

Readme – 2504 Walking – Motion Blur usage

Turn On motion blur and adjust Motion Blur duration or Shutter speed depending on render engine.

The animation is 30FPS and we provide 2seconds of animation (60frames) 0-60frame.

You can render different phases of walk with various strength of Motion Blur for different outcomes.

You can choose different part of motion by:

- a) moving animation of the character on the timeline, or:
- b) render the image in different frame ex. not default frame 1, but any of the 1-60frame.

You can adjust motion blur effect by:

- a) adjusting length of Motion Blur effect (usually in frames) or camera shutter length (usually in 1/sec)
- (See our Comparison attached as .jpg)
- b) changing Shutter curve (See our Comparison attached as .jpg)
- c) changing when Motion Blur effect is started (on current frame, some time before/after current frame)

Disclaimer

Motion Blur effect might look differently in different software, render engines and render settings. Make sure your software and render engine supports bone animation and motion blur to be able to achieve motion blur effect. Motion Blur effect is not possible to achieve in Sketchup .Sklp or with .Obj fileformat, as these doesn't support character animation.

Important: Motion blur higher then 2.0 frames (or 1/15sec)

If you render image on first frame and set Duration of motion blur higher than 2.0 frames (or 1/15sec), you should adjust motion blur settings to start on (current) frame. It should not Center on Frame, as this means that geometry calculation for motion blur is taking account half of the frames before & half after the currently rendered frame. If you don't adjust this setting in your render engine, it will take into account frames before frame 0 and there's no animation there. That might result in motion blur will not look correctly.

Blender Eevee/Cycles: set Motion Blur > Position > Start on Frame

3dsMax/C4D + V-Ray: change Physical Camera settings > Interval center to 1.0
(<https://docs.chaos.com/display/VMAX/Camera#Camera-intervalCenter>)

3dsMax/C4D + Corona: change Camera settings > Frame offset to 1.0
(https://support.chaos.com/hc/article_attachments/10662166576785)

For other software and render engines check your software docs.

3dsMax/C4d + V-Ray

Turn on Motion Blur & Set Duration of Motion Blur in Frames

We suggest to keep in settings default values, unless you know what you're doing and just test different Duration of motion blur in Frames count.

3dsMax + V-Ray: <https://docs.chaos.com/display/VMAX/Camera#Camera-GeneralMotionBlurParameters>

C4D + V-Ray: <https://docs.chaos.com/display/VC4D/Camera+Overrides#CameraOverrides-MotionBlurParameters>

3dsMax/C4d + Corona

Enable motion blur. Motion blur is affected by Shutter speed camera settings. You need to set longer exposure ex. 1/10s, 1/3s to see the motion blur effect. You might need to compensate exposure by changing Aperture or ISO settings

3dsMax + Corona (Corona Camera): <https://docs.chaos.com/display/CRMAX/Corona+Camera>

3dsMax + Corna (Camera Tab): <https://docs.chaos.com/display/CRMAX/Camera+Tab>

C4D + Corona: <https://docs.chaos.com/display/VC4D/Camera+Overrides#CameraOverrides-MotionBlurParameters>

Blender Eevee/Cycles

As discussed with Blender developers, in versions of blender older then 4.2 LTS, there might be issues with rendering Motion Blur effect (for most models there is no issue, however if you notice no Motion Blur, then the Blender version is probably the issue). Therefore we suggest to use 4.2 LTS or newer.

We suggest to set Motion Blur Postion to "Start on Frame".

Make sure to change default Motion Blur shutter curve for better looking effect.

https://docs.blender.org/manual/en/latest/render/eevee/render_settings/motion_blur.html

For other software and render engines check your software docs.