

Cartoon Moblur 1.5 Guide

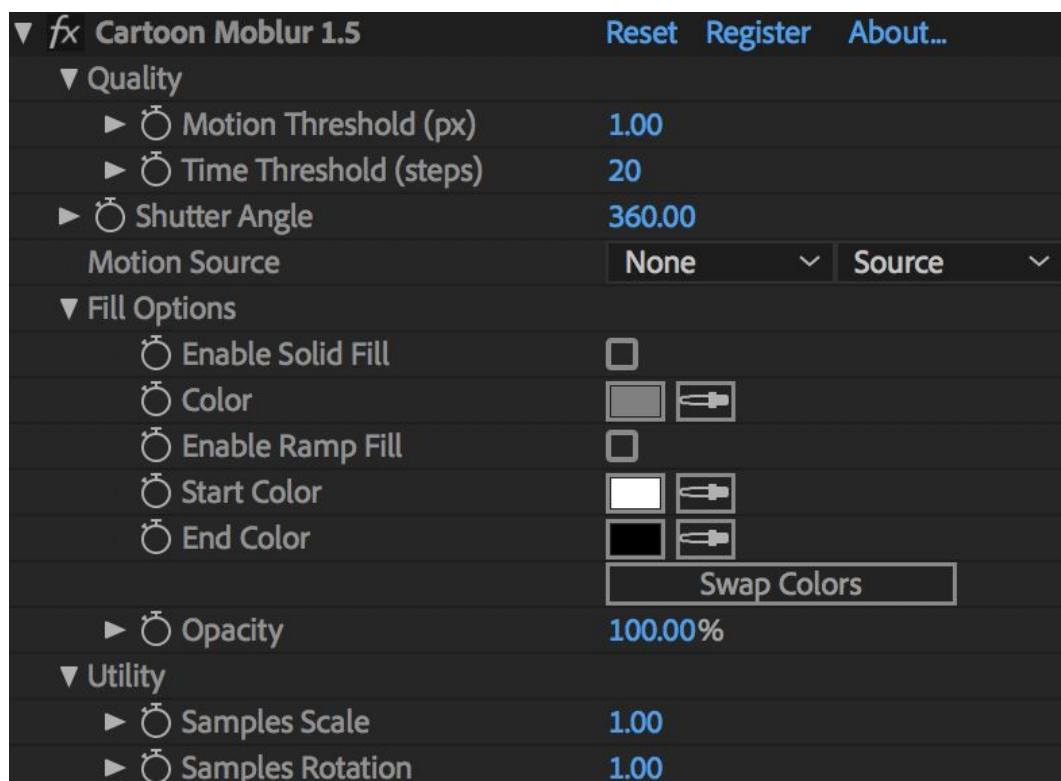
Plugin Everything are excited to release the new version of Cartoon Moblur which has been completely rewritten to address user feedback. For a behind the scenes look at this update, check out [EP01 of Show Me Everything](#).

What's new?

- Compatible with all transformations, including 3D.
- Compatible with parented animation.
- Alternate motion source parameter, allowing you to apply the effect to an adjustment layer and have it affect all layers underneath.
- Compatible with bezier path (aka curvaceous) animation.

[Video of new features in version 1.5](#)

User Interface:



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.

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.

Also coming soon in this tab will be color correction per sample options to allow even more fun.

Utilities:

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

Rotation and scale transformations are dependant 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.



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