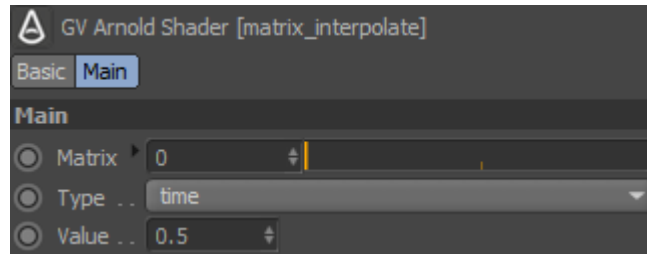


Matrix Interpolate



Interpolates between different matrices based on the current time.

Matrix

The transformation matrix.

Type

Determines how to interpolate the matrix. This parameter is set to "time" by default, which uses the current time inside the shutter range and allows to get motion blurred matrices in the shading tree. It can also be set to "value", which simply uses the parameter "value" to interpolate between the matrices.

Value

The value used to interpolate between the matrices.