

2D Blur Effect

Description

This chapter briefly describes how to use the 2D blur effect.

Ensure that this effect is supported by the device platform in use.

Configure a 2D Blur Effect

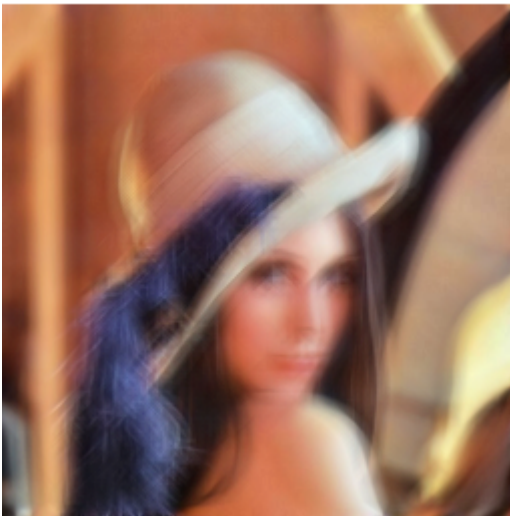
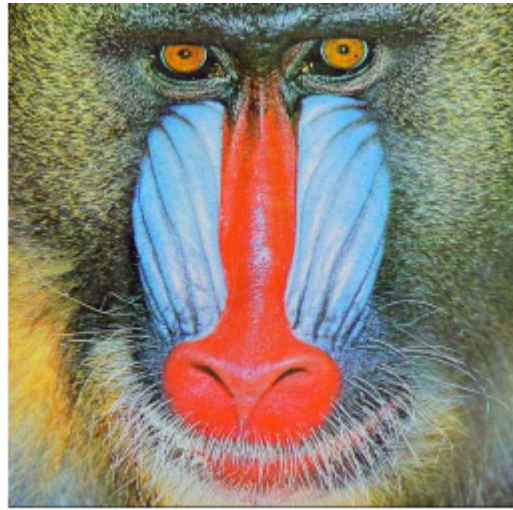
Blur Effect

By using [Candera::BlurBitmapBrushBlend](#), a bitmap node can be blurred, applying a gaussian filter convolution.

Blur Effect supports the following property:

- Filtersize (Number of neighbour pixels)

In this example, the upper two pictures are the original ones, the lower two are blurred with a filter size of 15.



Refer to [SceneComposer User Manual](#) about how to configure a `BlurBitmapBrushBlend` effect in a 2D scene.

Modify 2D Blur Effect Property

Set Blur Filtersize

When using this effect you only have to set the `filtersize`. This value defines the blur factor of, for example, an image. The bigger the value, the more the image is blurred. The following example shows how to set the `filtersize`.

```
UInt8 factor = 5;  
blur->FilterSize() = factor;
```

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