

NAME

pblur2 - apply motion blur to a frame from an animation

SYNOPSIS

pblur2 *f0,f1/n HDRspec ZBFspec MVOspec*

DESCRIPTION

Pblur2 Computes a square-shutter blur from frame position *f0* to frame position *f1* using the given picture, depth buffer, and motion vector offset files produced by *ranimove(1)*. These arguments should be set similarly to the *BASENAME*, *ZNAME*, and *MNAME* variables in the *ranimove* input file, but should include the suffixes as well.

The starting and ending frame number are usually given as floating-point values. For example, the range "10.75,11.25" would simulate a 180-degree shutter around frame 11. An optional time slice count may be given to override the one that is computed by default. The range "5,15/30" would blur all the frames from 5 to 15 continuously using 30 time slices. The blurred image is always sent to stdout.

EXAMPLES

To blur and downsample frame 95 with a 360-degree shutter:

```
pblur2 94.5,95.5 frame%03d.hdr frame%03d.zbf frame%03d.mvo | pflt -1 -x /2 -y /2 > final95.hdr
```

AUTHOR

Greg Ward

SEE ALSO

pdfblur(1), pflt(1), pinterp(1), pblur(1), pmdblur(1), ranimove(1)