

How to use blender We provide the scripts to generate the datasets given the blend files. However, two steps must be done manually on blender before running the scripts:

1. To generate the additional data, one must activate the "Denoising Data", accessible through "Scene/View Layer/Passes/Data" (see Figure 1).

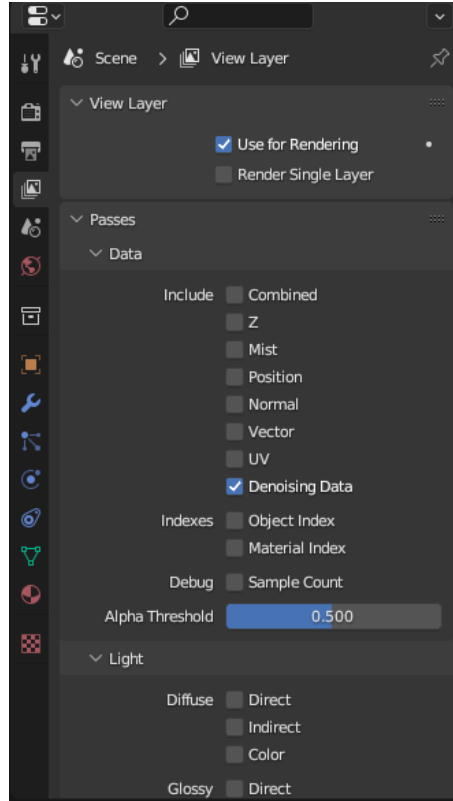


Figure 1: Image to help understand how to generate additional data with blender.

2. To generate the motion vectors, one must activate the "Vector", accessible through "Scene/View Layer/Passes/Data". One must also go into the "Compositing" window, and create manually a "Separate Color" node, a "Combine Color" node, and a "File Output" node such that the "File Output" node outputs OpenEXR files, and has "None" as Codec compression (see Figure 2).

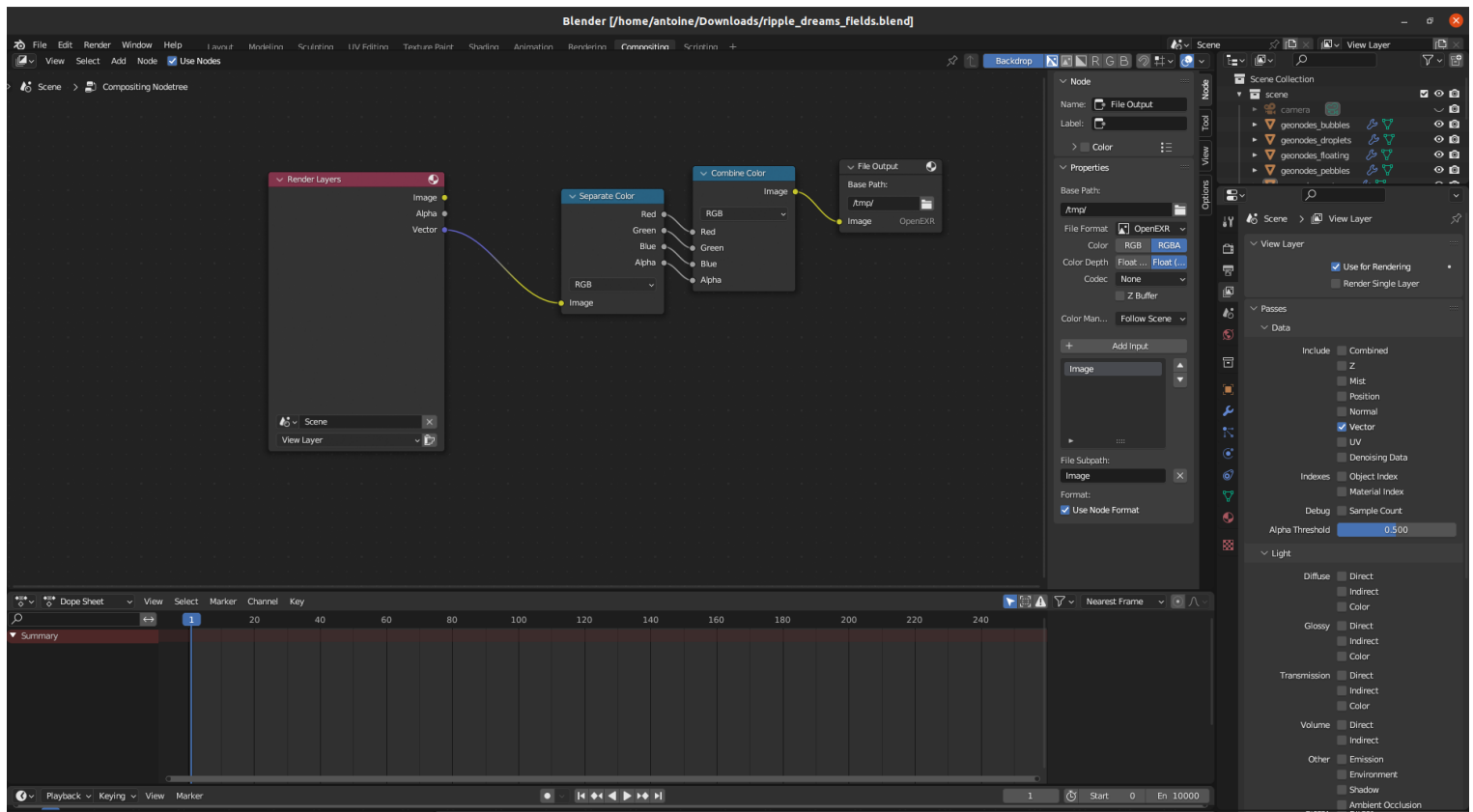


Figure 2: Image to help understand how to generate motion vectors with blender.