NAME

pmblur2 - apply motion blur to a frame from an animation

SYNOPSIS

pmblur2 f0,f1/n HDRspec ZBFspec MVOspec

DESCRIPTION

Pmblur2 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:

```
pmblur2 94.5,95.5 frame%03d.hdr frame%03d.zbf frame%03d.mvo | pfilt -1 -x /2 -y /2 > final95.hdr
```

AUTHOR

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SEE ALSO

pdfblur(1), pfilt(1), pinterp(1), pmblur(1), pmdblur(1), ranimove(1), rcode_depth(1), rpict(1), rtpict(1)