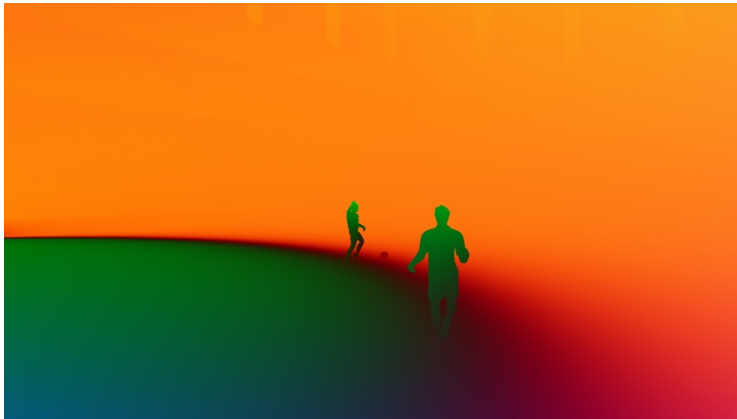


Arnold Motion Vector AOV Settings

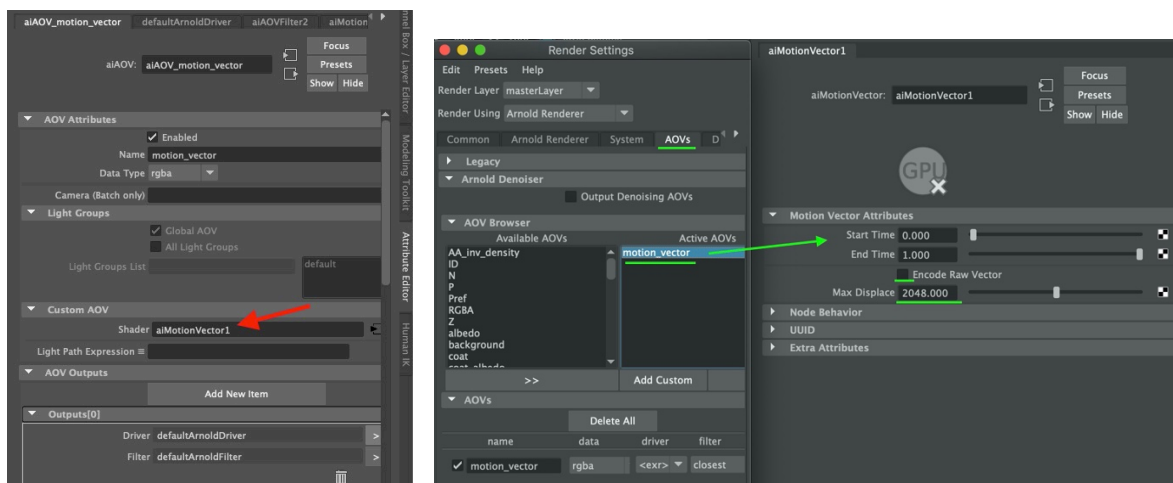
These settings are for Arnold in Maya but should work with Arnold in other software.

motion_vector Arnold AOV can be used as an input in RSMB Vectors plugin, and also as input for RE:Map Displace, Video Gogh Pro and Twixtor Pro Vectors In.



First, create a custom AOV:

- Go to: *Render > Render Settings > AOVs*
- Press button *Add Custom*. Name it “*motion_vector*”, and press *Create*
- Click for options on the new AOV and choose: *Select AOV node*
- In the *Attribute Editor* of the “*aiAOV_motion_vector*” > *AOV Attributes > Custom AOV > Shader*, choose a new shader *aiMotionVector1*
- *aiMotionVector1* default settings are OK. Note “*Encode RAW Vector*” checkbox should be unchecked.
- *Set appropriate Max Displace = 64 (Or the appropriate value for your scene)*

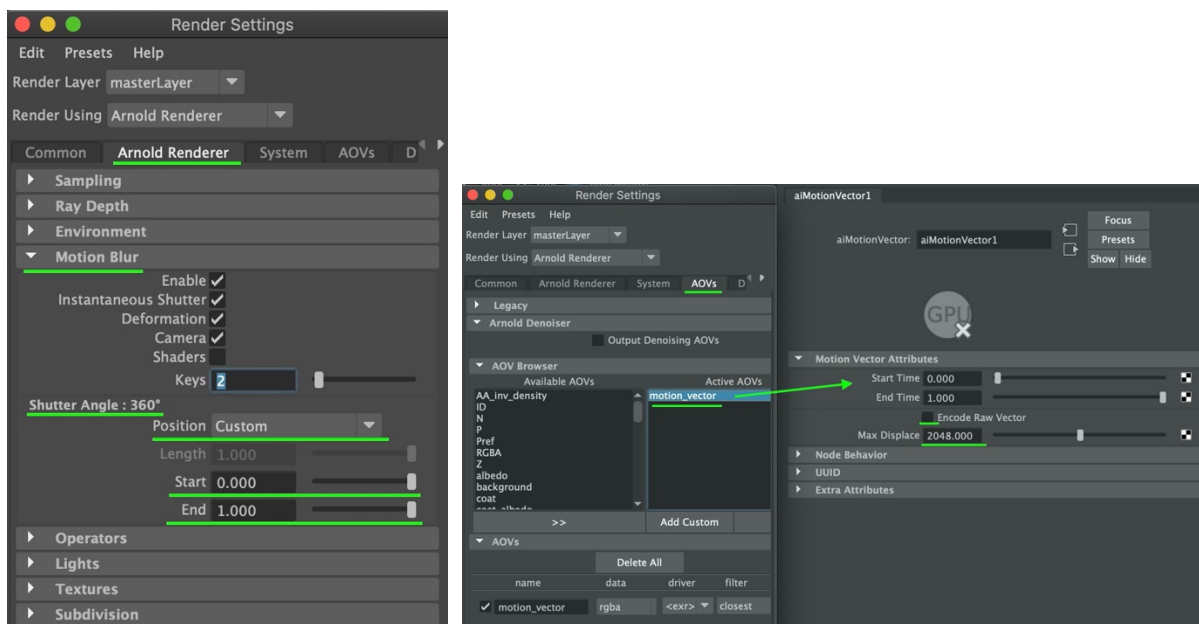


We also need to enable Arnold Motion Blur in the scene, enable Instantaneous Shutter, and ignore it in the main Beauty render:

- Go to: *Render > Render Settings > Arnold > Motion Blur*
- Check *Enable*
- Also enable *Instantaneous Shutter*
- Go to: *Render > Render Settings > Diagnostics > Features Overrides*
- Check *Ignore Motion*

For accurate results we also need to modify the default Shutter Angle parameters.
Choose:

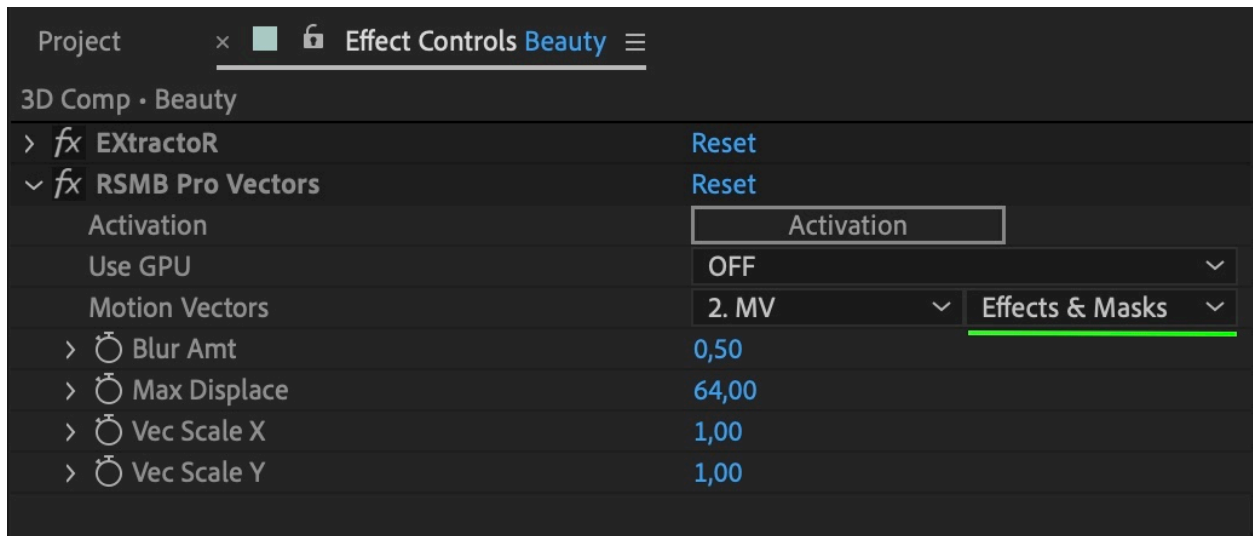
- Position = Custom
- Start Frame = 0
- End Frame = 1
- You will end up with Shutter Angle: 180



- *Not working with Maya default perspective camera. Must create a New Camera

After Effects settings

- In AE you may need to use the “EXtractor” effect first to interpret correctly the motion_vector AOV .EXR. So don't forget to set “Effects & Masks” checkbox in the RSMB Pro Vectors “Motion Vectors” layer reference.



- You will be working on a 32 or 16 bpc AE project, depending on your .EXR export settings.
- You need to interpret the .EXR sequences color space correctly to avoid unwanted color conversions.
 - Interpret Footage > Main > Color Management
 - Enable “Preserve RGB” checkbox option in your .EXR sequences

