Motion Blur Ino

Produces a linear motion blur effect by using translation values.
It is also possible to specify an afterimage shake effect in the options.

When "Alpha Rendering" is ON, Alpha channel will be processed first,
then it will process all RGB pixels where the Alpha channel is not zero.

When "Alpha Rendering" is OFF, Alpha channel will not be taken into account,
so the RGB image changes will not be masked, causing defined edges.

--- Inputs ---

Source

Connect the image to be processed.

--- Settings ---

Depend Move

P1 -> P2

Use the X1,Y1,X2,Y2 parameters to specify movement in a fixed direction and
magnitude.

Motion

It will take into account the object movements along the E/W and N/S channels,
on a frame-by-frame basis.
The X1,Y1,X2,Y2 parameters values will be ignored.

X1
Y1
X2
Y2

Specifies the start and end coordinate values for the motion blur.
The origin of the used coordinate system is at the lower left corner.
The unit is millimeters.
By specifying values with decimal places, it will be possible to define subtle changes
in the length.
If the distance between the starting and ending points is less than 1/16 of a pixel,
it will have no effect.
The default values are

X1 Y1 -> 0.0 0.0
X2 Y2 -> 1.0 1.0

Scale

Adjusts the scale for the length of the motion blur effect.

For example,

       X1 Y1 -> 0.0 0.0

       X2 Y2 -> 1.0 -1.0

       Scale -> 100

Would be equivalent to,

       X1 Y1 -> 0.0 0.0

       X2 Y2 -> 100.0 -100.0

and will have the same effect.

When Scale is 0, blur will not be applied.

The default value is 1, which will apply no scaling.

Curve

Allows to adjust the blur strenght.

With a value between 1.0 and 10.0, blur will become stronger.

With a value between 0.1 and 1.0, blur will become lighter.

The default value is 1, which will produce an linear attenuation.

Afterimage Length

Specify the lenght of the afterimage effect.

The unit is millimeters.

Specify a value greater than or equal to 0.

For example, to create an afterimage for a line with a width of 3, specify a value greater than or equal to 3.

The default value is 0, which produces no afterimage.

Afterimage Power

Determines the strength of the afterimage.

At 0, no afterimage effect will be applied.

The larger the value, the less blur and stronger afterimage effect will be applied.

The default value of 1 is the strongest possible one. Where there will be no motion blur, but only the afterimage effect applied.

Alpha Rendering

This option is valid only when there is an Alpha channel.

When inactive, it masks the changes in the RGB values using the original Alpha of the image.

When active, the effect will be able to modify the Alpha channel, extending it as necessary to reproduce the full span of the effect.

The default setting is active.