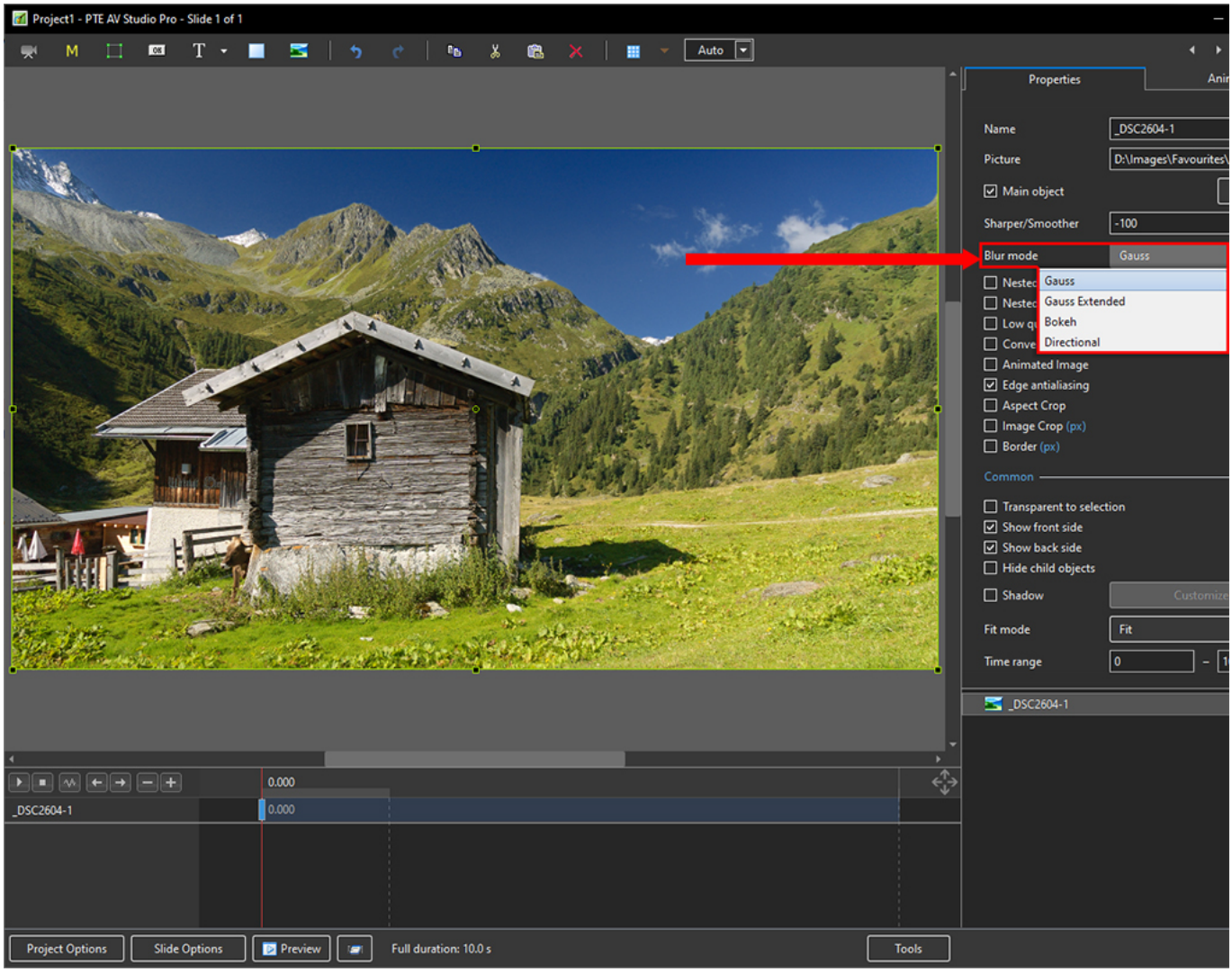
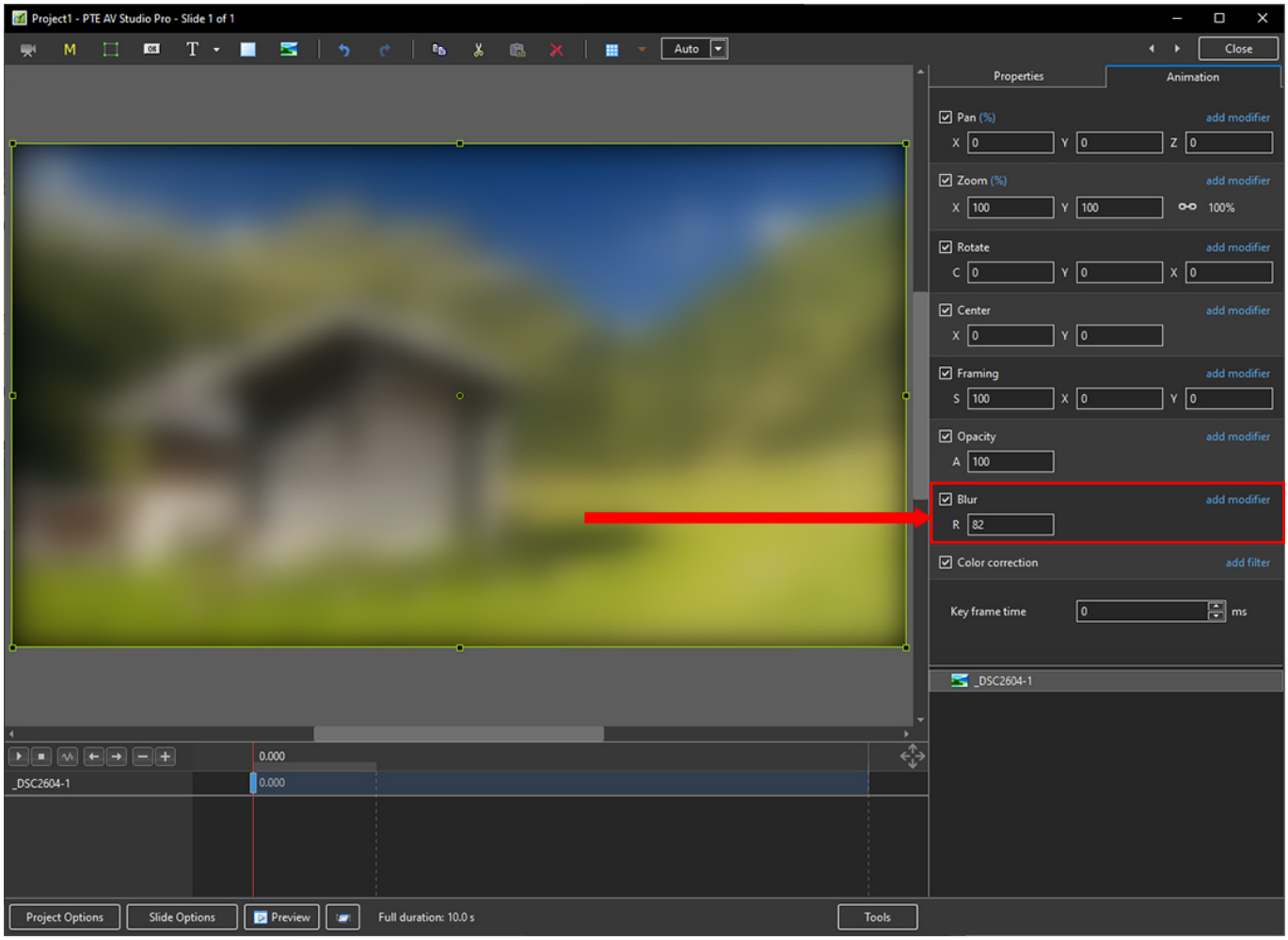
Blur Options

Gauss Blur

- In Objects and Animation, with the Object Highlighted
- In Properties Tab, choose “Blur Mode”
- In the dropdown menu choose “Gauss”



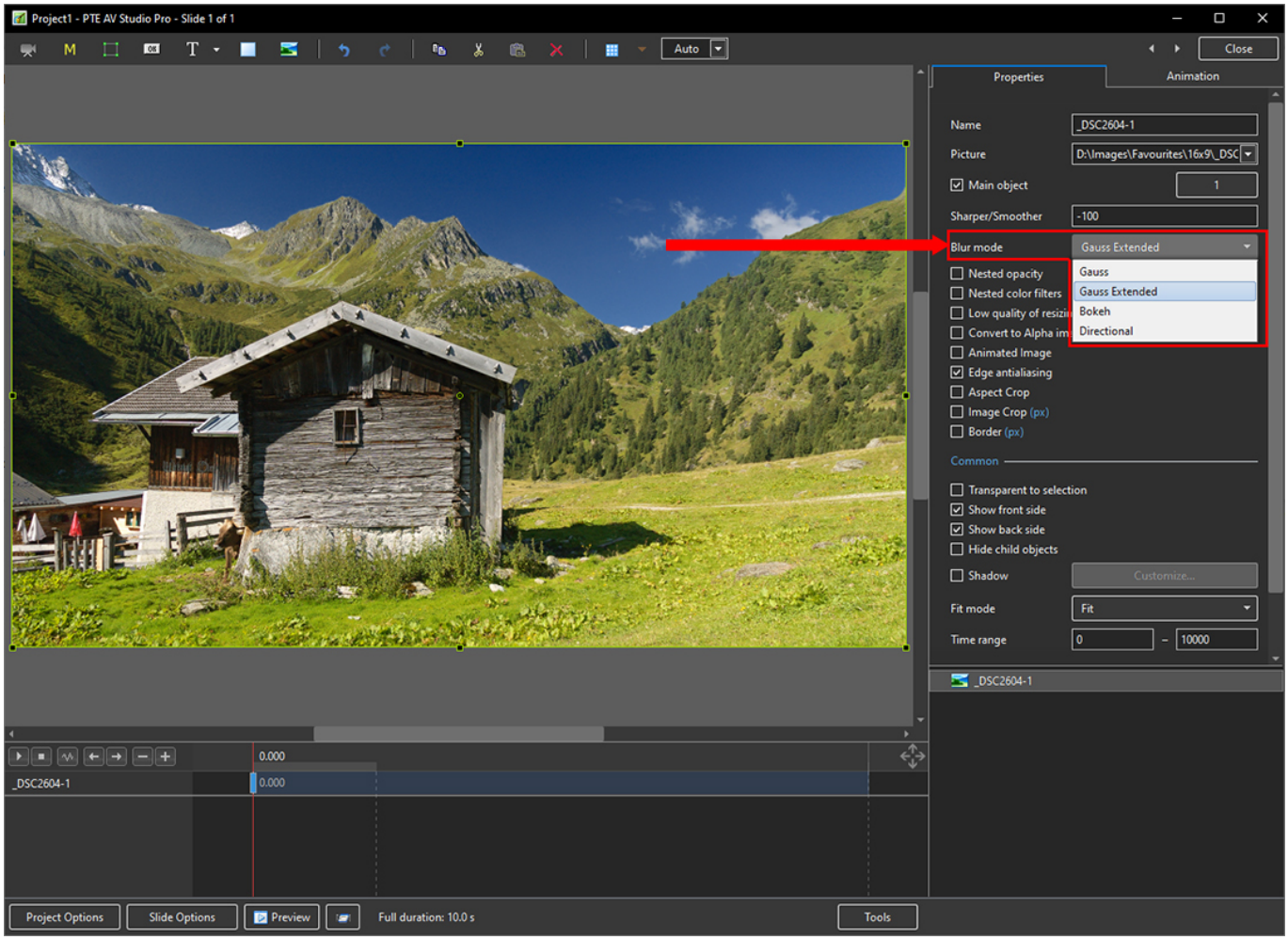
- In Animation Tab tick “Blur”
- R = Amount of Blur



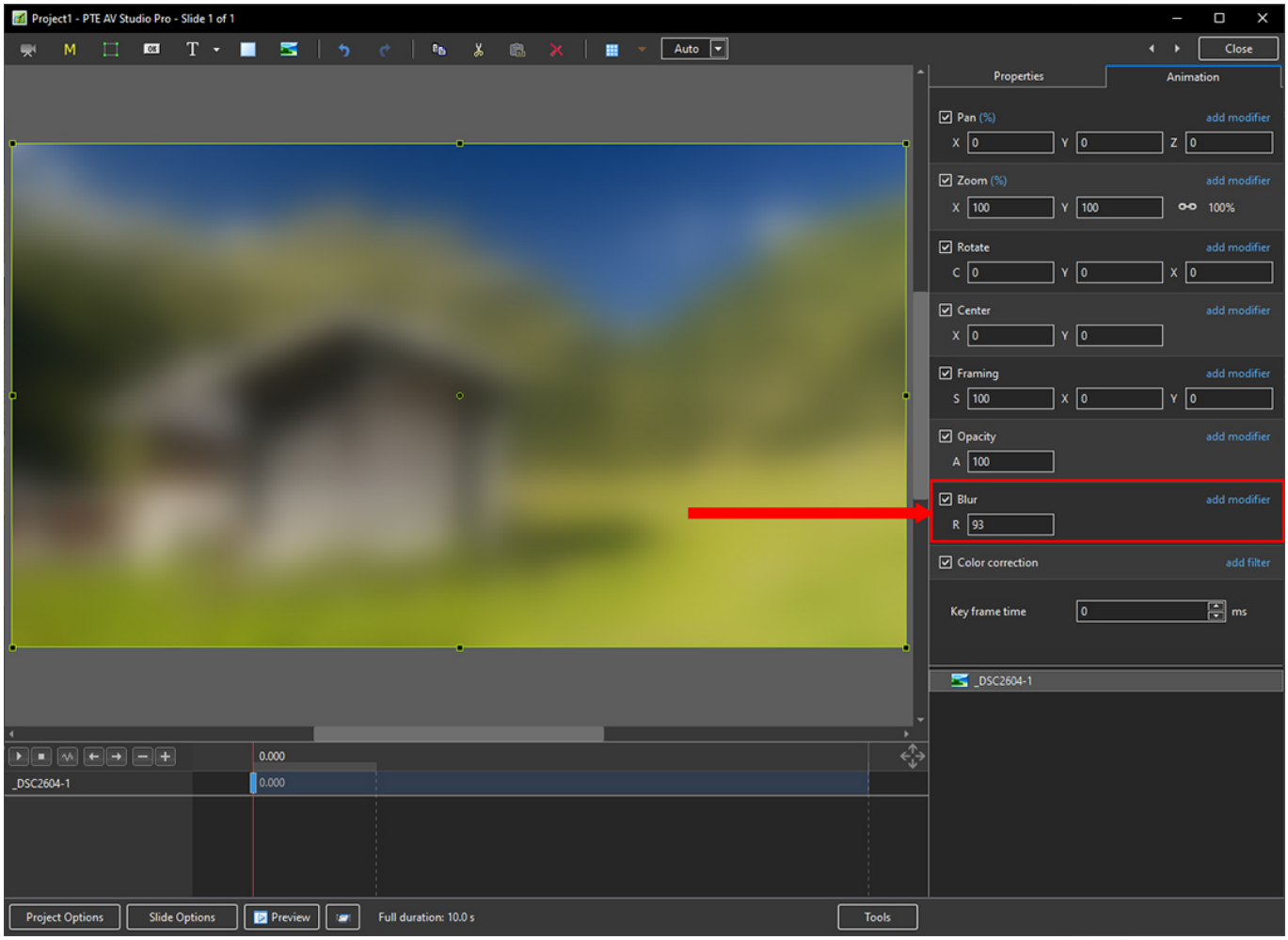
- The “Gauss” Blur effect can produce a “vignette” effect which can be eliminated by using “Gauss Extended”:

Gauss Extended Blur

- In Objects and Animation, with the Object Highlighted
- In Properties Tab, choose “Blur Mode”
- In the dropdown menu choose “Gauss Extended”



- In Animation Tab tick “Blur”
- R = Amount of Blur

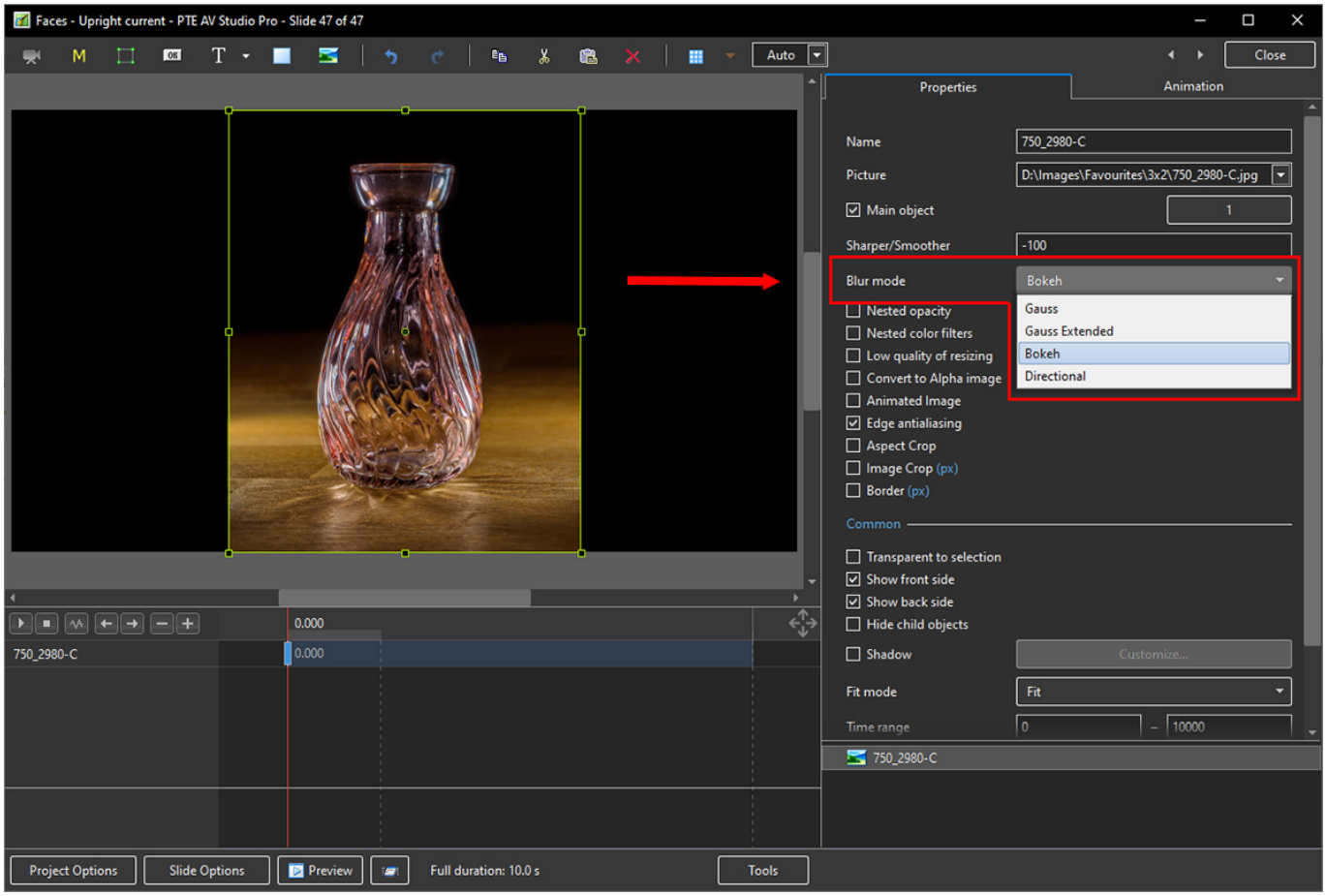


- Note the lack of “Vignette”

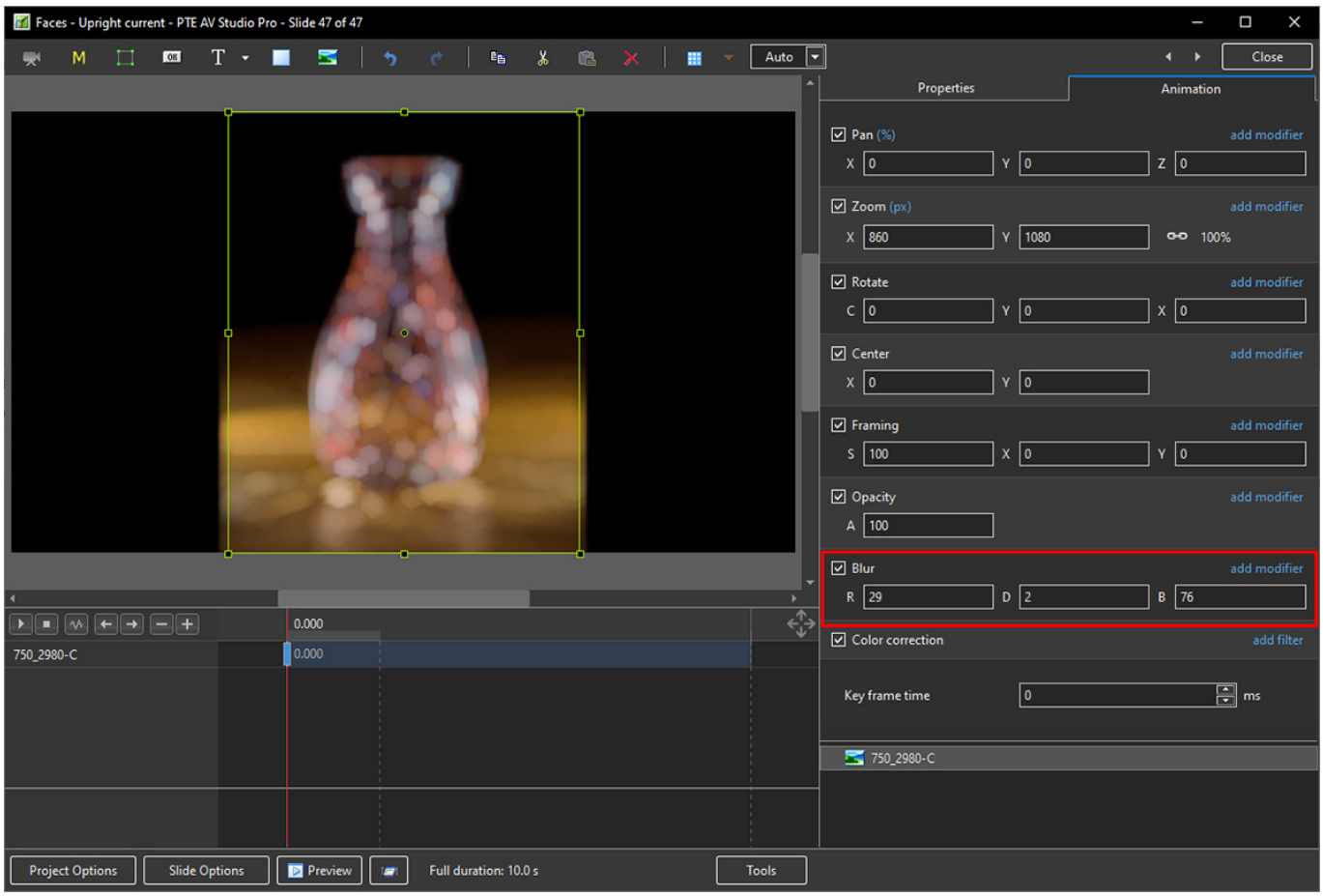
Blur with Bokeh

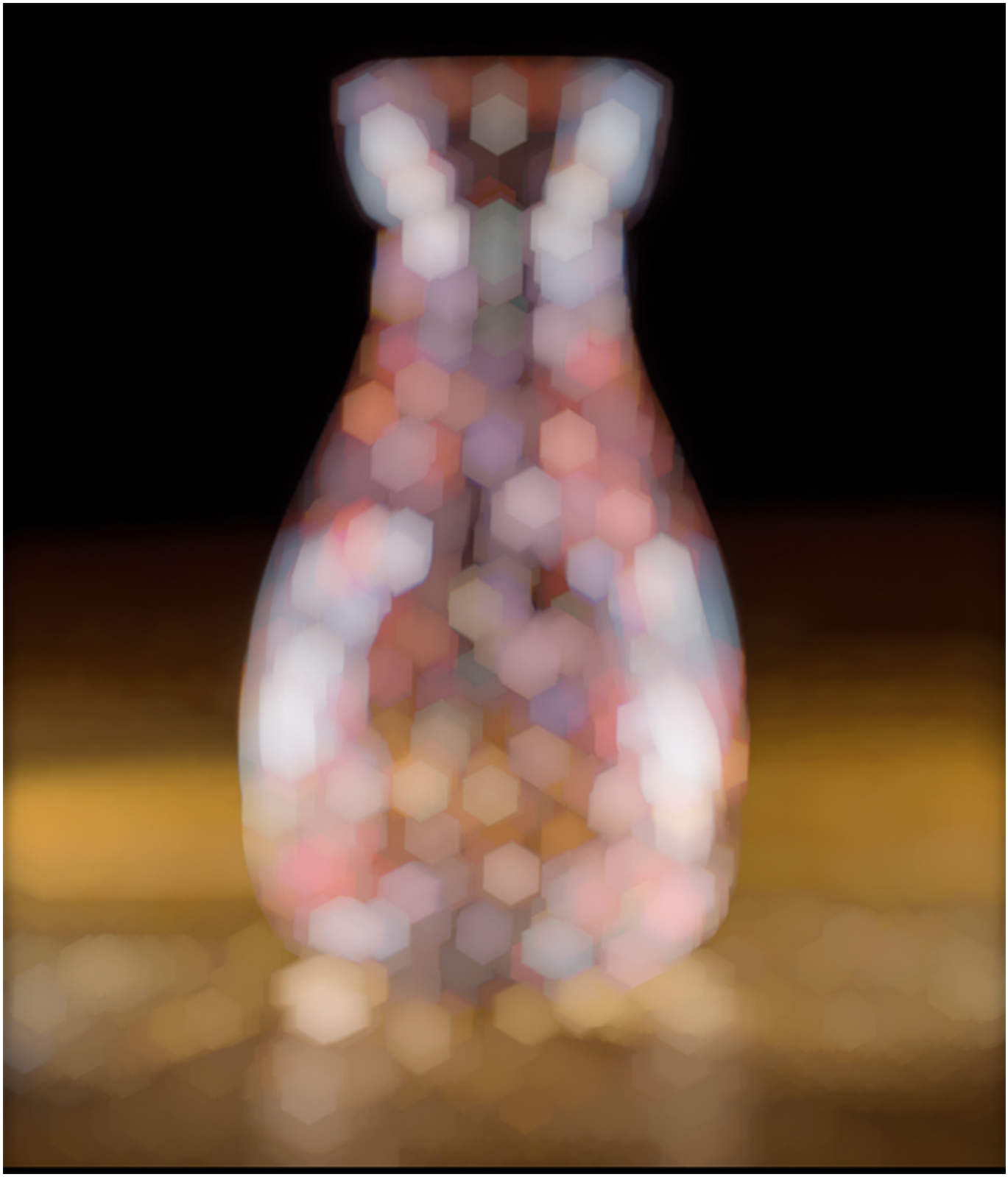
- In Objects and Animation, with the Object Highlighted
- In Properties Tab, choose “Blur Mode”
- In the dropdown menu choose “Bokeh”

- In Animation Tab tick “Blur”
- R = Amount of Blur; D = Direction of Blur; B = Intensity of the Effect



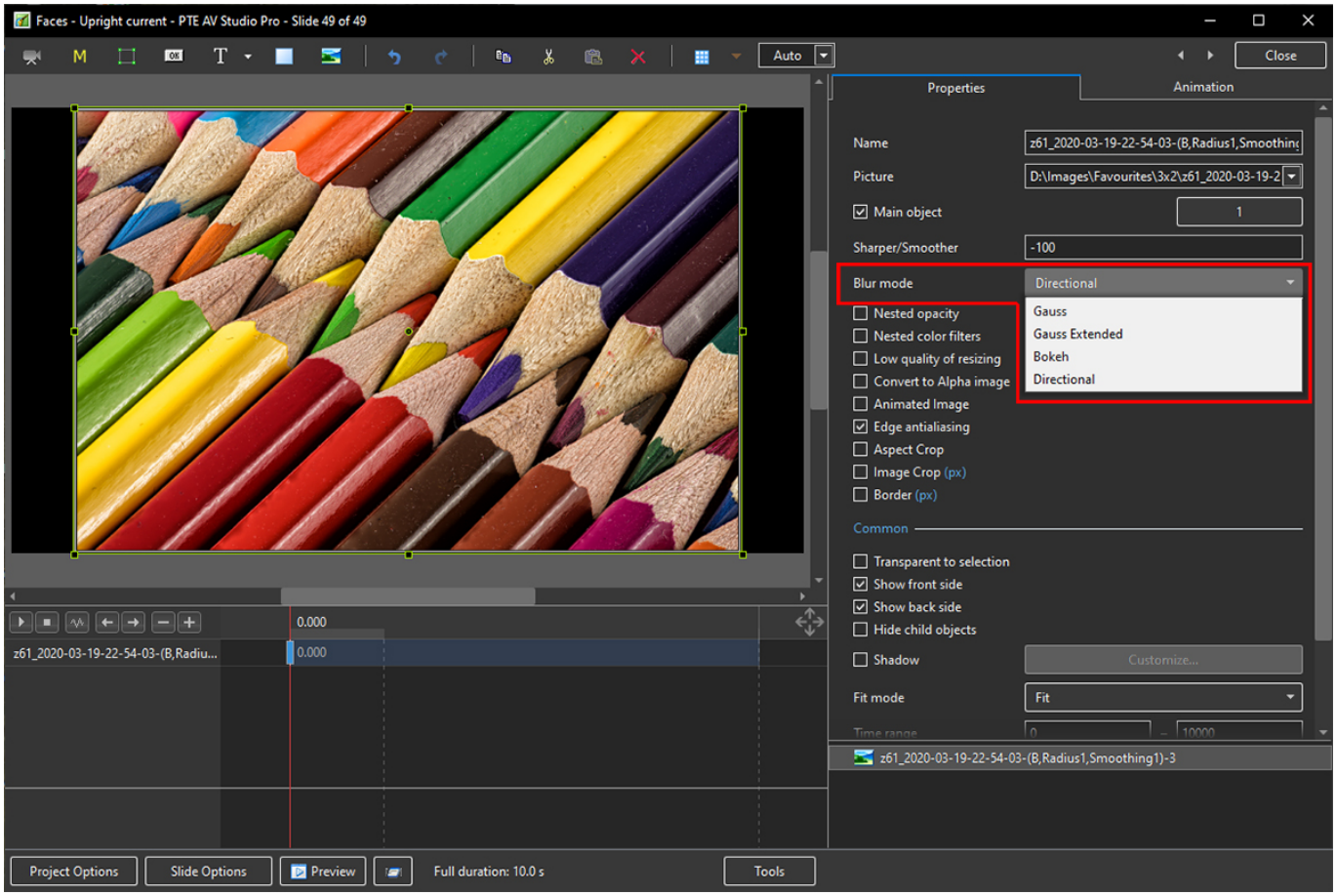
- In Animation Tab tick “Blur”
- R = Amount of Blur; D = Direction of Blur; B = Intensity of the Effect



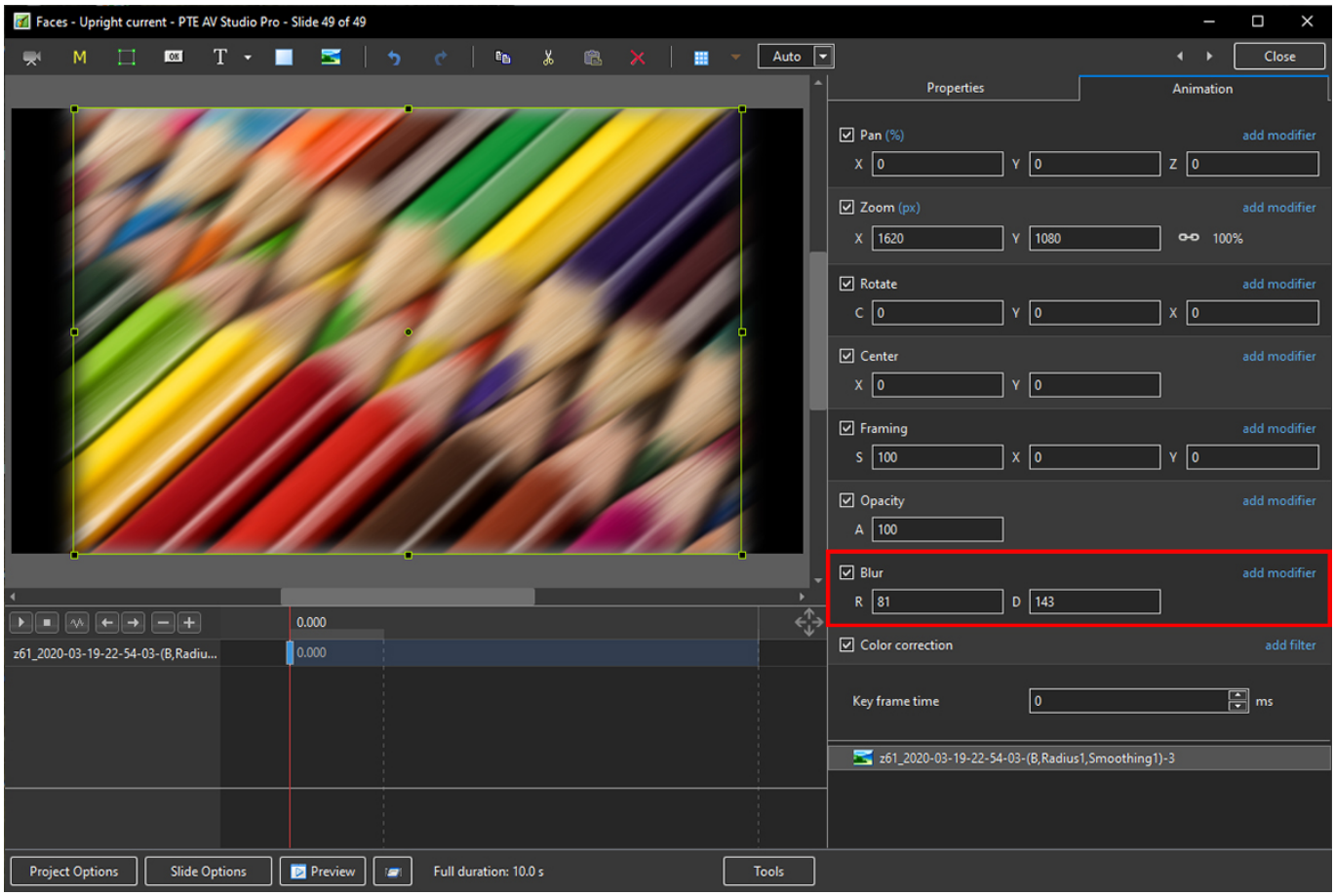


Directional Blur effect

- In Objects and Animation, with the Object Highlighted
- In Properties Tab, choose “Blur Mode”
- In the dropdown menu choose “Directional”



- In Animation Tab tick “Blur”
- R = Amount of Blur; D = Direction of Blur



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Last update: **2023/03/02 11:08**