UnityEngine.PostProcessing.
MotionBlurComponent.FrameBlending
Filter.BlendFrames

UnityEngine.PostProcessing.
MotionBlurComponent.PopulateCommand
Buffer

UnityEngine.PostProcessing.
MotionBlurComponent.Reconstruction
Filter.ProcessImage

UnityEngine.PostProcessing.

MotionBlurComponent.FrameBlending Filter.PushFrame