



Cartoon Moblur v1.6 Guide

[Video of new features in v1.5](#)

User Interface:

✓ fx Cartoon Moblur	Reset Register
Motion Source	All Sources ▾
> ⌚ Shutter Angle	360.00
✓ Quality	
> ⌚ Motion Threshold (px)	1.00
> ⌚ Time Threshold (steps)	20
> Samples	0
	Update Samples
> ⌚ Samples Scale	1.00
> ⌚ Samples Rotation	1.00
✓ Fill Options	
⌚ Fill Mode	Solid ▾
⌚ Color	 
> Opacity Start/End	
> ⌚ Opacity Master	100.00%
⌚	<input checked="" type="checkbox"/> Composite Original

How it works:

Cartoon Moblur compares the transformations of your layer and generates a “motion trail” based on user settings and how much the layer is transforming.

Quality Params:

- **Motion Threshold (pixels):**
How many pixels the layer can transform before a sample is drawn. This defaults to 1 meaning for every pixel the layer moves 1 sample will be drawn. The higher this value is the less “quality” there will be. Similar to samples in motion blur, too few and individual samples are noticeable as opposed to a smooth trail.

Thin text or graphics generally require more samples to be drawn and will therefore require lower motion threshold values.

- **Time Threshold (steps):**
This parameter controls how often the plugin will sample the transforms of the layer. This does not affect the number of samples drawn but how accurate the timing of these samples are. The default setting of 20 steps means for each frame (1024 steps), the plugin will sample the transformations ~50 times.

If you have linear animation, a time threshold of 50 or even 100 can be used without any visible loss in quality. If the velocity changes drastically, much lower values will need to be used.

In summary, lower both these values to increase quality and accuracy. Increase these values to preview renders faster. Both of these parameters are affected by adaptive resolution. For example a *Time Threshold* of 20 on full resolution will be adapted to of a value 40 at half resolution, allowing for faster previews.

Shutter Angle (degrees):

How long the motion trail is, with 360 degrees being equivalent to one frame. Increasing this value also increases render time.

Motion Source

By default, the layer to which Cartoon Moblur is applied will have its transformations analysed to generate the motion trail. If your animation is parented you may want to choose the parent layer here. This parameter also allows Cartoon Moblur to be applied to an adjustment layer and in this parameter you would select the layer that is actually transforming.

Single Layer

The plugin will only analyse transforms from one selected layer. This is useful if you want to generate samples based on one specific layer rather than all parented transforms.

All Sources

The plugin will analyse all incoming sources of motion and generate samples based on that. This is the default and recommended mode for most use cases.

Fixed Samples

In this mode, incoming transforms are ignored (as well as any parameters in the quality tab) and instead a fixed number of samples are drawn based on the “Samples” parameter. This is useful if you want to add a trail even though the layer may not be transforming.

Fill Options:

- **Solid Fill:** fills the motion trail with a solid color.
- **Gradient Fill:** fills the motion trail with a gradient fill between two colors. *Gradient Fill* overrules *Solid Fill* if both are checked.
- **Opacity:** The global opacity of the motion trail. In a future release this will be adjustable per sample to mimic Echo’s “decay” feature.

Utilities:

- **Samples Scale**
- **Samples Rotation**

Rotation and scale transformations are dependent on anchor point location, therefore the number of samples they require can vary wildly. For this reason the two sliders here are multipliers of the *Motion Threshold* parameter but apply only to rotation and scale.

For example if there are adequate samples for position transformations but not rotation, increasing the *Motion Threshold* parameter would add samples to all transformations, potentially resulting in crunchy edges. However increasing the *Rotation Multiplier* will add additional samples for rotation transformations only.