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Using Blender 2.7 for Animation - **Part 5.1 - Import & Motion Blur**

GOAL: Make a scene with motion blur on one object and a floor that is not moving.

There are many programs other than Blender for making 3D meshes (objects) and animations. Many programs have their own formats, or use standard formats. Blender can import many types of files, however, it is not setup for double-clicking on them. You must find out what kind of file it is, then click File, Import, and choose that type, then go to where that file is.

* Before you open Blender, open File Explorer, Computer (or This PC), Resources (or R:)
* Open the “Meshes” folder
* Find a file you want, but instead of double-clicking, look at what type of file it is in the Type column

(such as “OBJ file” or “3DS file”). You need to know this before you can see or choose the file in Blender.

* Open Blender
* File, Import, then choose the type (that you found earlier) that matches the file you want.

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| TIP:* If the file is a blend file, click File, Append (though this may not always work perfectly):
	+ Click the blend file you want, then you’ll see all the parts of the blend file.
	+ Click the Object folder inside the blend file
	+ Select all of the objects (listed by name) in orange (draw a box around them)
	+ Ctrl Click to remove items from the selection that you don’t need, such as the camera and any lamps you don’t want.
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* File, Save As, choose your home drive (username) 3da5

Motion Blur

* make a floor and a fast moving object

The *node editor* adds effects to the Rendered Image or Animation.

You can continue to see both the node editor & 3D View if you split it, then change one to a Node Editor:

* Place the mouse pointer over the black line between 2 views—the cursor will turn into double arrows. Then click “Split Area” and then click where to split the 3D view. It will become two 3D Views. Change one of them to a Node Editor (see picture on right)

To add effects to the whole image, click Compositing (the button that looks like a stack of pictures)



* then check the “Use Nodes” checkbox.

You will see the Render Layer, but there is no Vector (Speed & Direction) for the objects yet. Include the Vector pass to save Speed & Direction:

* Click Scene  button tab on the right
* Click to expand Passes category
* Check the **Vector** checkbox

The “Speed” pass will appear on the small Render Layer window.

At the bottom of the Nodes view, click Add, Filters, Vector Blur

* Move the Vector Blur box in between the other two boxes (so that the Image wire from Render Layers box is connected first to Image jack on Vector Blur then another Wire connects to Composite)
* Drag to draw a Wire from Speed (out of Render Layers box) to Speed (into Vector Blur Box)
* Drag to draw a Wire from Z (out of Render Layers box) to Z (into Vector Blur Box)

To increase quality and avoid glitches (like blur when there isn’t supposed to be) you can increase Samples to about 64.

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Using Blender 2.7 for Animation - **Part 5.2 - Import & Motion Blur**

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**Make a Video**

* Make a floor
* Position the **camera** and **lights** well so that the scene is shown when you click “Render” in the Render button tab
* Make sure vector blur is working (to make sure, go to a time when object is moving fast, & Render, Render Image—after rendering is completely finished, wait about one second more and the vector blur effect will be added)
* Under the render button, under Output, click the browse picture button then choose your home drive, then in the second box name it 3da8blur video then click Accept

& under Output, choose **H.264 from the drop-down list**, and then click 