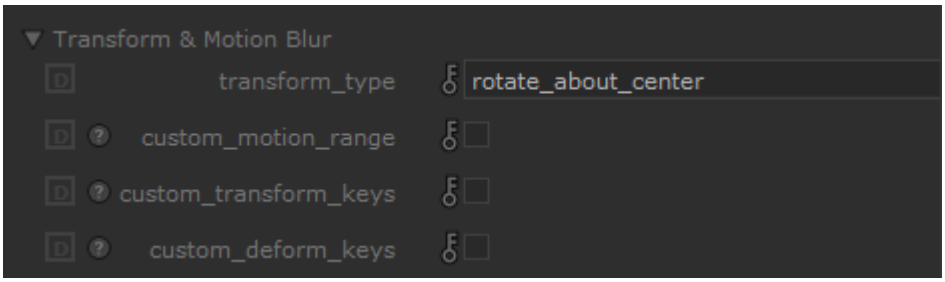
Transform & Motion Blur



transform_type

Specifies what type of motion the object has. Options are `linear`, `rotate_about_center`, and `rotate_about_origin`. `linear` corresponds to the linear interpolation between matrices. `rotate_about_origin` corresponds to `curved_motionblur=true`. Unlike, `rotate_about_origin` which sets the rotation pivot at the origin, `rotate_about_center` will rotate about the object's center. This is the default mode and is useful for wheels, propellers, and other objects which spin.

custom_motion_range

Specifies an Offset for the shutter's time interval which allows you to change the motion blur trails. The Position offsets the motion blur within the image. It is a relative value that extends towards the frame.

This setting allows you to control when the camera shutter opens and closes relative to the frame being rendered.

custom_transform_keys

Specifies an Offset for the shutter's time interval which allows you to change the motion blur trails. The Position offsets the motion blur within the image. It is a relative value that extends towards the frame.

This setting allows you to control when the camera shutter opens and closes relative to the frame being rendered.

custom_deform_keys

The number of motion keys for deformation transformation. Can only be used to motion blur objects with moving but same numbered vertices. Cannot be used for objects with changing topology. In that case, use Velocity blur.