

Image 1: (Upper left) Sphere with motion blur. (Top right) A wireframe view of the sphere and its blur. It is easy to see the SoM as it is the set of edges that connects to the blur polygons. (Lower left) The isolated blur shell. (Lower right) The blur shell viewed in wireframe.

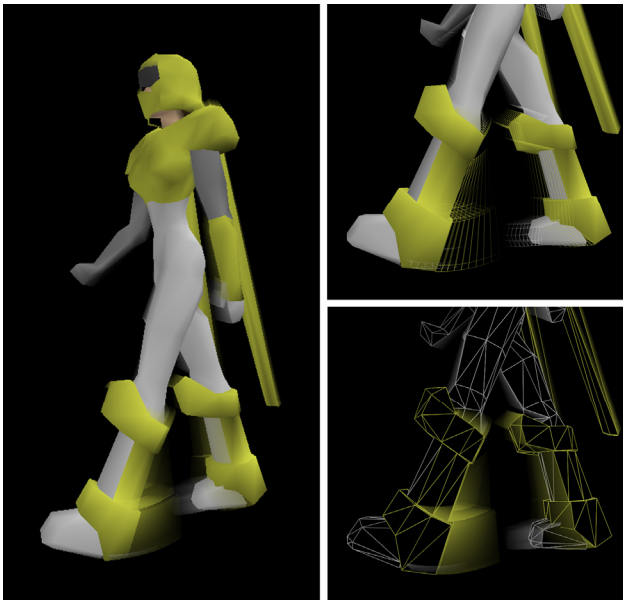


Image 2: (Left) Our method when used on a character walking in place. (Upper right) Same frame of animation, but the blur is rendered in wireframe. (Lower right) Character is rendered as a wireframe, the blur is rendered as normal.

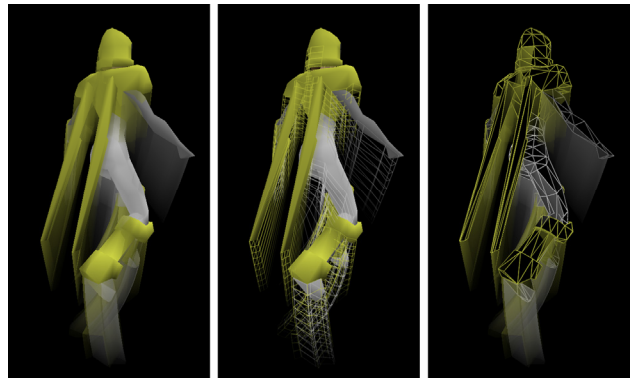


Image 3: Various renderings of our jumping character. The middle image shows a wireframe of the blur only, the right image shows a wireframe of the model only.

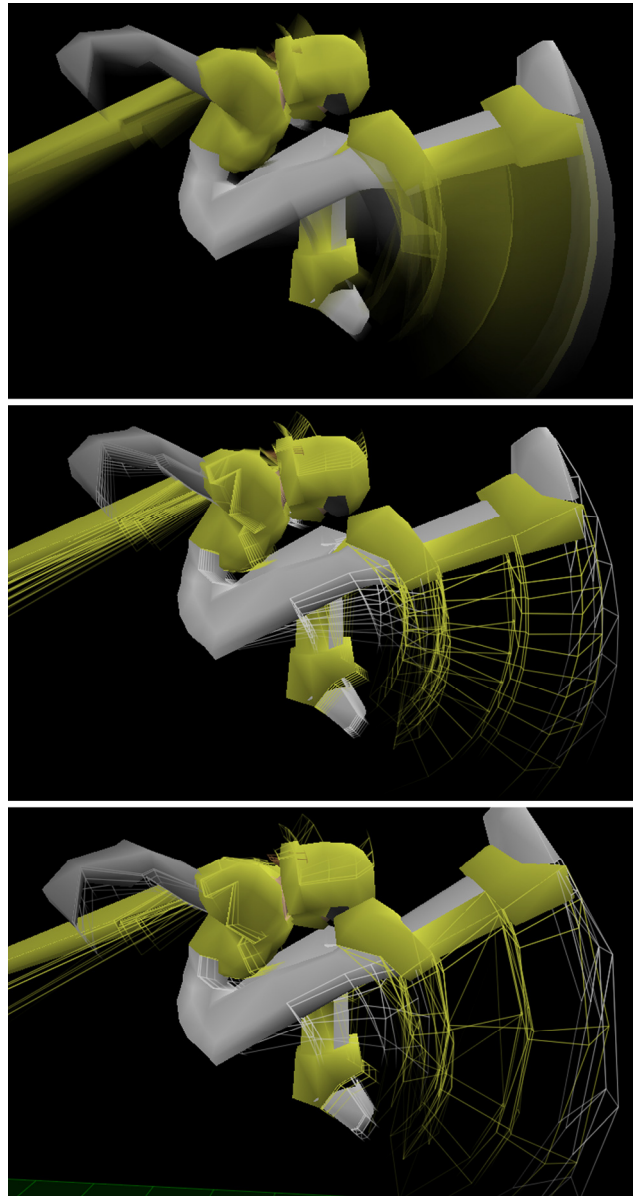


Image 4: (Top) Blur created by a kicking animation. (Middle) A wireframe view of the high quality blur. (Bottom) A wireframe view of a lower quality blur.