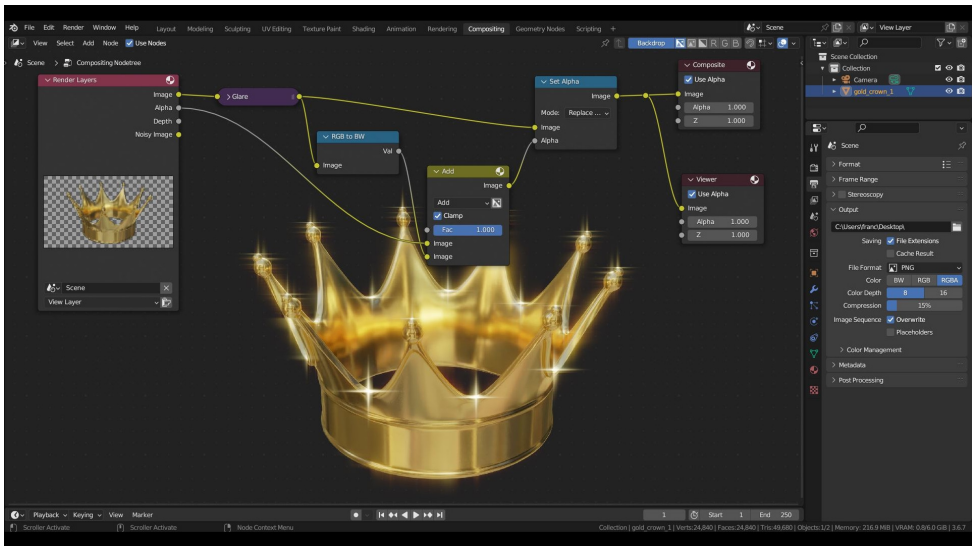


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When adding a semitransparent effect in the Compositing in Blender, such as the **Glare** effect from the Filter group, **the glares in transparent areas of the image are not saved when exporting the file** as a PNG with transparency.

I **rendered** the model used in this example **on a transparent background** by simply adding a **Glare Filter** node with a Threshold of 0.2.

As you can see, in the Compositing window the Glare is correctly present, but it is not in the PNG file that I saved to disk.

Let's look at a node setup that allows us to save the semitransparent parts added with Compositing in post-production as well.

The **Mix Add** node allows us to create an **Alpha transparency mask** from the **Alpha channel** of the rendered image, **without the Glare glow**. We will add the **Alpha mask** from **Glare**, which, for some strange reason, is not saved to file.

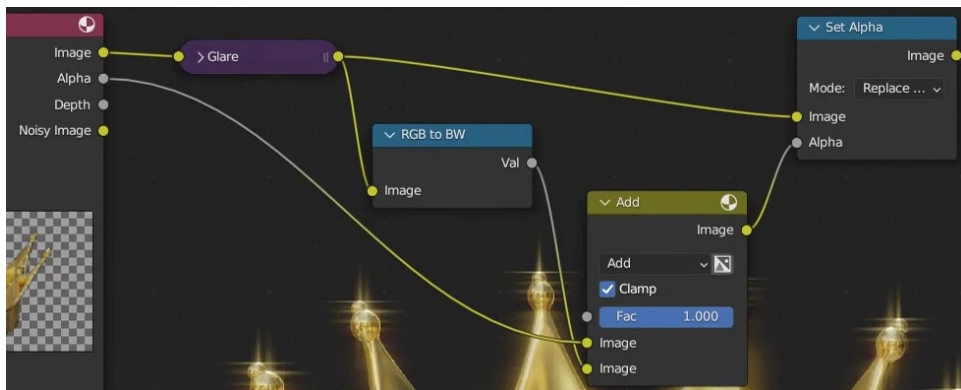
When performing this operation, it's important to insert an **RGB to BW** node to convert the color of the Glare effect into a grayscale, considering the colored parts of the image as opaque.

We also need to activate the **Clamp** checkbox in the **Add** node and use the information coming from the RGB to BW node as the second input image of the node.

The output of the Add node will be the correct opacity mask for this image.

We then need to **apply this opacity mask to the image** coming from the Glare node. To do this, add a **Converter Set Alpha** node to the setup.

As the last step, **change the application mode of the Set Alpha** node from Apply Mask to **Replace**, using the output coming from the Add node as the mask.



Now, by rendering and saving the image in a format that supports transparency, such as **PNG in RGBA mode**, you will find the **semitransparent glares** in the file on disk.