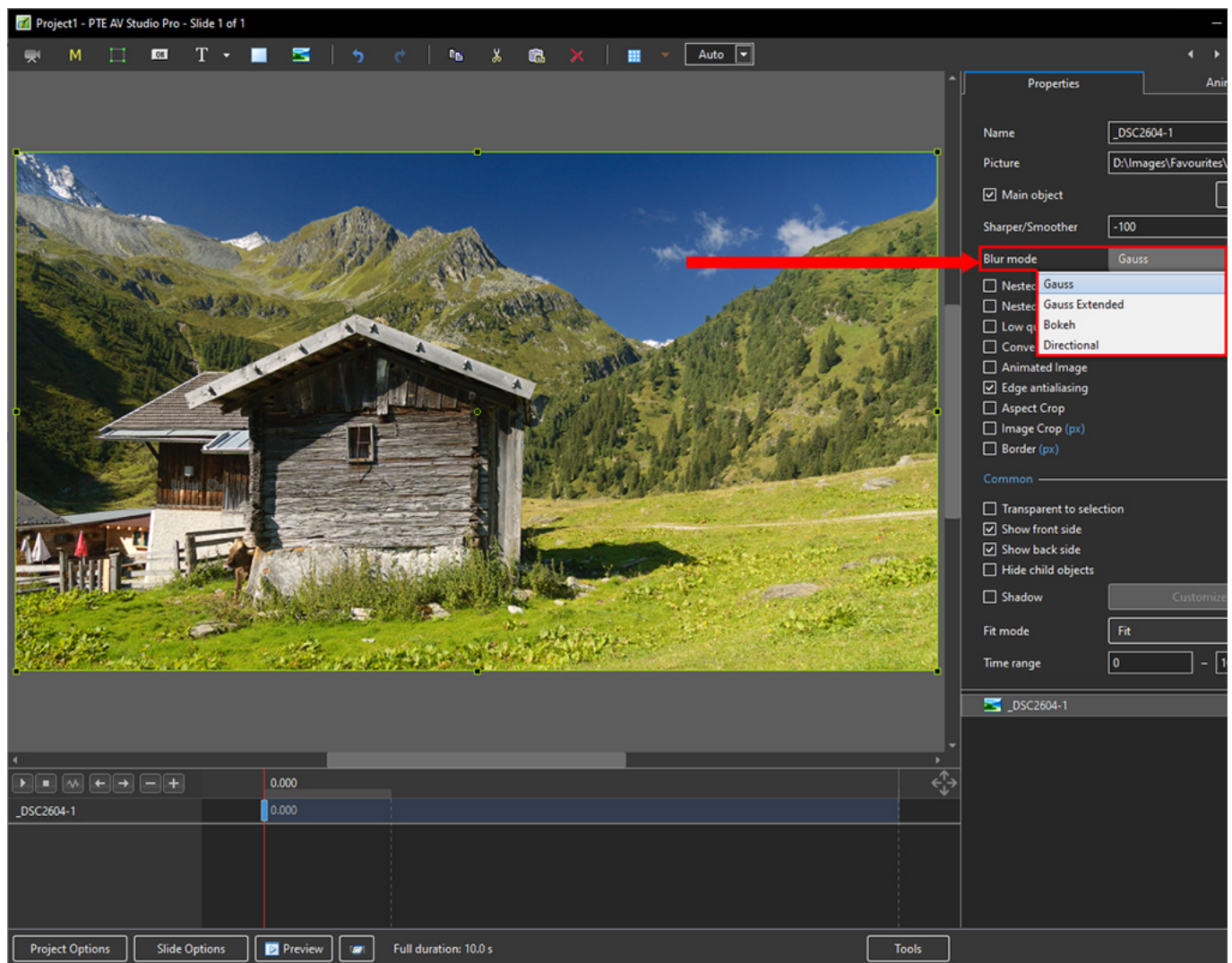


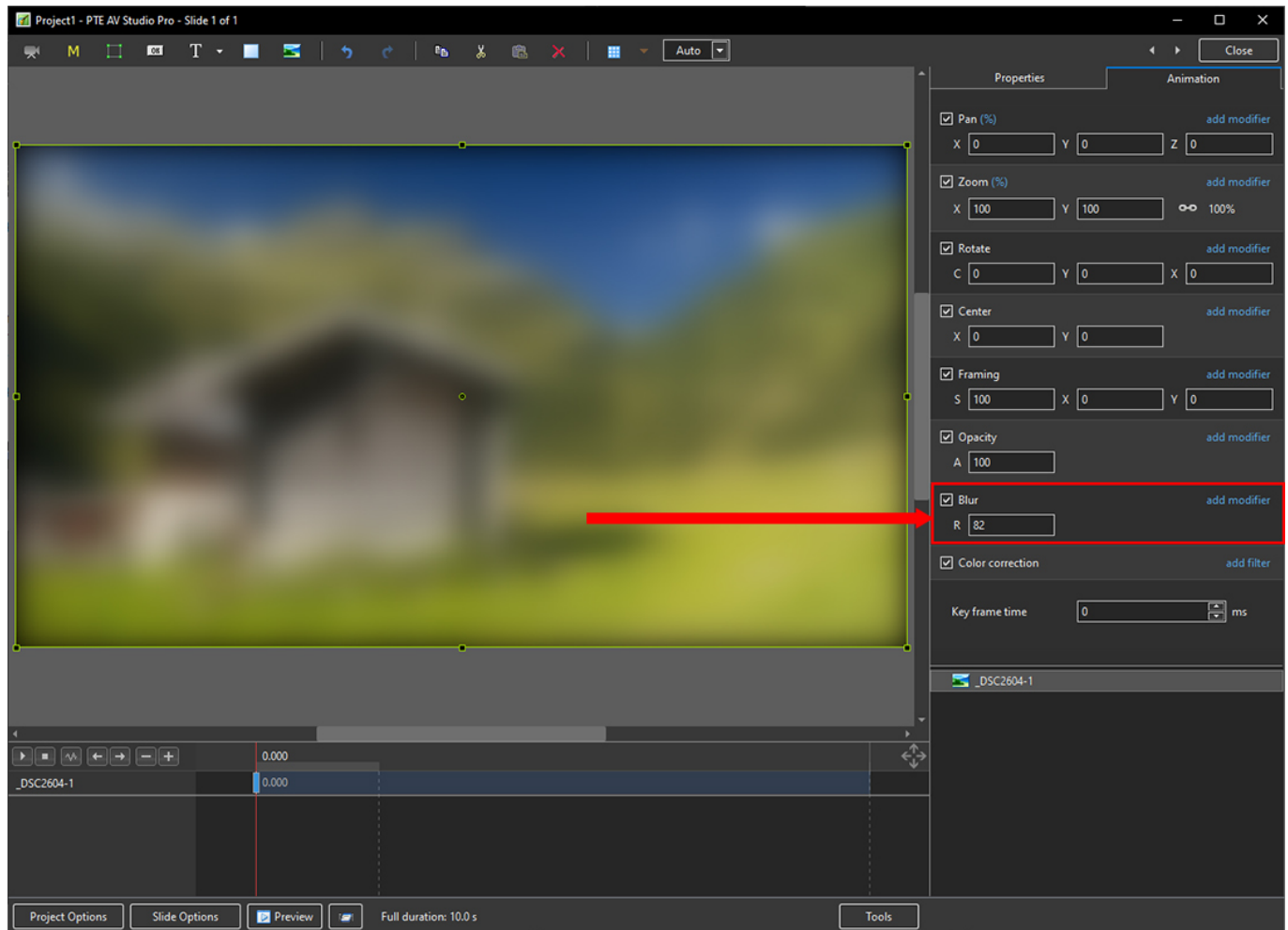
# Blur Options

## Gauss Blur

- In Objects and Animation, with the Object Highlighted
- In Properties Tab, choose “Blur Mode”
- In the dropdown menu choose “Gauss”



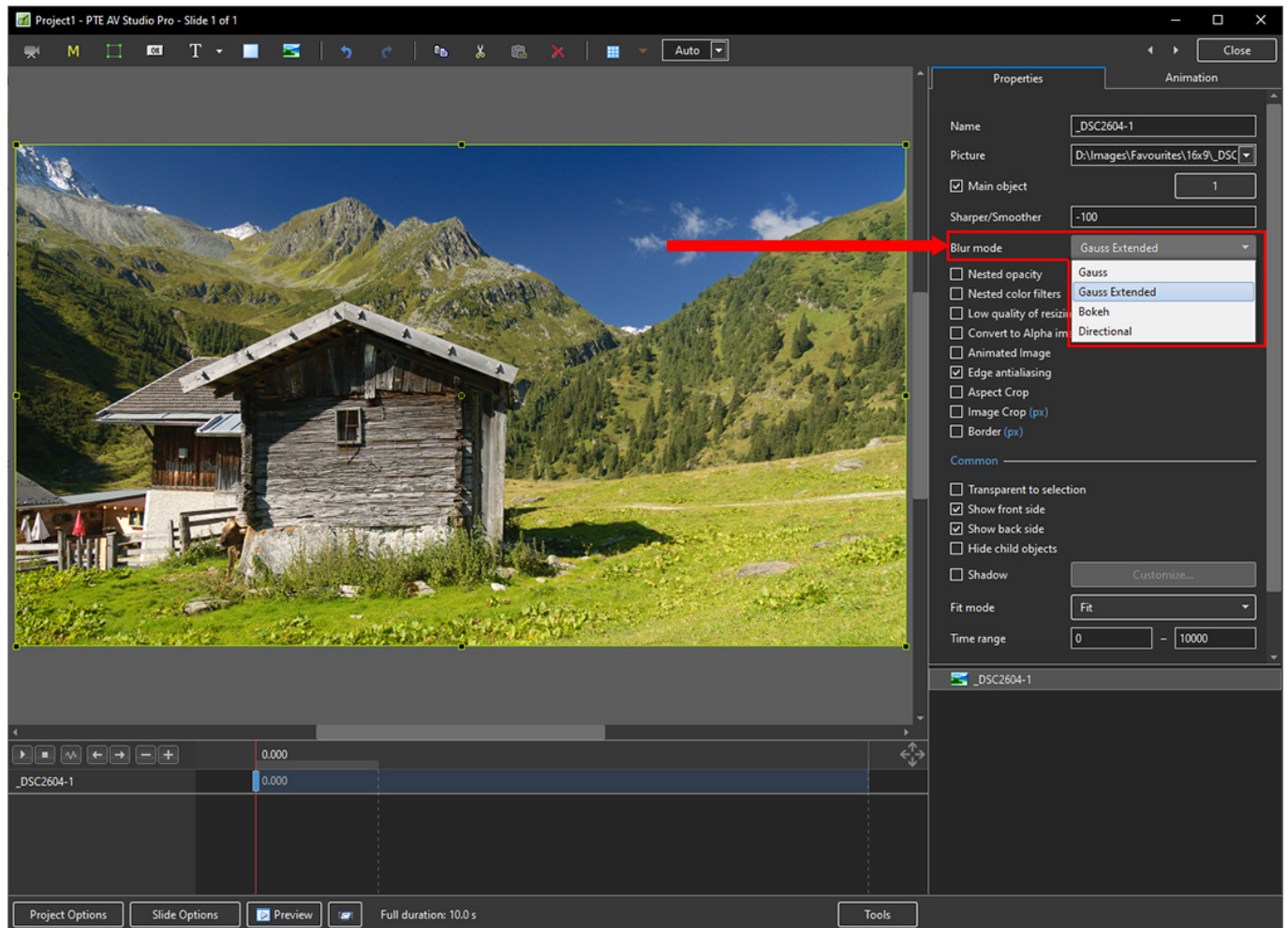
- In Animation Tab tick “Blur”
- R = Amount of Blur



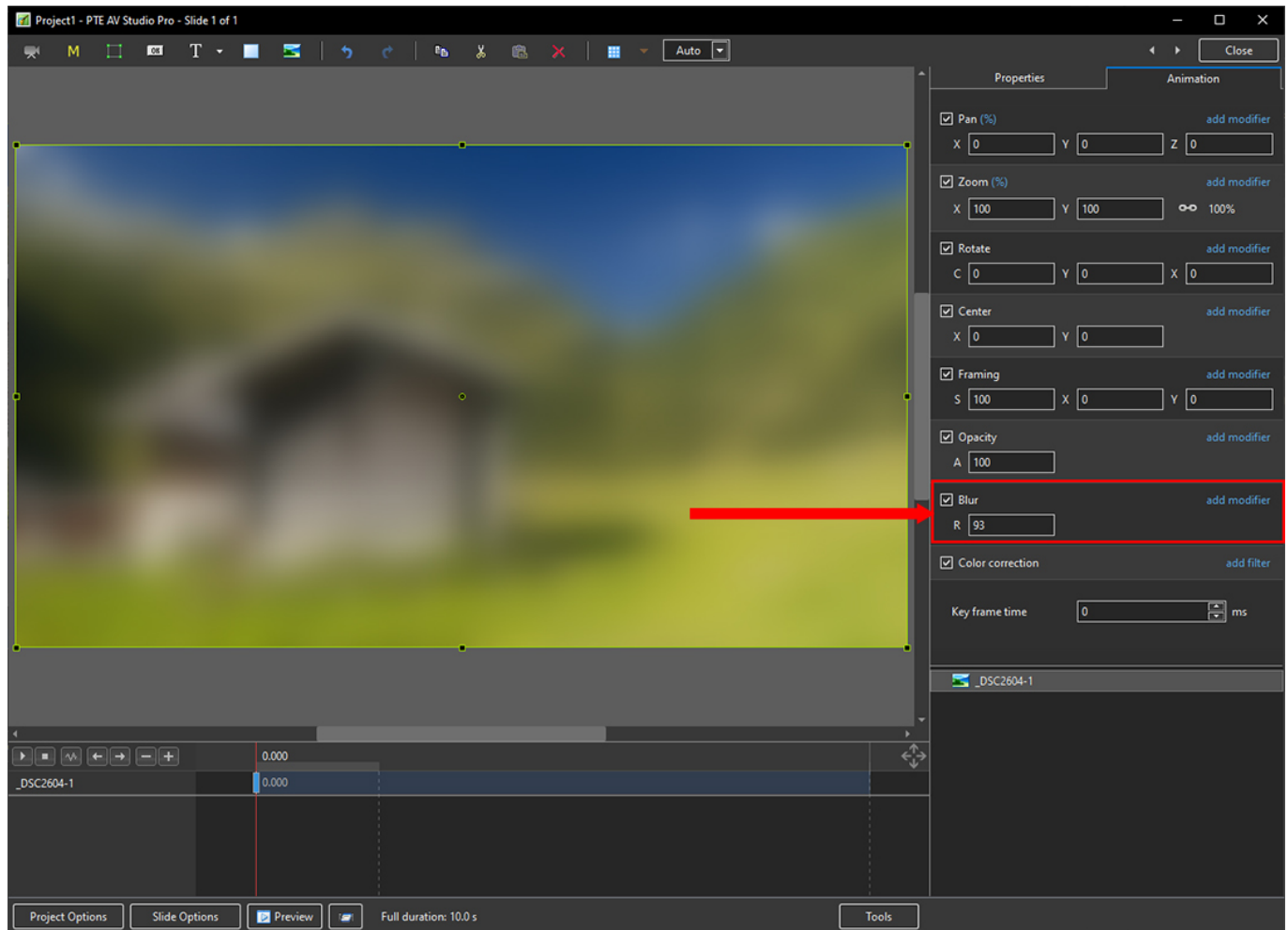
- The “Gauss” Blur effect can produce a “vignette” effect which can be eliminated by using “Gauss Extended”:

## Gauss Extended Blur

- In Objects and Animation, with the Object Highlighted
- In Properties Tab, choose “Blur Mode”
- In the dropdown menu choose “Gauss Extended”



- In Animation Tab tick “Blur”
- R = Amount of Blur

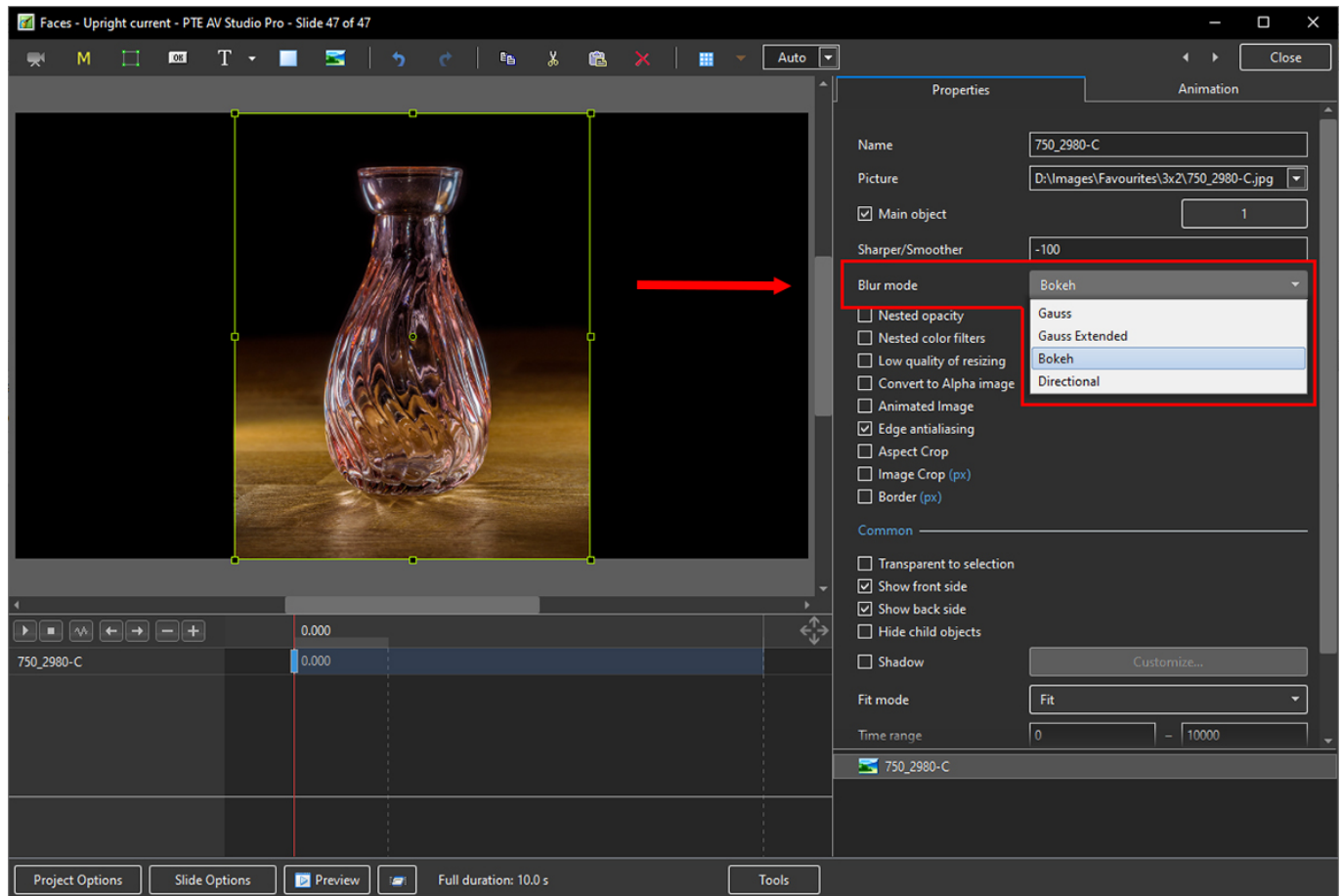


- Note the lack of “Vignette”

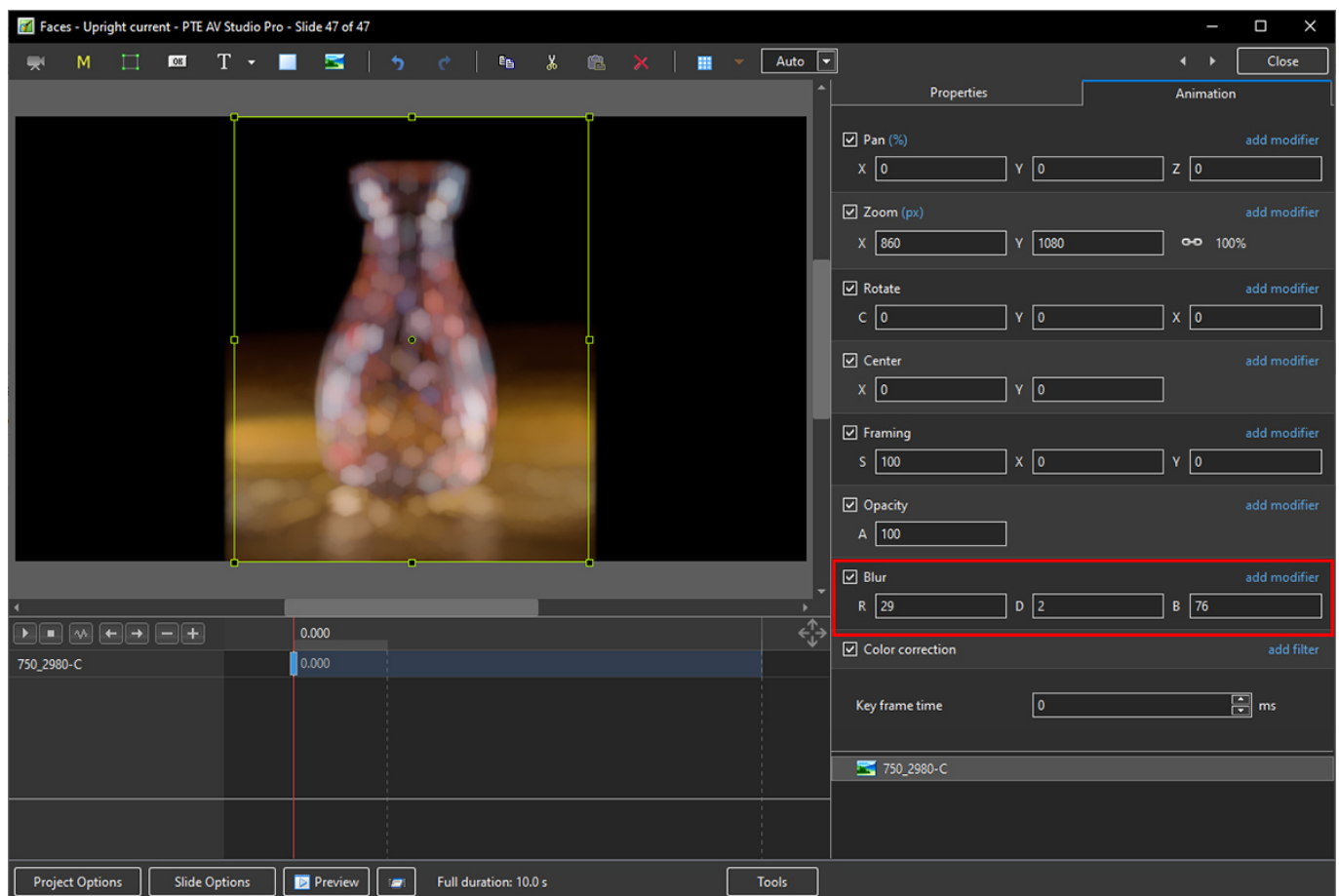
## Blur with Bokeh

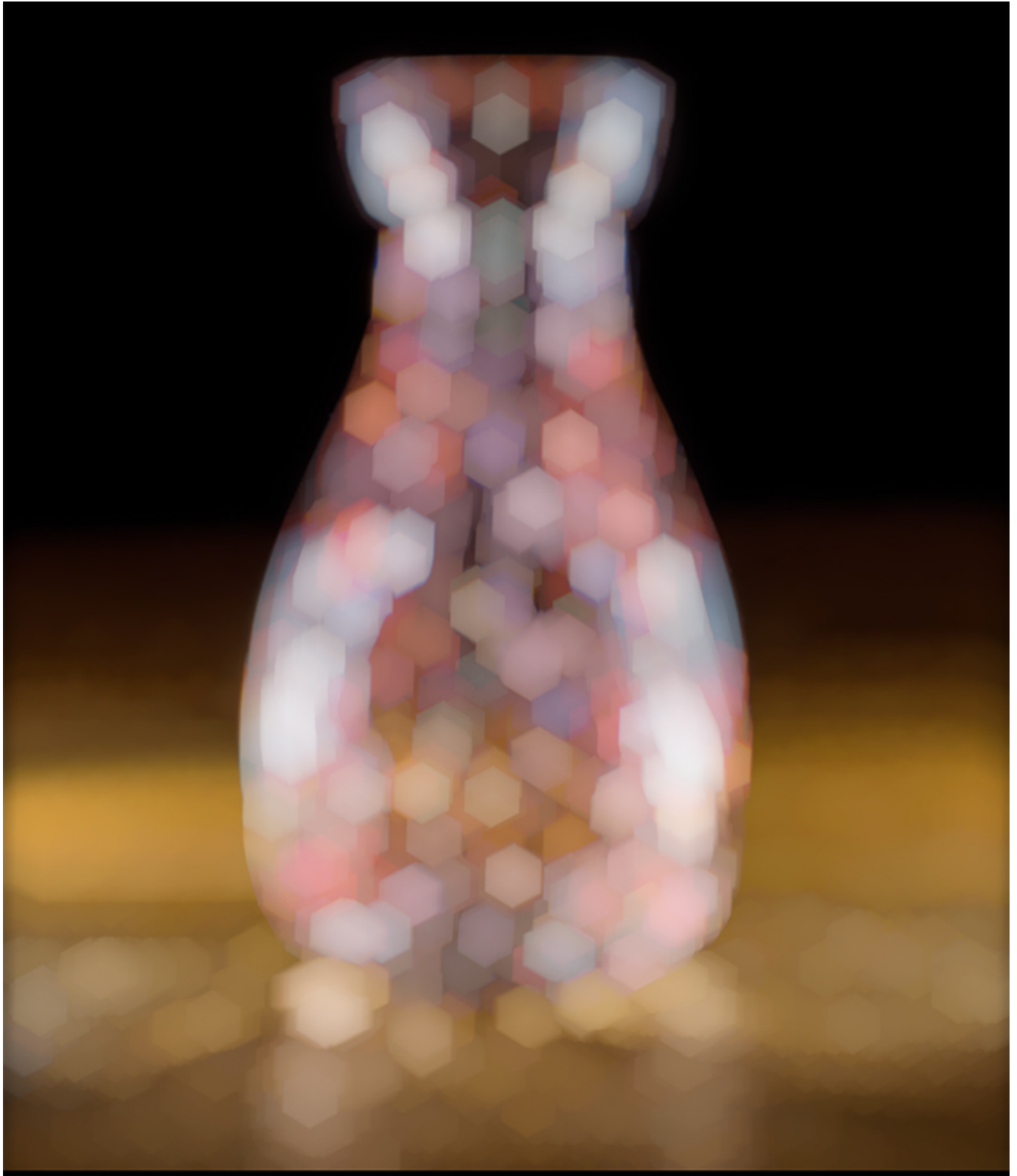
- In Objects and Animation, with the Object Highlighted
- In Properties Tab, choose “Blur Mode”
- In the dropdown menu choose “Bokeh”
- In Animation Tab tick “Blur”
- R = Amount of Blur; D = Direction of Blur; B = Intensity of the Effect





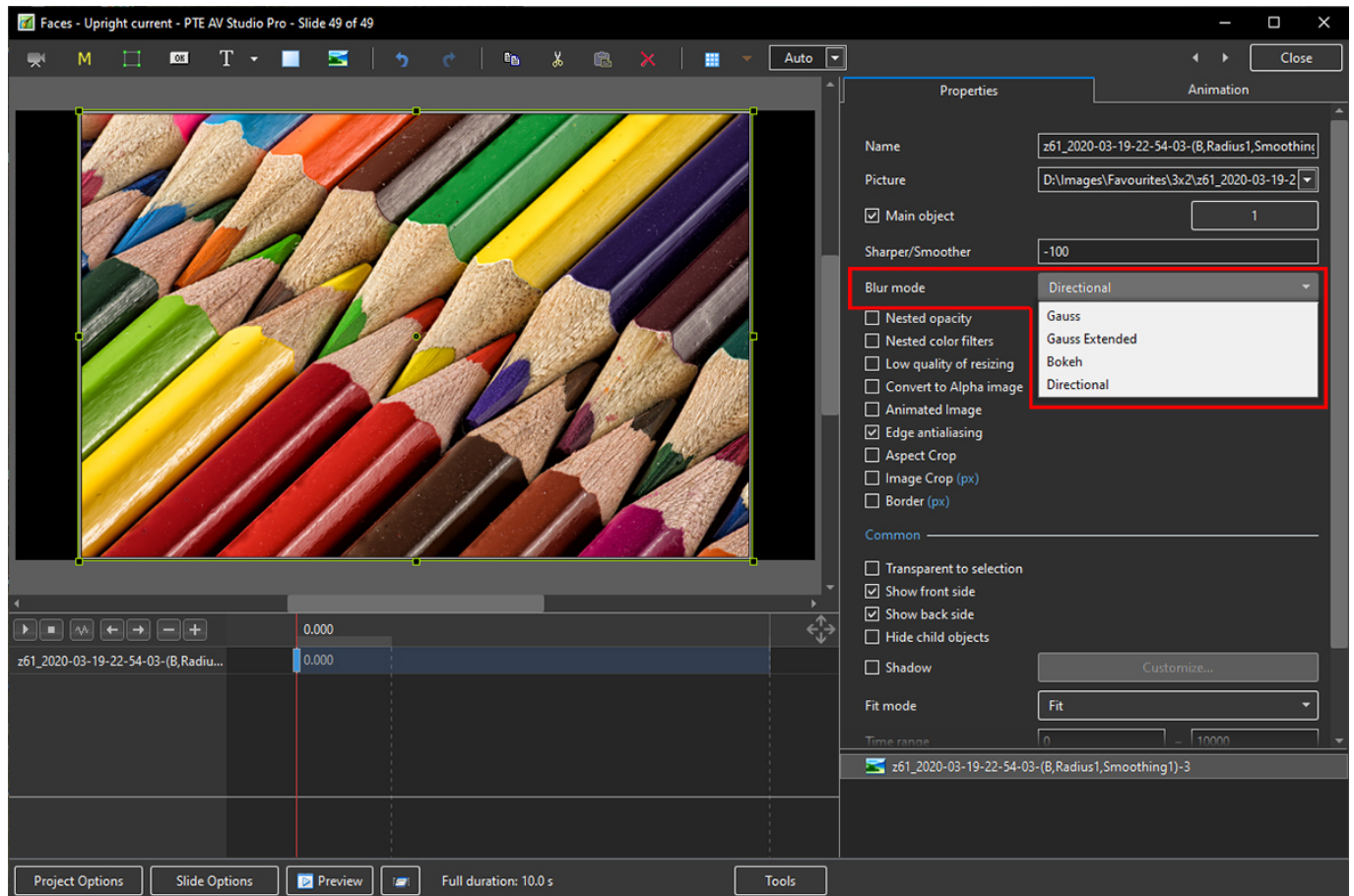
- In Animation Tab tick “Blur”
- R = Amount of Blur; D = Direction of Blur; B = Intensity of the Effect



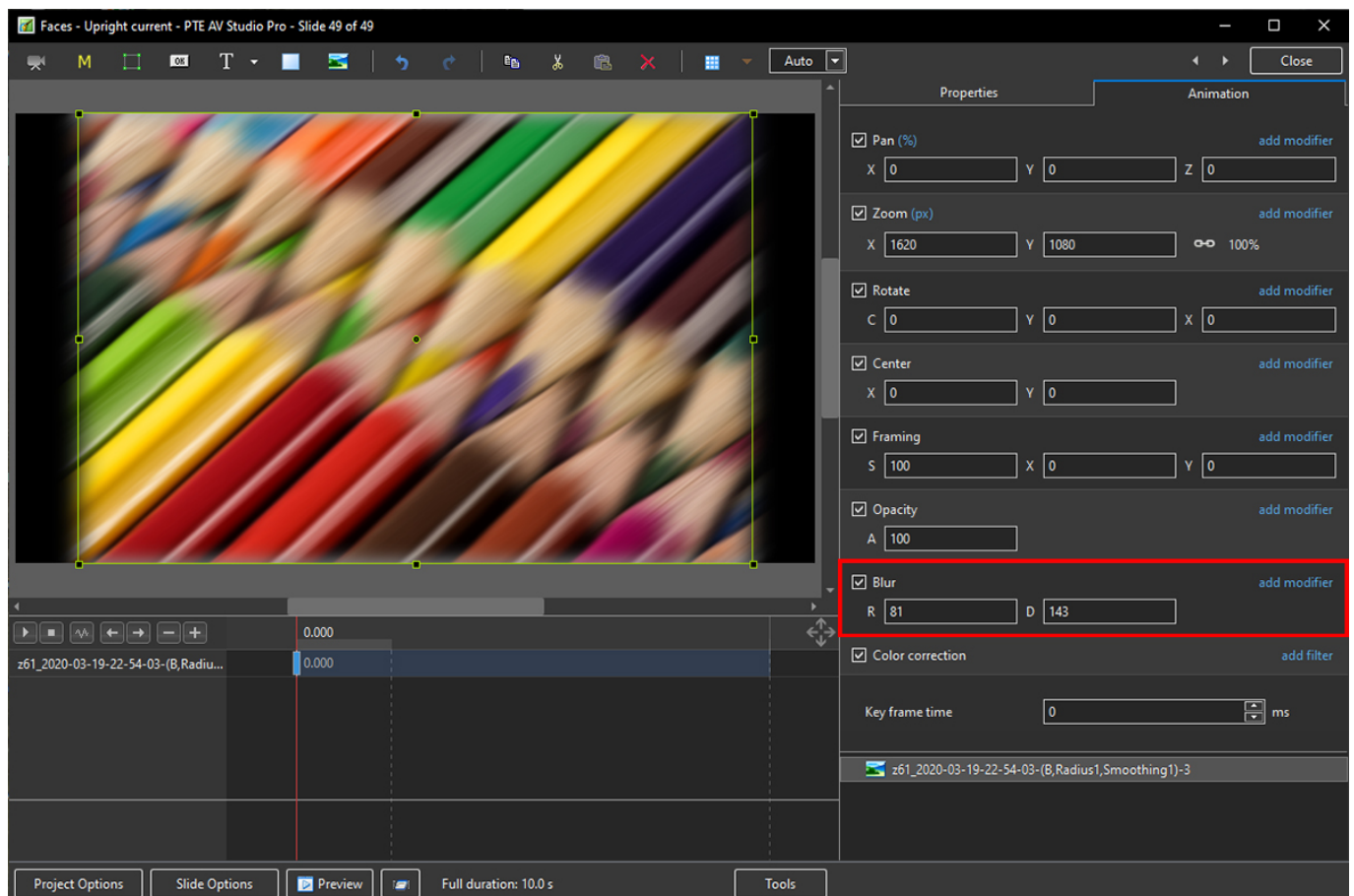


## Directional Blur effect

- In Objects and Animation, with the Object Highlighted
- In Properties Tab, choose “Blur Mode”
- In the dropdown menu choose “Directional”



- In Animation Tab tick “Blur”
- R = Amount of Blur; D = Direction of Blur







From:

<https://docs.pteamstudio.com/> - **PTE AV Studio**

Permanent link:

[https://docs.pteamstudio.com/en-us/11.0/how\\_to\\_v11/bluroptions](https://docs.pteamstudio.com/en-us/11.0/how_to_v11/bluroptions)

Last update: **2023/03/02 11:08**

