These supplemental notes show some screen captures taken in our proprietary node-based compositor, which incorporates Pixmotor as a plug-in node. For these screen captures, we chose a sample frame from Garfield: A Tale of Two Kitties, which features a nontrivial motion that includes self-occlusion.

The attached video clip demonstrates over a substantial frame range the final results achieved using (only) Pixmotor for motion blur.
Figure 1: Clockwise from top left: static, motion, depth inputs, and the motion-blurred output.
Figure 2: Top: color and matte output with default heuristics. Bottom: color and matte output with heuristics disabled. Notice how hole artifacts due to paw occlusion and matte falloff due to out-of-frame pixels (along bottom and left edges) are present in bottom and essentially absent in top.
Figure 3: Top: color and matte output with default heuristics. Bottom: color and matte output with heuristics disabled. Again, notice occlusion artifacts near paw and matte falloff along top edge in bottom but not top images.
Figure 4: We use a rotospline to scale down the motion image around Garfield’s face. The result is a motion-blurred image with a sharp face (bottom left; compare to uniform motion blur at bottom right). This type of art direction over motion blur is difficult to achieve with traditional 3D motion blur.