Motion Blur Component for Unity3d
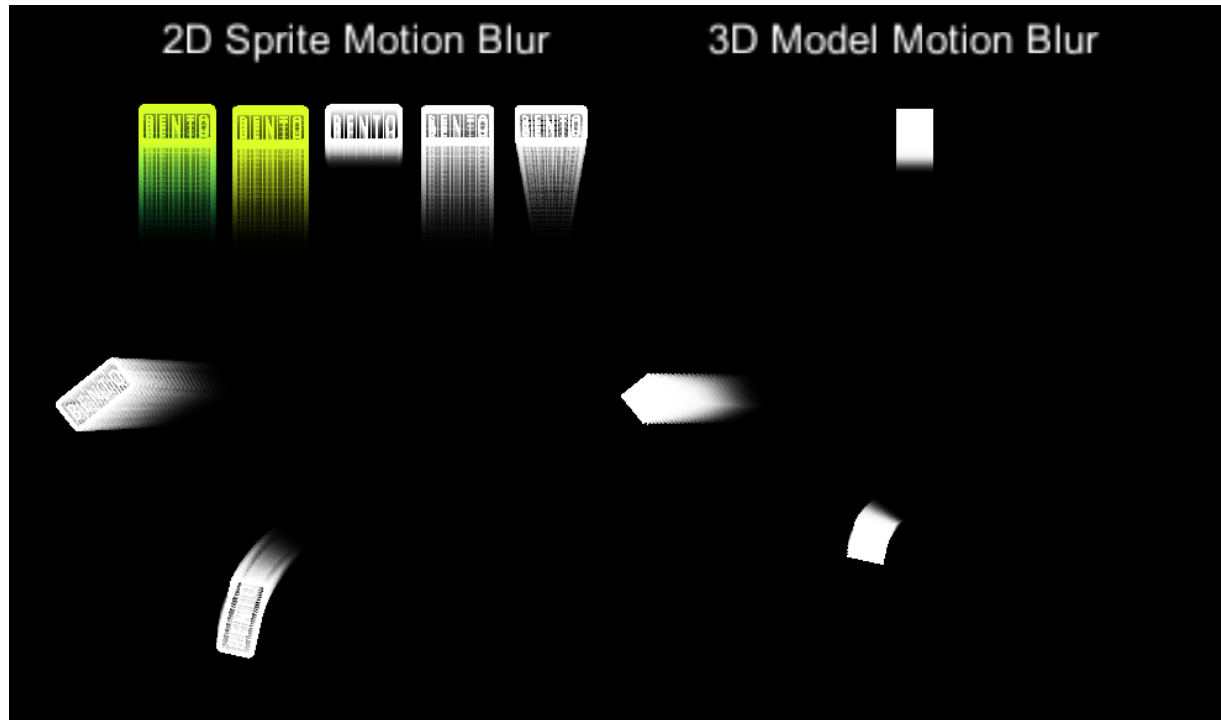
overview

Bento Studio

SUMMARY

This document shows how to use the motion blur component.

Sample

To see the motion blur in action, take a look at the sample scene.
You can find it at **MotionBlurSample > scene_MotionBlurSample.**

How to add the motion blur to an object

Add the component

- You can find the **MotionBlur Component** under **Component > MotionBlur > MotionBlur**
- Add it to the **GameObject** on which you want the motion blur effect. 3D objects require a **MeshRenderer** and a **MeshFilter** and 2D objects require a Sprite Renderer**.**
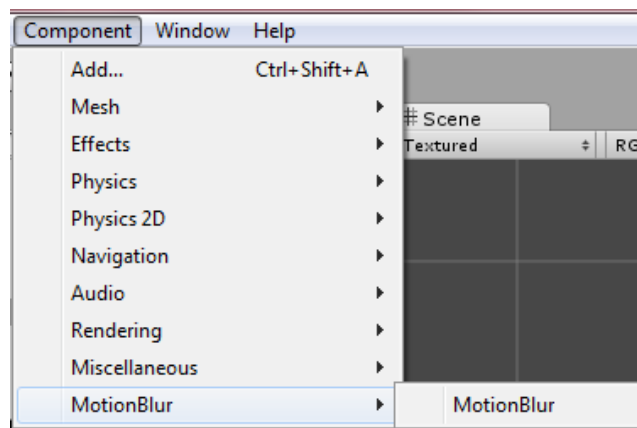
(Optional) Add the custom motion blur shader

- The **MotionBlur component** requires the **MotionBlur shader.**
- You can find the **MotionBlur shader** under **Shader > MotionBlur > MotionBlur**
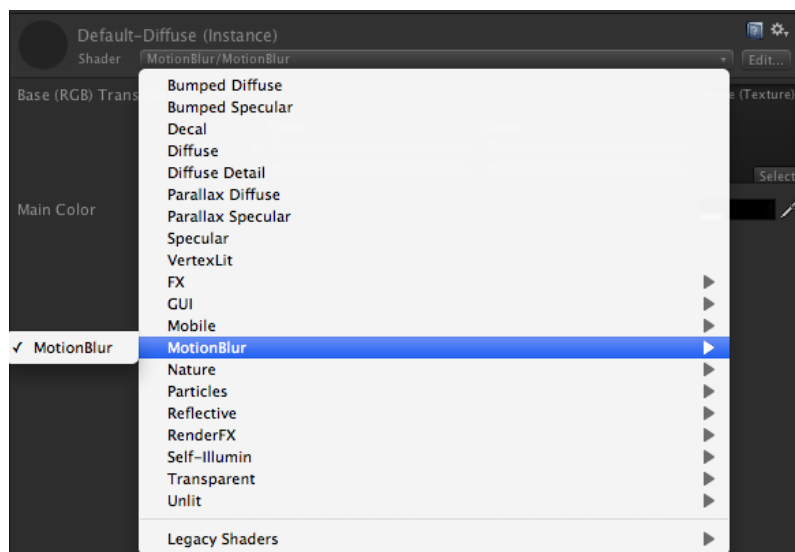
Tips: You can also use any shader using vertex color (ex: **Sprite/Default** or **Particles/Alpha Blended**).

Motion Blur component parameters

Movement Mode

Choose between a World or a Local movement mode.

- Use World if you want the global movement of the object to be taken into account.
- Use Local if you just want to set a local blur velocity.

Persistence Duration

Define the persistence of vision duration. The greater the persistence is, the longer the trail get.

Quality

The quality of the blur corresponds to the resolution of the blur trail.

- Increase the quality to have a smoother and denser blur trail.
- Decrease the quality to increase the performance.

Opacity

The blur trail opacity is multiply by this factor. Use it to attenuate the blur trail if you want a more subtle render.

Fade Type

Control the blur trail opacity attenuation with the distance. Choose between several types of attenuation.

Local Velocity

Use this to add a factice local movement handles by the blur.

Example: Set Local Velocity X = 100 to have a blur trail along the X axis on a not moving object.

You can use this on both movement modes:

- On Local mode only this velocity is taken into account to draw the blur trail
- On World mode this velocity is added to the real world velocity of the object

Offset

Allow you to offset the blur trail beginning position.

Example: Set Offset Z to 1 on a 2D orthographic game in order to have the blur trail behind the main character to avoid him to be blurred.

Progressive Sprite Color

Allow to enable or disable a smooth transformation when changing the object color or sprite.

Progressive Scale

Allow to enable or disable a smooth transformation when scaling the object.