

Lens Flare Effect Template

Toon Boom Animation provides you with a soft, glowing lens flare effect that can be fully animated, repositioned and reused. The Lens Flare Package contains a hierarchy template, composed of colourful glowing circles, that is compatible with Toon Boom Animate.

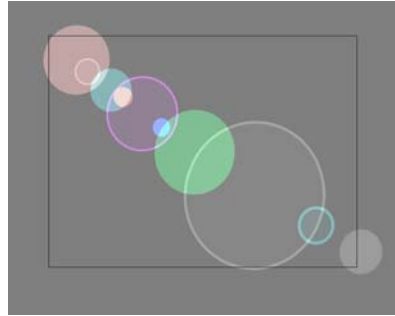
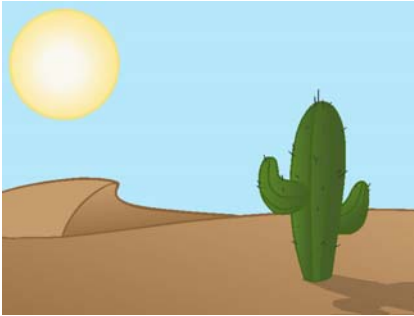
Give that hot hazy sun, neon street light or celestial supernova an extra kick by adding this brilliant Lens Flare. Use the effect with a camera pan and marvel at its multiplane set-up, or animate the hierarchy of circles itself to create the illusion of movement.



What the Lens Flare Package Contains

The following is included in the Lens Flare Package: `Lens_Flare.tpl`

- ▶ Which contains the `LightSource_Placeholder` layer.
- ▶ The `Bg_Placeholder` layer
- ▶ The `Blending_Lens_Flare` layer.



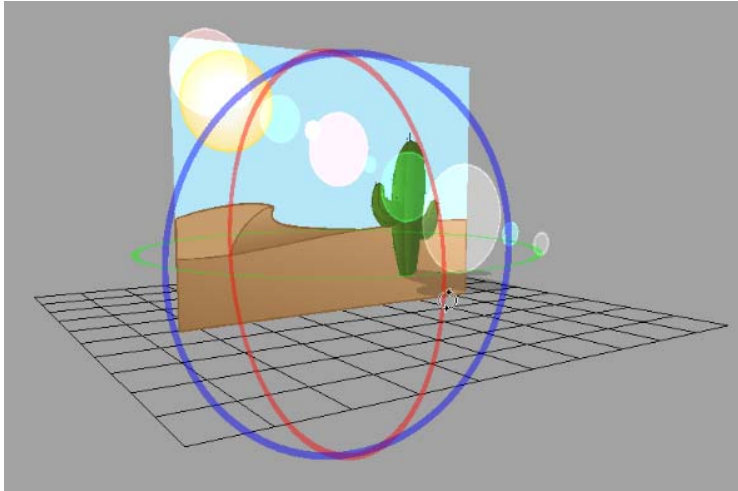
How to Install the Lens Flare Effect Template


Installing the Lens Flare Effect is quick and easy. Just be sure to close Animate before you start the installation process.



To install the Lens Flare package:

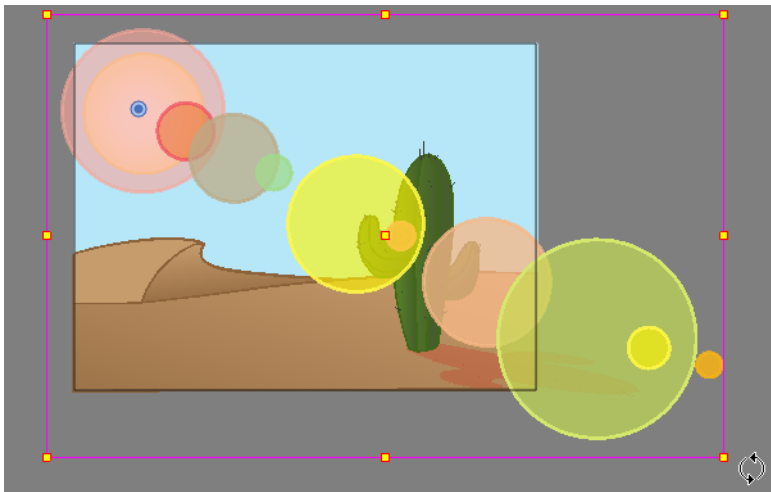
1. Double-click on the Lens Flare Package (*.exe or *.dmg).
2. Follow the Install window instructions.
3. After the installation is complete, launch Animate and create a blank scene. You should find the template inside the Library View under **Templates > Effects**.

3. In the top menu, select **Window > Perspective**.



Use [Ctrl] + [Shift] and the mouse to rotate the view or the Rotate View  tool in the Tools toolbar. Notice how the coloured circles of the lens flare are staggered along the Z-axis.

4. In the Tools toolbar, make sure that the Animate  mode is turned on and select the Transform  tool.
5. In the Timeline view, click on the **Source** layer.



6. In the Camera view, drag the Lens Flare to change its location or rotate it to change its angle.