Thank you for purchasing Motion Blur for Iray.

A few little notes before I get into the script UI.

To get motion blur you need to use the timeline and key frames to move the item you want blurred. And you need to be sure that anything that does not have motion blur does not have any key frames set, except for frame 0.

Any figure that has clothing, jewery, hair, etc. Those need to be parented to the figure. Some clothing and hair does not load parented (even though it is suppose to be :))

Items blurred over light background tends to not turn out looking very good.....
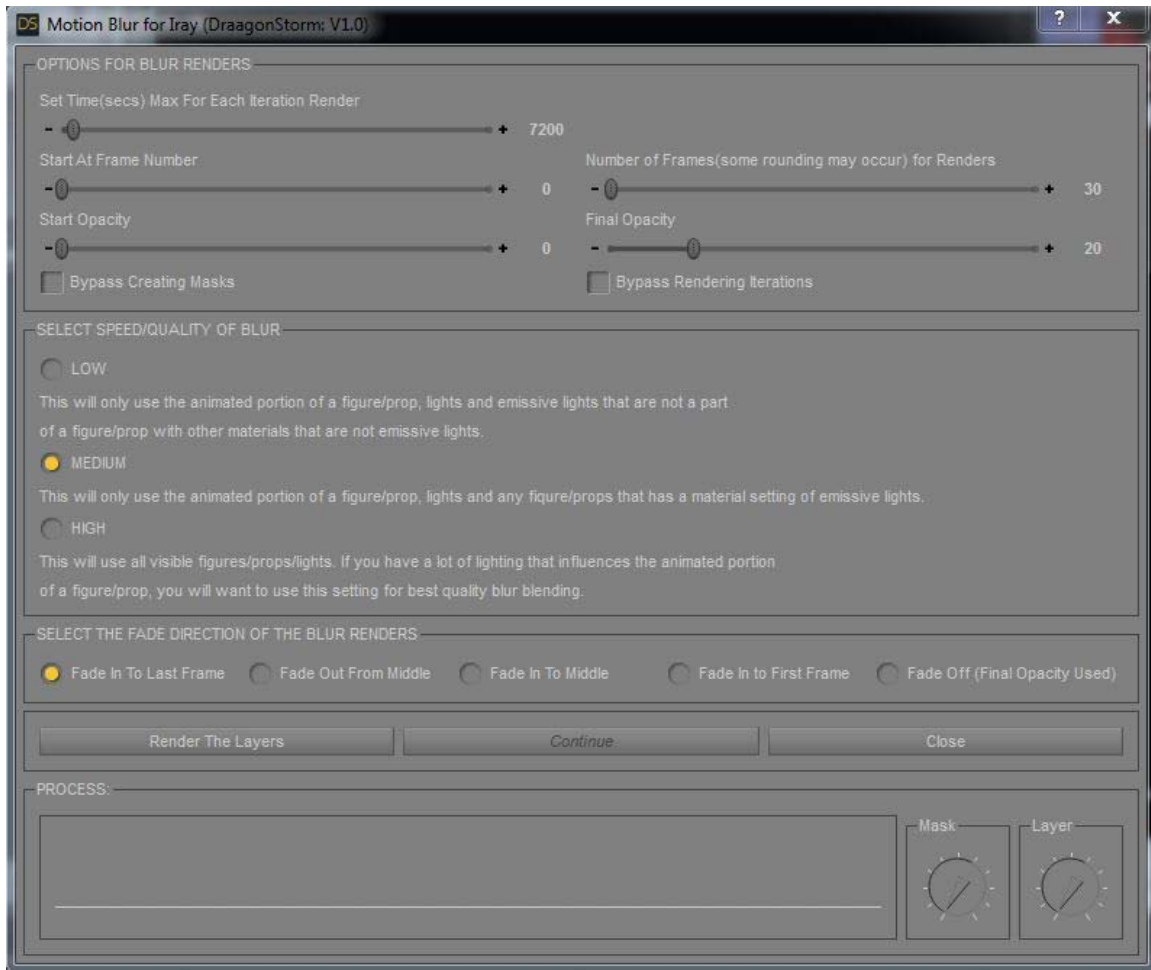
Set Time(secs) Max For Each Iteration Render
There are going to be as many renders as Number of Frames that are selected. With Iray, these can take a very long time depending on your system. In some cases a full high quality render is not really needed for these iterations. This value is the number of seconds for each render (not including the setup time before the actual rendering starts)

Start At Frame Number
I included this for instances where you may be using dynamics that have to start at the T-Pose. You can have the iterations start at were the transition from the T-Pose has ended.

Number of Frames(some rounding may occur) for Renders
This will add more/less frames between frame 0 and the last keyframe. As you move the slider, you can see the fps change in the Daz Timeline.

Start Opacity
When doing a fade this will be lowest opacity, and can not be greater then the final opacity.

Final Opacity
This will the highest opacity of the fade.

Bypass Creating Masks
When checked the masks will not be created.

Bypass Rendering Iterations
When checked the iterations will not be created.

SELECT SPEED/QUALITY OF BLUR
LOW
When select the least figures props will be used in the iteration renders.
MEDIUM
This will include all that is used in the LOW settings plus include any props or figures that have emissive light settings but are not animated.
HIGH
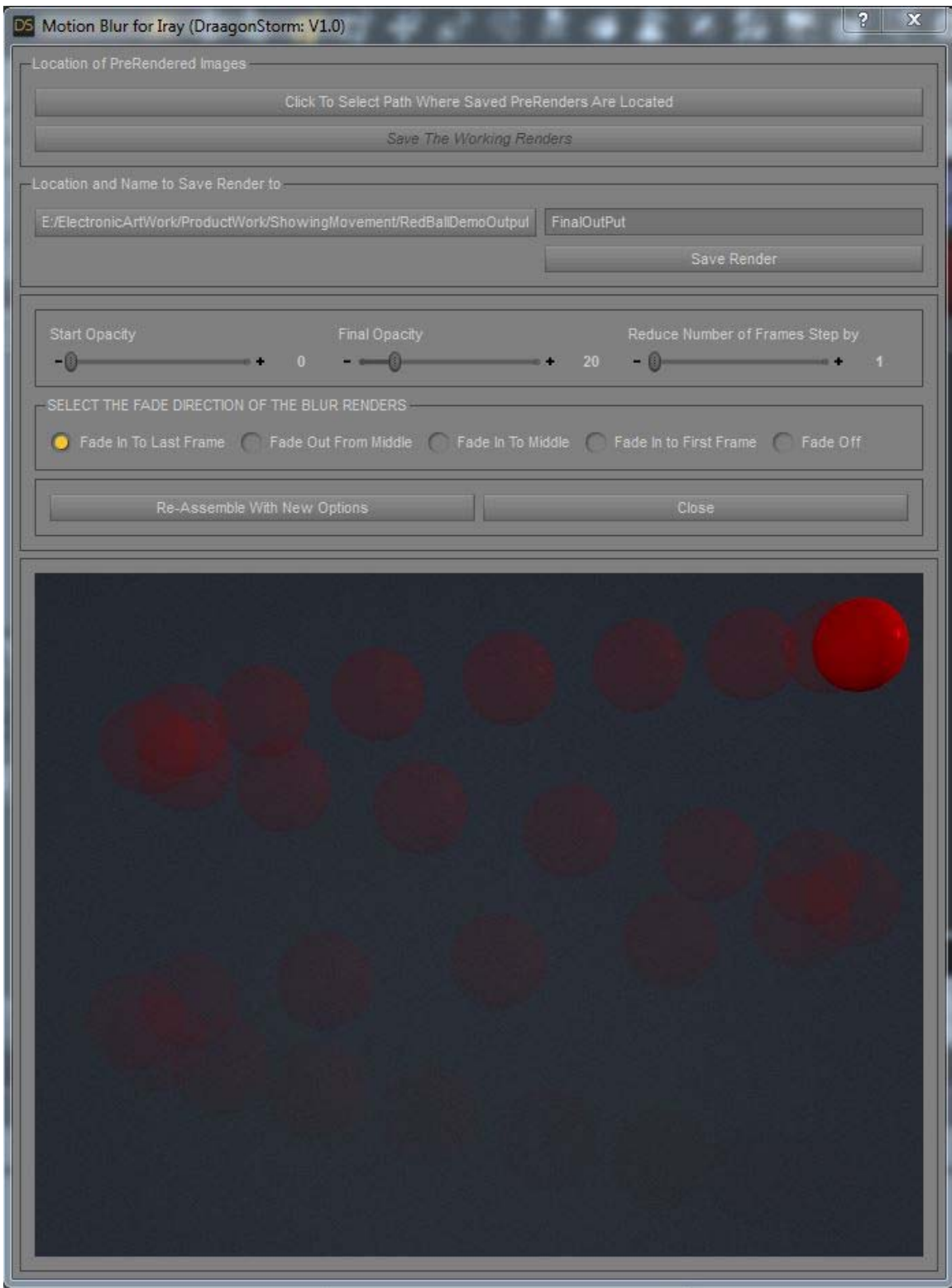The will use the entire scene for the iterations.

SELECT THE FADE DIRACTION OF THE BLUR RENDERS
Fade In To Last Frame, Fade Out From Middle and Fade In To First have their own final render, **Fade In To Middle** and **Fade Off** share a final render.

When you have all the settings the way you want you will press the **Render The Layers** button, and wait till it's finished. Process can be tracked between the **PROCESS** box and the two dials. The Daz Timeline is good quick check also.

When the rendering is all finished the **Continue** button is enabled. When pressed the UI will close so that the layers can be created so that it can be viewed in the next screen.

DS Motion Blur for Iray (DraagonStorm: V1.0)

Location of PreRendered Images

Click To Select Path Where Saved PreRenders Are Located

Save The Working Renders

Location and Name to Save Render to

E:/ElectronicArtWork/ProductWork/ShowingMovement/RedBallDemoOutput   FinalOutPut

Save Render

Start Opacity   Final Opacity   Reduce Number of Frames Step by

—◯———————— +   0   —◯———————— +   20   —◯———————— +   1

SELECT THE FADE DIRECTION OF THE BLUR RENDERS

◉ Fade In To Last Frame   ◯ Fade Out From Middle   ◯ Fade In To Middle   ◯ Fade In to First Frame   ◯ Fade Off

Re-Assemble With New Options   Close

After the renders are assembled you will see the previous page screen.

From here, if you want, you can save all of the render work to a folder of your own choice. Click on the **Click To Select Path Where Saved PreRenders Are Located** to locate/create a folder. Once that is done you will be able to click the **Save The Working Renders.**

The image you see on this screen is the final version of your Motion Blur. The size is you see is not the size of the render(unless you set your render to this size), nor will it be the size of your saved image. That will be the size that you selected in render settings. To save your render Click on the button right under the **Location and Name to Save Render to** so that you can select/create a folder to save the render to. The default filename is FinalOutPut, you can change that to what ever is acceptable to you computer. The file type will be .png. Then click on the **Save Render** button.

The only option that you see on this UI that was not covered for the previous UI is **Reduce Number of Frames Step by.** Which was it will do is skip x frames in the assembly process. Play with it... It will not break anything.

If you select a new Fade the system will give you the choice to do a Final Render for that Fade. If you do not accept the Fade selection will revert back to the original.

Reassemble PreRendered
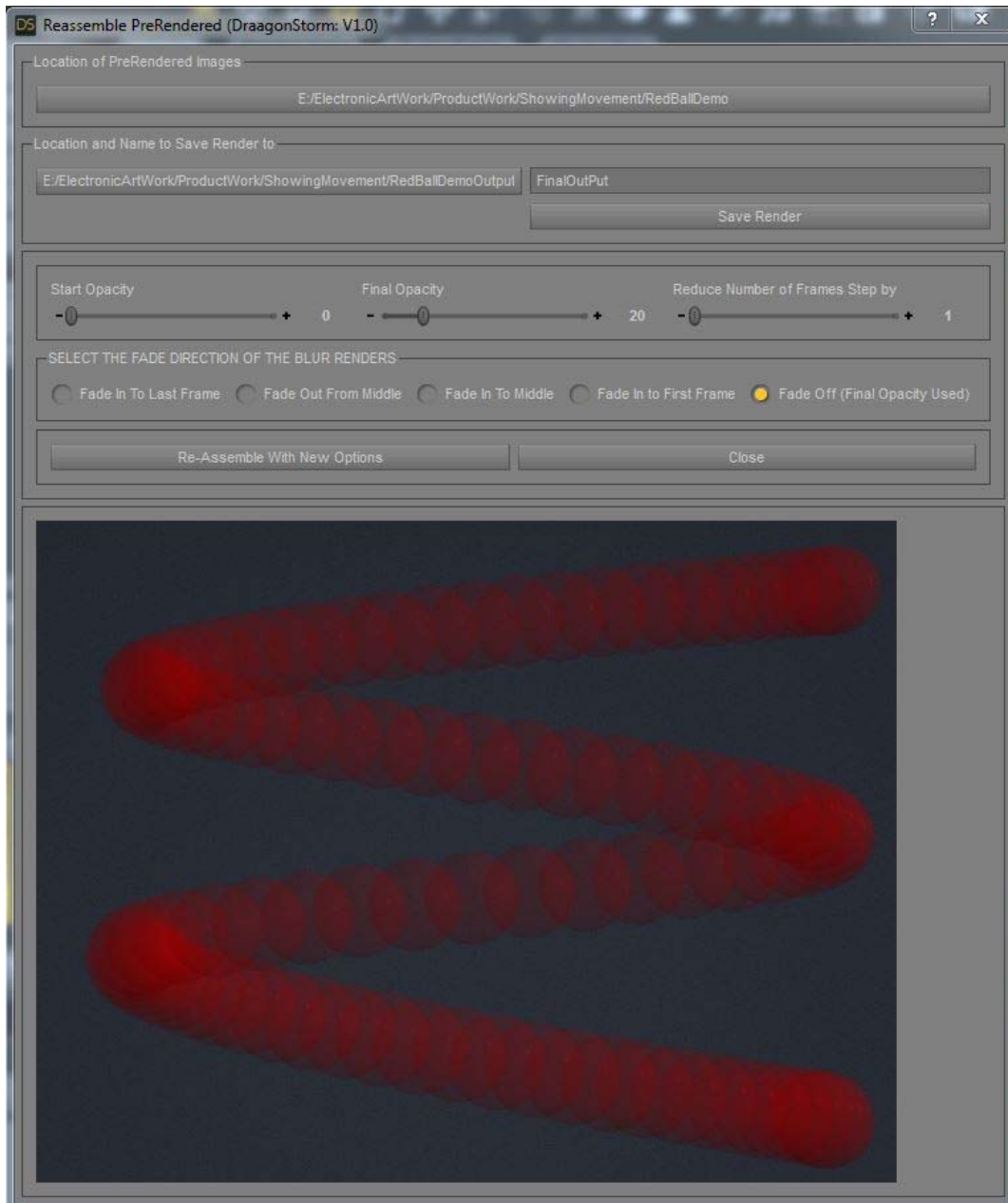
This will let you play with the different options at a later time by using the renders that were saved before.

First you select which project you want to work with by click on the button in the **Location of PreRendered Image**. It will open up the explorer so that you can select the folder.

Note also, if you did not do a final render for a Fade, the script will give you a chance to that... If you have the original scene loaded you can accept it.

DraagonStorm's Weyr

Thank You