Motion Blur in LOPs using the Hair Procedural (h20.5)

1) enable the blur via skin / guides. The skin must have v. I tried with only the guides and it didn't work.

2) export USD as normal. Do not use a cache lop.

3) make sure you have v blur on in the render settings. Arnold, I think default so vblur on but not sure.

4) that is all you need.

If you are having trouble withe no blur and the skin is blurred, you may need to reference in the skin as a different primitive. I had trouble trying to overlay the skin with animation and get both to blur.

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