

I would like to share a technique that I have often use to create a nice post-effect with the help of Photoshop, afterwards will an create this effect using the FX Tree inside of XSI 2.0 since we can apply this to a full sequence.

Let's start with the basics within Photohop.

Take a look at image, as you can see the image is nice and crisp, however we would like to create a post-effect; creating a nice halo effect and bring out more of the lighting into the image.



Simply duplicate the background image twice and delete the original Background once the two new layers are created.

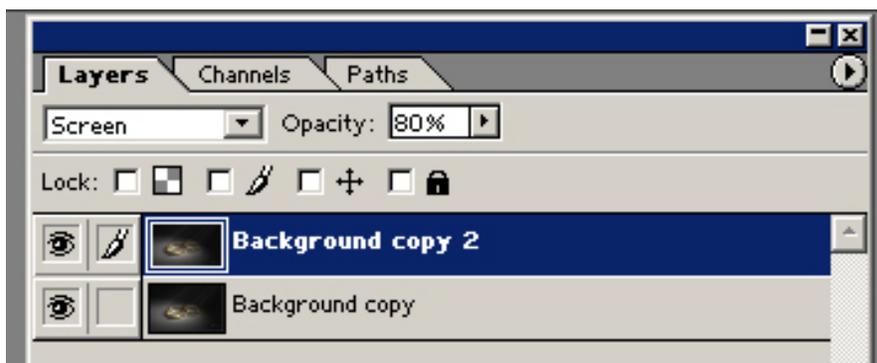
Tip: You can click and drag the original Background layer on top of the New Layer option this will generate a new layer with the image on the layer. (repeat this twice)



Make sure the top layer is selected, in this case Background copy 2, and then apply a Gaussian Filter. Filter>Blur>Gaussian Filter. For this exercise I've generated a 4 pixel value; however the value of the Gaussian filter is up to you. Once the Background copy 2 is all nice and blurry, simply select the Blending options in your Layer palette and select the Screen option.

Tip: You can select other type of blending effect; make sure you have activated the Blending option (so the pull down box is blue) then you can use the top and down arrow to change the different type of blending options.

Once you have decided the type of the blending option (in my case I've used the screen option) you may want to decrease the % of the opacity of the layer so both of the layers are blending with eachother. Play around with the values until you are satisfied with the result.





As you can see the image has a much more soften look to it.

Step II

Let's create this using XSI 2.0

When FX Tree I prefer to use the FX layout for compositing, you can find the file in the Netview (XSI NET simply type in FX in the search engine)

Firs thing you need to do is to upload your **image source** (or the sequence) simply go to File>Import Images.

This will generate an **input node**; that you will need to connect to other nodes to take an effect.

Since we have imported an **input** node we will also need an **output** node to output the sequence. Operators>Image>File Output

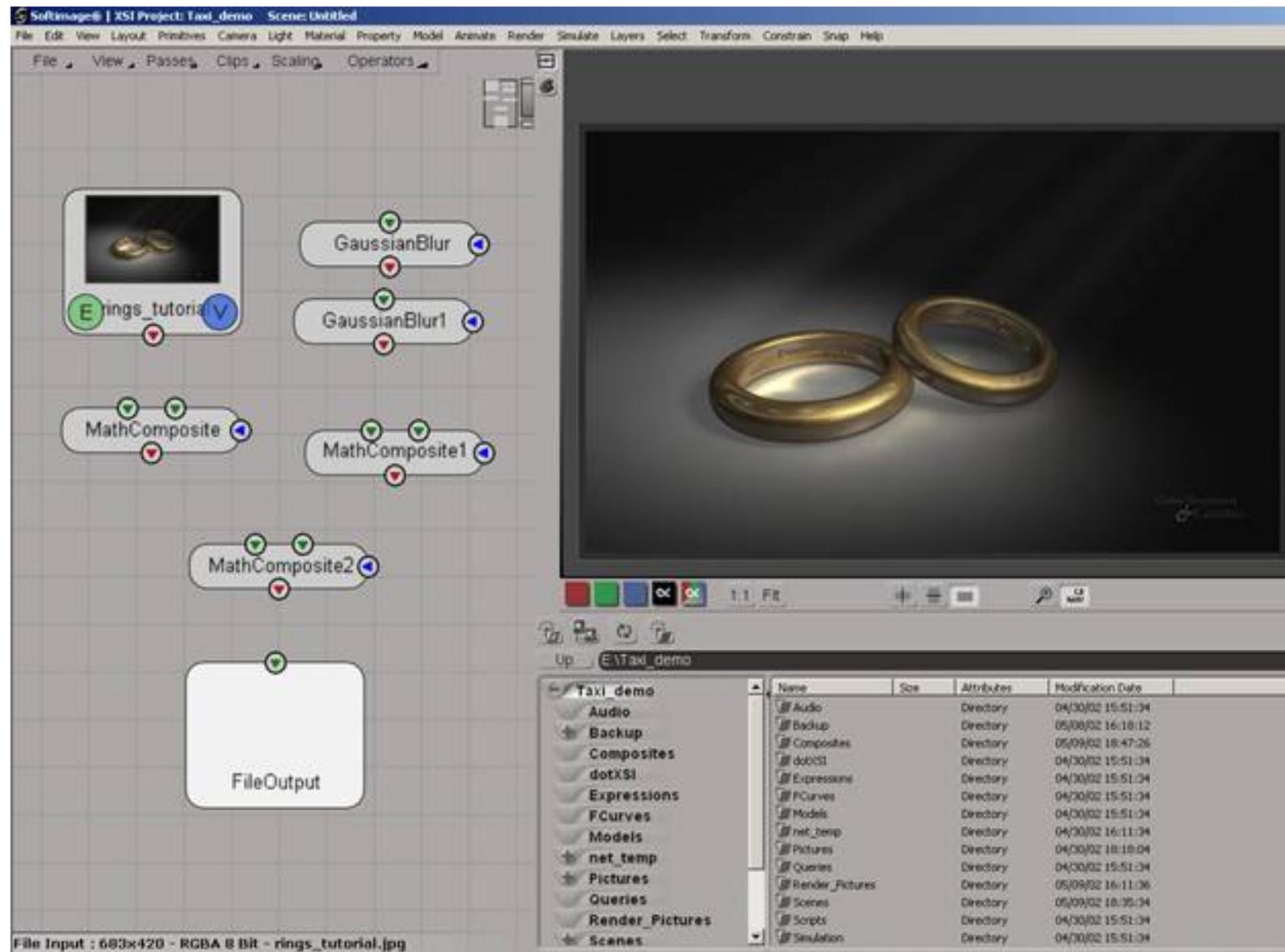
At this point we will need to insert 2 different type of nodes,

You will need a **Gaussian Blur** node (or 2) and 3 **Math Composite** nodes.

Operators>Composite>Math Composite

Tip: Middle clicking on one of the buttons in the menu cell will generate a second node of the previous node.

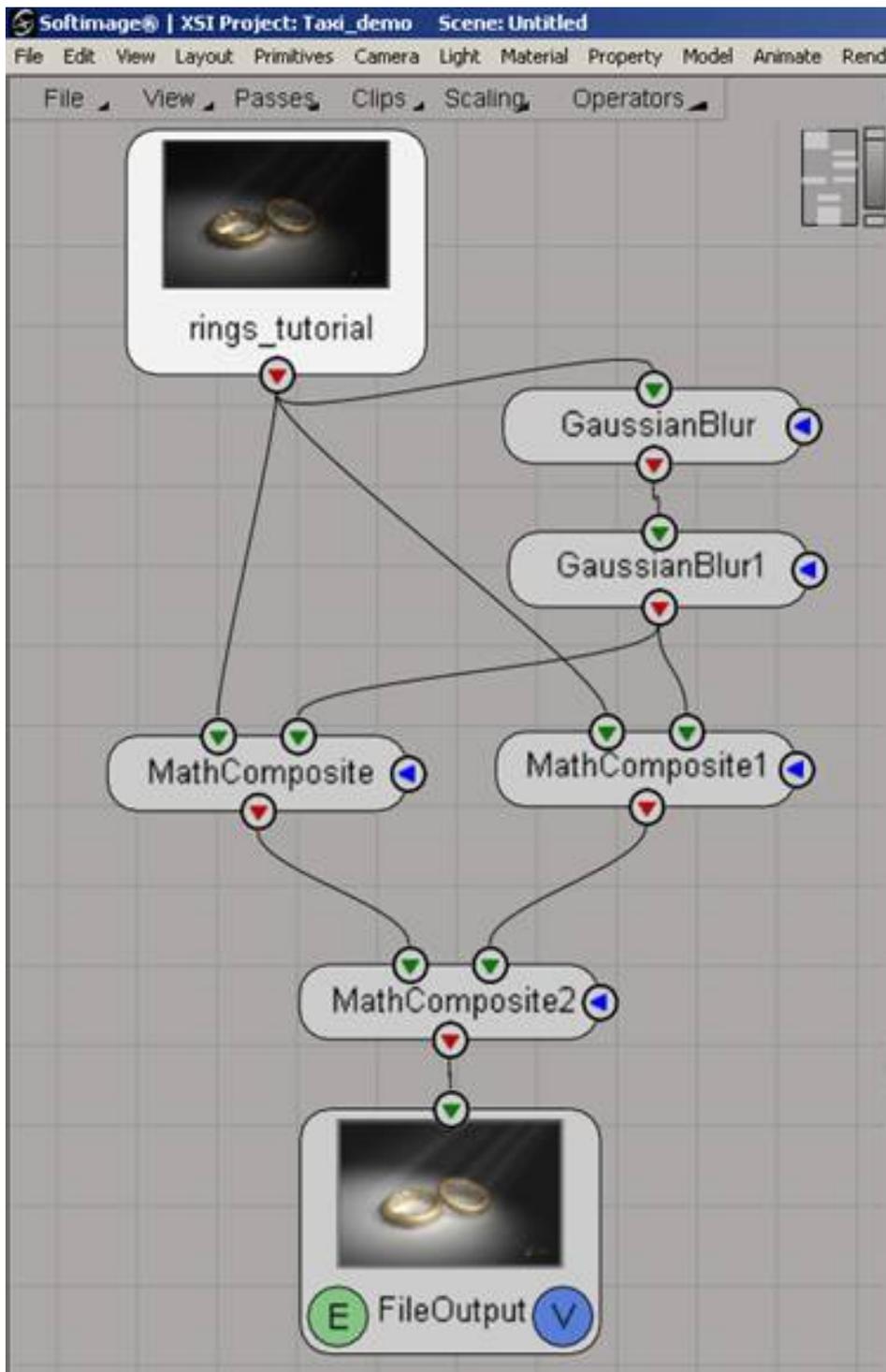
This is how your FX Tree should resemble:



Now it's just a matter to connect the nodes together

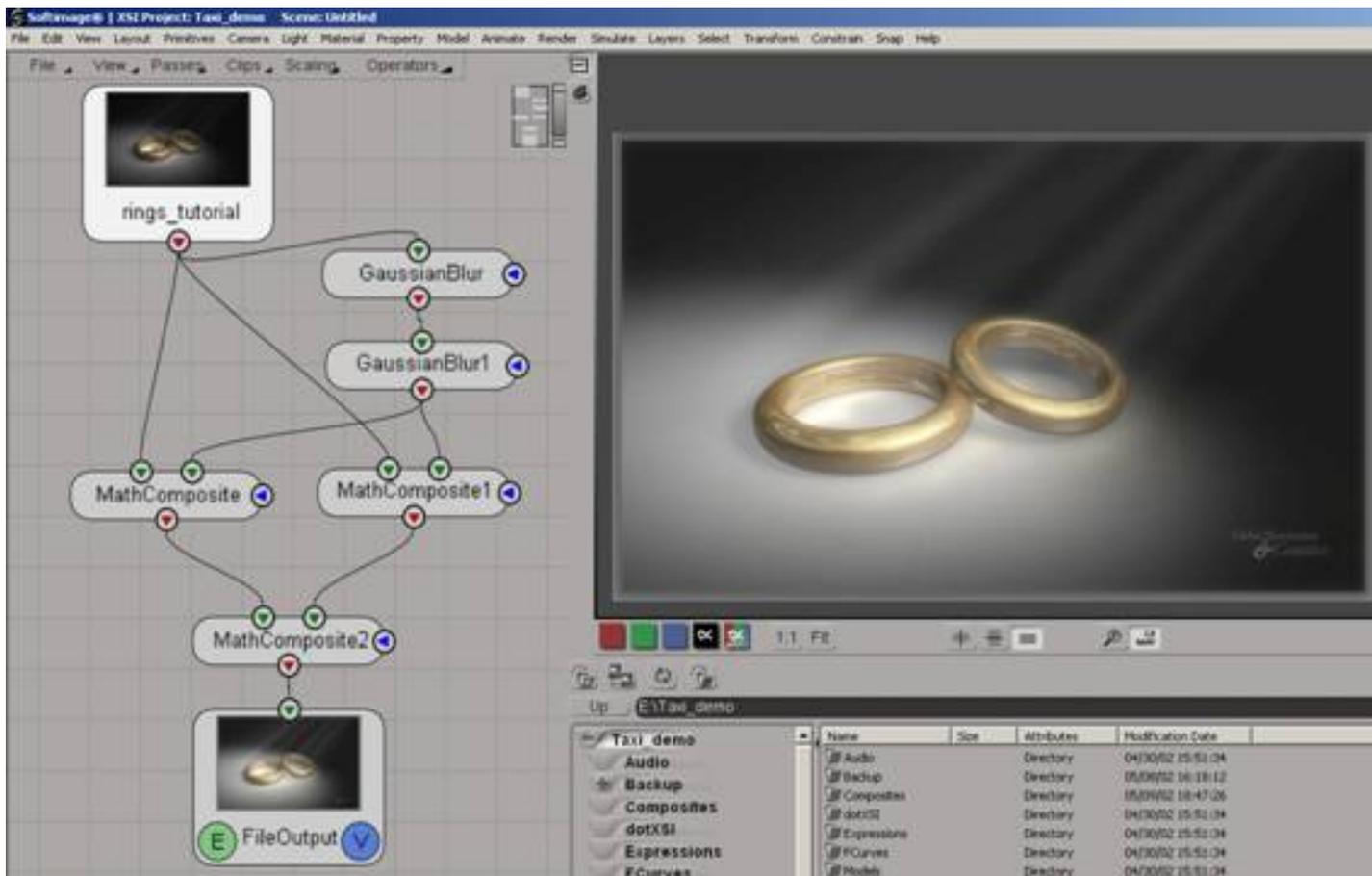
You will need to edit each individual nodes, to have somewhat of the same effect within XSI

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*Note: I've use two Gaussian Blur node, because the limitation of the Gaussian Blur is set to 5, if you want to increase the blur you will need to add an other GB node
The Math Composite plays the equivalent role of the blending option from Photoshop, click on the E to Edit the parameter there you will have the option of different type of blending options. The V is to view the effect of the filter.
You can unplug a link by right clicking directly on the wire.*

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Simply render out your compositing click on the E (for Edit) enter the corresponding values, then press Render, this will render out into the database you have specified into.

Note: By default a new project in XSI does not have a Composites folder however when rendering from the FX tree it will generate a new folder within the XSI Project

The FX tree is very useful to render out a full sequence that needs adjustments, keep in mind you can animate most of the parameters within the time line.

Thanks

If any questions please contact me at dube911@hotmail.com