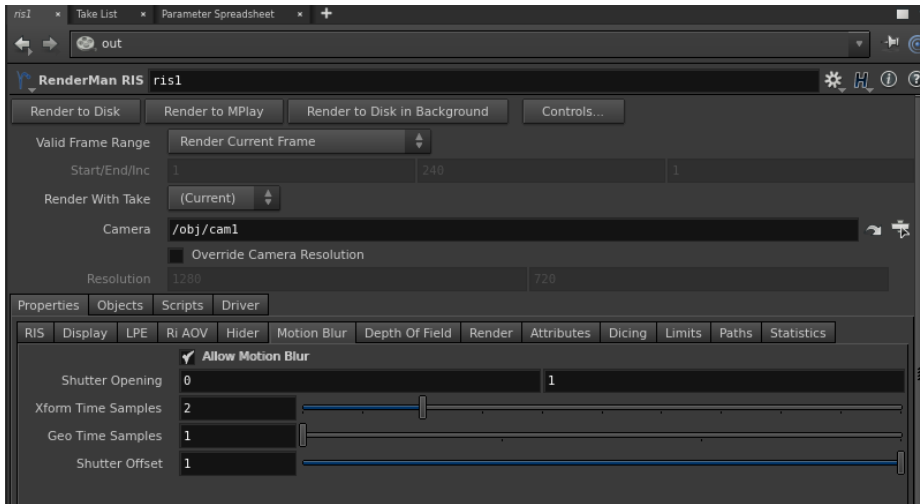# Using Motion Blur

✅ See Houdin's www.sidefx.com/docs/houdini15.5/render/blur for more information.

To turn on motion blur, enable RenderMan RIS ROP's **Properties | Motion Blur: Allow Motion Blur**.

If you need to render motion blur for simulated objects (breaking, falling, bouncing, etc), you need to enable **Geometry Velocity Blur** on the object node. This provides the correct data for rendering motion blur in RenderMan for these objects as well as deformation blur.