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Directional Blur Node

Blurs an image along a specified direction. Can be used to fake motion blur.



Inputs

Image

Standard color input.

Properties

Iterations

Controls how many times the image is duplicated to create the blur effect. Higher values give smoother results.

Center X, Y

Sets the position where the blur center is. This makes a difference if the angle, spin, and/or zoom are used.

Distance

How large the blur effect is.

Angle

Image is blurred at this angle from the center.

Spin

Rotates the image each iteration to create a spin effect, from the center point.

Zoom

Scales the image each iteration, creating the effect of a zoom.

Outputs

Image

Standard color output.

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