Using Motion Vectors input in RSMB with discreet systems

This complements the manual that exists in PDF format in the directory where your sparks were installed.

We basically here address one way to deal with two layers (a foreground and a background), each with their own Motion Vectors (MV) pass. The test material was provided by La Maison in Paris. We do maintain a web page about support for Motion Vectors output in different 3D renderers:
http://www.revisionfx.com/support/faqs/generalfaqs/motion_vectors/

The example source material is in RSMB folder and consist of 4 16 bit color images. Since we recommand you process at 12 bit in Flame, we recommad you render the MV in 16 bpc. If you render the color pass in 8 bit, then simply use Flame Format Resize tool to convert it to 16 bit.

Here's how I do it (other approaches work)
1) Load the 4 images (RGBA) - alpha is important
Now you have 8 single image clips:
BG, BG Alpha, FG, FG Alpha
BG MV, BG MV Alpha, FG MV, FG MV Alpha

2) Use your application Combine tool with inputs:
* NEW_BG_MV: BG MV, 2. BG MV, 3. MV, BG MV Alpha (so put BG MV matte in blue channel) – this pass could actually be ignored simply by setting the MV Mask to Full as the render fully covers the frame
* NEW_FG_MV: FG MV, 2. FG MV, 3. FG MV Alpha (so put FG MV matte in blue channel)

3) BG Pass: clip 1,2,3: BG, NEW_BG_MV, ANYTHING
bg alpha could be anything for last one as the render fully covers the frame
Set Max Displace to 64, Set MV Mask to FULL ON, Matte Button (3rd row - unselected)
Set Blur Amount to something
Process (or connect in Batch)

4) FG Pass: clip 1,2,3: FG, NEW_FG_MV, FG Alpha
Set Max Displace to 64, Set MV Mask to BLUE (where we did put it earlier),
Set Matte Button: ON (First of 3rd row - Selected)
Set Blur Amount to something
Process with Post to Alpha (render an MB alpha)
Process with Post to Color PreMulted
(in batch duplicate node and change the POST process from Color to Alpha)

5) Quick Composite “Additive” mode FG over BG