10.1.6 Editors - Compositor Editor - Header - Add Menu - Input

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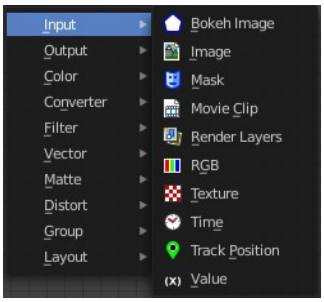
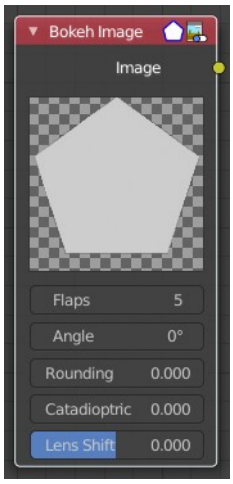
Add menu - Input

The Input menu contains Input node types.



The content is the same for all three sub modes. Note that you need to tick Use Nodes to activate the menu items when you are in Line Style sub mode.

Bokeh Image



The Bokeh Image node generates a special input image for use with the Bokeh Blur filter node.

The Bokeh Image node is designed to create a reference image which simulates optical parameters such as aperture shape and lens distortions which have important impacts on bokeh in real cameras.

Properties

The first three settings simulate the aperture of the camera.

Flaps

Sets an integer number of blades for the cameras iris diaphragm.

Angle

Gives these blades an angular offset relative to the image plane.

Rounding

Sets the curvature of the blades with (0 to 1) from straight to bringing them to a perfect circle.

Catadioptric

Provides a type of distortion found in mirror lenses and some telescopes. This can be useful to produce a visual complex bokeh.

Lens Shift

Introduces chromatic aberration into the blur such as would be caused by a tilt-shift lens.

Outputs

Image

The generated bokeh image.

Image

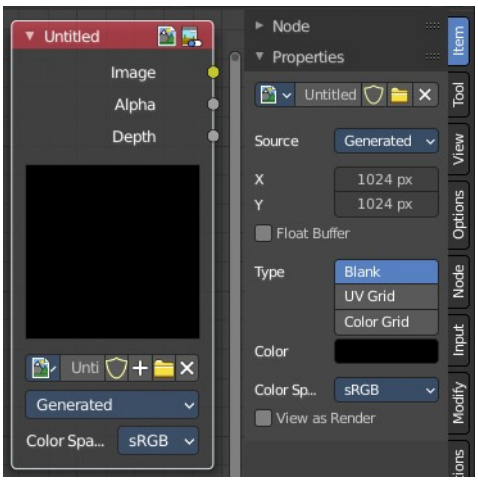
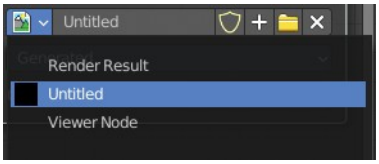


Image input. For further image settings see also the Properties Panel in the Item Tab in the Sidebar.

Properties

Image Prop



This property contains the list of loaded images. When no image is loaded then it displays the New and Open Buttons. When an image exists then it displays the name of the currently selected image.

From left to right ...

List of images in the scene

This is a list of the images in the scene. This list allows you to switch to other images.

Search form

Search for specific images.

Image Edit Box

Read the name of the currently selected image. And you can rename the image here too.

Number of Fake Users

In case this file has a fake user assigned, then this number displays the number of fake users.

Fake User

Wit this button you assign a fake user to this selected image.

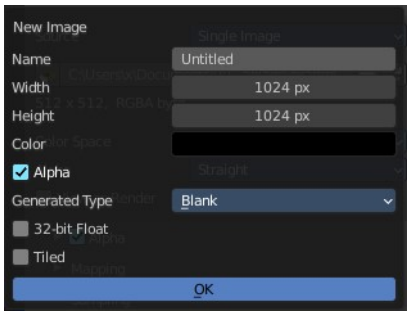
Data, like images, that is not longer linked to anything else gets removed when you save and reload a scene. Bforartists has the concept of fake users to go around this behavior. An image with a fake user is in fact linked to something. And so it is not lost when you save and reload the scene.

Open

Open a new image.

Remove

Removes the image.



New

Create a new image.

Creates a new image. You will get a dialog where you can define settings for the new image.

Name

The name of the new image

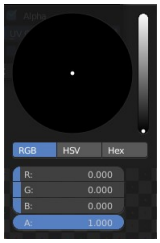
Width

The width of the new image.

Height

The height of the new image.

Color

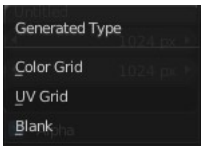


Adjust the color of the new image. A click will call a color picker.

Alpha

Check this checkbox if the new image should have an alpha channel.

Generated Type



Here you can define what kind of texture you want to create.

Blank is one plain color.

UV Grid is a checker texture in black and white.

Color Grid is a colored checker texture.

32 Bit Float

Check this checkbox if the image should be in 32 Bit floating point bit depth per channel. Else it is in 8 bit per channel.

Duplicate

Not supported here.

Unlink Datablock

This deletes the selected image. Unfortunately not immediately. You need to save the scene and to reload it.

And you need to make sure that it is not linked to anything else. A mesh or a fake user for example. Have a look if there is a number besides the F button. When this is the case then the image has still a user, and so still loads with loading the scene.

Fake User

Wit this button you assign a fake user to this selected image.

Data, like images, that is not longer linked to anything else gets removed when you save and reload a scene. Bforartists has the concept of fake users to go around this behavior. An image with a fake user is in fact linked to something. And so it is not lost when you save and reload the scene.

Open Image

Opens the file browser to load an image.

Unpack

Unpack packed files to a directory.

User

The number of users that uses this data. Data with a user number of 0 will be removed with closing Bforartists.

Outputs

Image

Standard image output.

Alpha

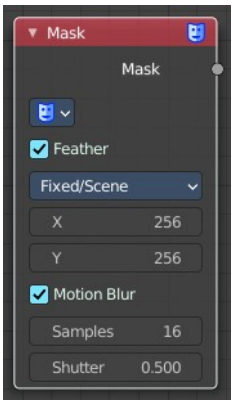
Separate Alpha value.

Z

Z depth layer. This output just shows with specific image types.

Note. When a multi-layer file format, like EXR, is loaded, each layer is made available as a socket.

Mask

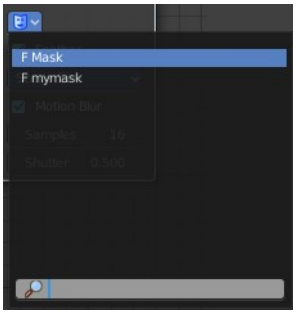


The Mask node can be used to select a Mask data. This node can be used with other nodes, for example to Invert, Multiply or Mix, or used as a factor input.

Masks can be created in the Image and Movie Clip editors, by changing the mode to Mask in the header. So you first need to create one in one of those editors.

Properties

Masks

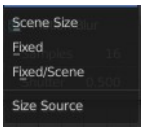


The available mask data. If the label is left blank, the mask name will be set.

Feather

Use or ignore feather points defined for splines see Mask Feathers for more details.

Size Source



Scene Size will give an image the size of the render resolution for the scene, scaling along when rendering with different resolutions. Fixed gives a fixed size in pixels. Fixed/Scene gives a size in pixels that still scales along when changing the render resolution percentage in the scene.

Motion Blur

For animated masks, creating a motion blurred mask from the surrounding frames, with a given number of samples (higher gives better quality), and a camera shutter time in seconds.

Samples

The number of motion blur samples.

Shutter

Expose for motion blur as a factor of Frames per Seconds.

Outputs

Mask

The black-and-white output of the mask.

Movie Clip

This node is a special node that uses some of the values taken from footage cameras and trackings and links them to the output. It is possible to load image sequences, but only Image and Alpha values will be available, because the other outputs will not have any values associated with them. When a tracked clip is chosen, Blender will fulfill the outputs using internal values taken from the tracking. So the controls for start and end frames will be defined at the Movie Clip editor.

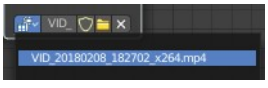
Properties

Movie Clip

Select the movie clip.

Once loaded you will see a preview image of the movie. Scrolling through the timeline will display the corresponding frame in this preview image.

File browser



Choose an already loaded video.

Name
Read and edit the name of the video.

Fake User
Assign a fake user to this video. Fake users is an odd concept to keep data in the scene even if it has no user somewhere. The fake user is then a dummy user so that the object is not deleted when saving the scene.

Load File
Load a new video.

Delete File
Delete this video.

Outputs

Image
Outputs the entire image at the specified color space.

Alpha
The alpha value taken from the movie or image.

Offset X
The X offset value from the footage camera or tracking.

Offset Y
The Y offset value from the footage camera or tracking.

Scale
The scale of the image taken from the footage camera or tracking.

Angle
The lens angle taken from the footage camera or tracking.

Render Layers

Inputs the available render layers.

This node is the starting place for getting a picture of your scene into the compositing node map.

The input happens through the properties.

Properties

Scene

Usually you don't need to select anything here when you work with just one Scene file. But in Bforartists you can work with more than one scene in a blend file. The scene information taken is the raw footage (pre-compositing and pre-sequencing).

Hint. To use composited footage from another scene, it has to be rendered into a multi-layer frame set (e.g. OpenEXR) as an intermediate file store and then imported with Image input node again.

Render layer

A list of available Render Layers. The render button allows you to re-render the active scene with one click.

Outputs

Image

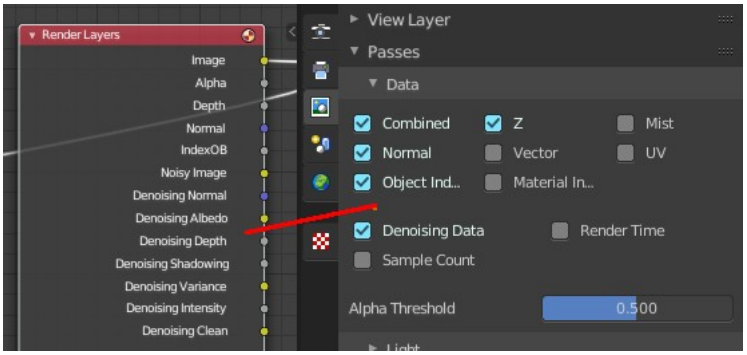
The rendered image.

Alpha

The Alpha channel.

Render passes sockets

Depending on the Render passes that are enabled, other sockets are available. See Cycles and Eevee render passes. The Workbench renderer does not have extra render passes sockets. It just provides Image and Alpha output.



Depth

By default the Z depth pass is enabled.

RGB

Set a color.

Properties

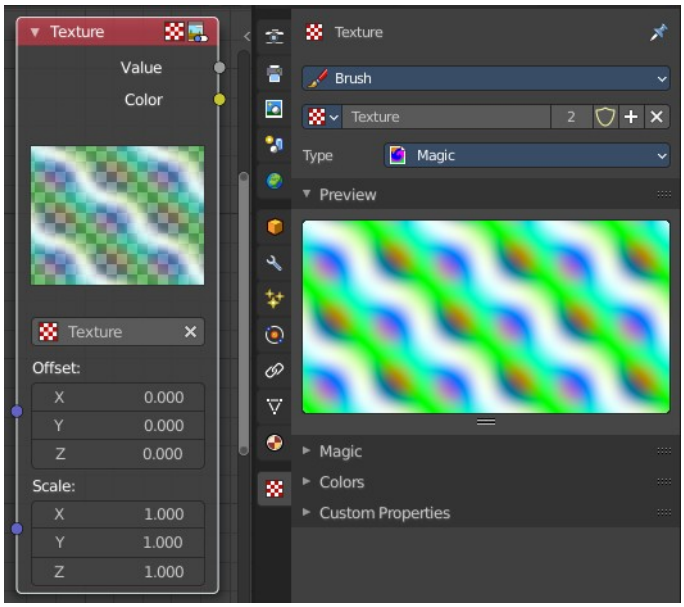
The RGB node uses the color picker widget.

Outputs

Color / RGBA

A single RGBA color value.

Texture



The Texture node allows you to use 3D textures in the Compositor. They can be created in the Texture tab in the Properties editor.

Inputs

Offset

A vector (XYZ) transforming the origin of the texture.

Scale

A vector (XYZ) to scale the texture.

Properties

Texture

The texture could be selected from a list of textures available in the current blend-file or link in textures. The textures themselves could not be edited in this note, but in the Texture panel.

Outputs

Value

Gray-scale color values.

Color

Color values.

Time

The Time node generates a factor value that changes according to the curve as time progresses through the Timeline. The range goes from 0.0 to 1.0. The default is a linear line from 0.0 to 1.0. But the curve can be adjusted.

Properties

Navigation elements

The navigation elements for the curve. They are described from left to right.

Zoom in and out

The two buttons with the magnifying glass at it zooms in and out in the curve window.

Tools

Tools is a menu where you can find some curve related tools.

Reset View

Resets the curve windows zoom.

Vector Handle

Set handle type to Vector.

Auto Handle

Set handle type to Auto.

Auto Clamped Handle

Set handle type to Auto Clamped.

Extend Horizontal

Extends the curve horizontally before the first point and behind the last point.

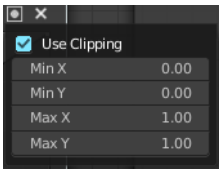
Extend Extrapolated

Extends the curve extrapolated before the first point and behind the last point.

Reset Curve

Resets the curve to the initial shape.

Use Clipping



Clipping options. Set up clipping for the stroke.

Delete Points

Deletes selected curve points.

Curve window

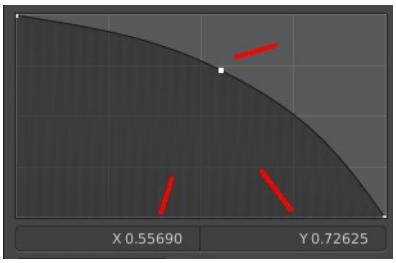
Tweak and adjust the falloff curve by clicking at a curve point and dragging it around.

Double click adds a new point.

Holding down ctrl activates temporary snapping.

Holding down shift enables slower movement, which allows more accurate setting.

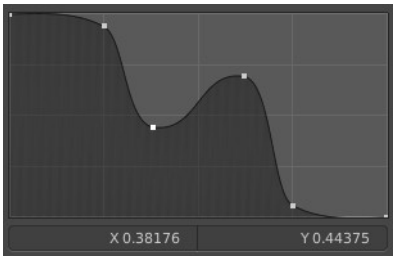
Selecting Points



You can select curve points. This reveals two edit boxes for the x and y coordinate of this point.

Selected points can be moved around. Left click at them, hold the mouse button down and move them to a new location.

Adding Points



You can add new curve points by simply left clicking at the curve. Move the mouse to position them where you need it.

X and Y value edit box

The X and Y value for the currently selected curve point.

Start / End

Start frame and End frame of the range of time specifying the values the output should last. This range becomes the X axis of the graph. The time input could be reversed by specifying a start frame greater than the end frame.

Outputs

Factor

A speed of time factor (from 0.00 to 1.00) relative to the frame rate defined in the Render Dimensions Panel. The factor changes according to the defined curve.

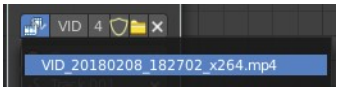
Hint. By using curves it is possible that the Time node may output a number larger than one or less than zero. To be safe, you should use the Min/Max clamping function of the Map Value node to limit output.

Track Position

The Track Position node is used to return information about a tracking marker to the Compositor. You need a tracking project here.

Properties

Movie Clip browser



Choose a loaded movie file.

Open

Open a movie file.

Name

Read and edit the name of the video.

Fake User

Assign a fake user to this video. Fake users is an odd concept to keep data in the scene even if it has no user somewhere. The fake user is then a dummy user so that the object is not deleted when saving the scene.

Load File

Load a new video.

Delete File

Delete this video.

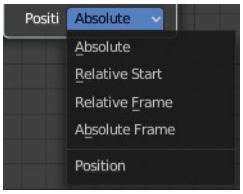
Tracking Object

Camera object to get track information from.

Track Name

The name of the track to get track information from.

Position



Which marker position to use for output.

Absolute

Outputs an absolute position of a marker.

Relative Start

Outputs the positions of a marker relative to the first marker of a track.

Relative Frame

Outputs the positions of a marker relative to the markers of the given Frame.

Absolute Frame

Outputs the absolute positions of a marker at the given Frame.

Outputs

X/Y

The marker’s X and Y location.

Speed

The velocity of the marker, measured in pixels per frame. This could be used to fake effects like motion blur by connecting it to the Vector Blur Node.

Value

The Value Node is a simple node to input numerical values to other nodes in the tree.

Properties

Default Value

Type in a single numerical value (floating point).

Outputs

Value

The value set in the options.