



Blender Market – Geoflare 1.0

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Blender Market – Geoflare 1.0: Geoflare is an object in the geometry nodes object that creates lens effects in real-time.

- You must select the appropriate preset from the asset browser and include it in the scene. It will import an object named "X_Geoflare" containing a geo-node modifier.
- Three fields must be filled in:
 - camera Your camera
 - light is the thing that causes the flare of the lens (usually is typically a light)
 - Block collection is a collection that includes objects that block source light. TIP: You can connect the objects in this group (with shift+m) instead of adding them to manage your collection.
- General parameters
 - global power. It is the intensity of the world.
 - Flicker. Effect of flickering light intensity to increase the illusion of natural (0 none effect, only one maximum effect)
 - field. This parameter lets you disable the effect when the light is gone from the view field for the camera. Examples: 0.9 for 50mm cameras, 0.613 for 18mm cameras.
 - Render distance. In most cases, you don't need to change this parameter. However, it's helpful in cases where you are having trouble rendering the effect or when it overrides an object.
- Specific conditions
 - color/power. The hue and the intensity of the color determine the color, as well as the intensity of it.
 - On the other hand: 0 to disable the feature, and 1 to enable it.
 - Scale size of the element
 - type. Alters the element when it is available
 - ...

Considerations:

- The lens effect occurs close to the camera. Therefore you must check your camera's footage (near)
 - The lens effect is created in proportion to the distance between light and the camera, and when the light source is very far away, the elements are displaced from the camera, and a clip can occur.
 - If you require more than one flare, you must duplicate the GeoFlare object and fill in the other lights.
 - In cycles, you may need to adjust the maximum bounces for transparent in the light path tab if artifacts are observed
 - in the eevee that is the switch to "bloom" is recommended
 - The depth of field when using an F-Stop that is too low can damage the impact
 - Tutorial videos have become old. I am making new tutorial videos
-
- Asset browser integration
 - Presets (new presets are coming shortly)
 - horizontal reflection elements
 - Blender 3.4 compatibility
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- Eevee and Cycles compatibility
 - With the effect of object occlusion
 - Lens dirt
 - easily customizable
 - Geometry nodes based
 - Asset browser integration
 - In real-time and rendering the viewport



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