Motion Blur Ino

Makes a blur of the camera by using a parallel shutter-style movement.
An afterimage shake effect is also possible to specify in the options.

First, it will process the Alpha channel (if ON is specified), then,
it handles RGB pixels that have an Alpha channel not set to zero.

The Alpha channel is not processed when (OFF) is specified,
to mask the change in the RGB image. Therefore, smooth edges will
remain smooth.

--- Inputs ---
Source

Connect the image to process.

--- Settings ---
Depend Move

   P1 -> P2

The following X1,Y1,X2,Y2,
specify the move in a fixed direction and magnitude.

   Motion

In Geometry, it specifies the move E/W, from the H/S on a frame-by-frame basis.
The X1,Y1,X2,Y2 specified values will be ignored.

X1
Y1
X2
Y2

Specifies the start and end point coordinate values of the parallel movement blur.
Coordinate system uses an origin at the lower left corner.
The unit is millimeters.
The following specified point, will give subtle changes in the length.
Distance between the start and end point will have no effect on 1/16 Pixel or more.
The default value is

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

for the points.

Scale

Specify the scale adjustment to the length of the parallel movement blur.

For example,

        X1 Y1 -> 0.0 0.0

        X2 Y2 -> 1.0 -1.0

        Scale -> 100

Will become,

        X1 Y1 -> 0.0 0.0

        X2 Y2 -> 100.0 -100.0

It will have the same effect.

If you specify a zero blur it will no longer have an effect.

The default value is 1 which will give no scale.

Curve

Specify the adjustments to the strength of the blur.

With a value of 10.0 or less, and larger than 1, the blur becomes stronger,

with a value of 0.1 or more, and smaller than 1, the blur will become weaker.

The default value is 1 which will give equal attenuation.

Zanzo Length

Specify the shift position of the afterimage effect

The unit is millimeters.

Specify a value greater than or equal to 0.

For example, when you want to shift the afterimage of a line with a width of 3,

specify a value greater than or equal to 3 for the afterimage.

The default value is 0 for no afterimage

Zanzo Power

Determines the strength at the time of issuing the afterimage.

The weakest value is 0, where the afterimage effect will not be applied to the blur.

The larger the value,

the afterimage effect will become stronger, in the blur.

The default value is 1 the strongest. The blur will have the afterimage effect applied.

Alpha Rendering

This is a valid switch only when there is an Alpha channel.

When OFF, it masks the changes in the RGB values using the Alpha value.

When ON, the process is also applied to the Alpha. There is no Mask.

The default setting is ON.