

CompSci 4

Camera Control Exercise

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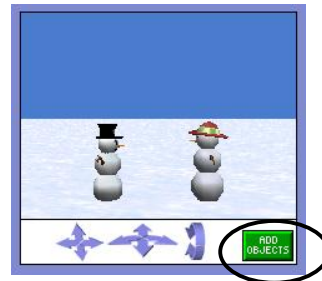


Camera Control Exercise

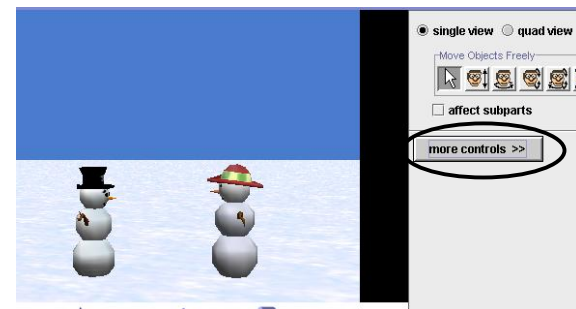
- Set up dummy camera positions
- Can refer to them later
- Do this before ever moving the camera
 - Save the original camera position
 - There may be other positions you want to save also

Step 1

- Load the first world you made in the last class, with a snowman and snowwoman facing each other.
- Save this file as snowmanCamera.a2w (so you don't lose old work)
- Click on Add objects

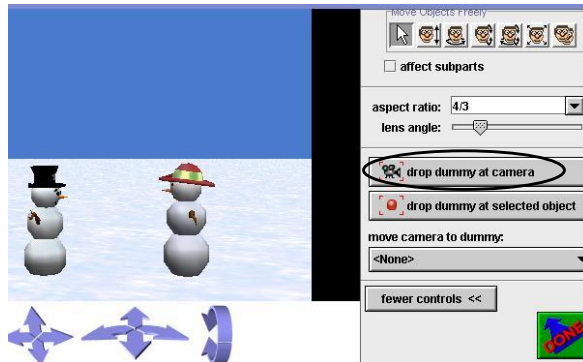


Step 2: click on “More Controls”



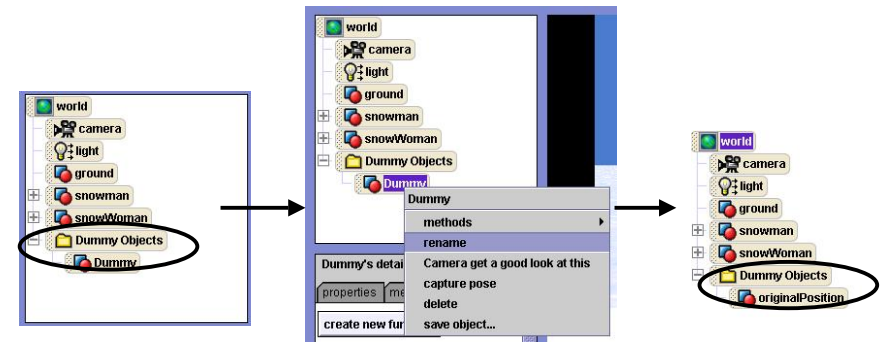
Step 3: Drop Dummy at Camera

- Click on “drop dummy at Camera”



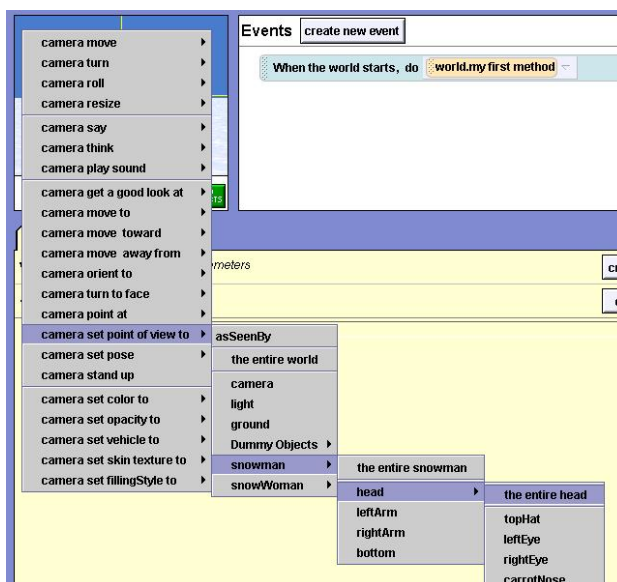
Step 4: New dummy object

- There is a dummy object (can't see it) holding the position of the camera
- Rename it to “original position”



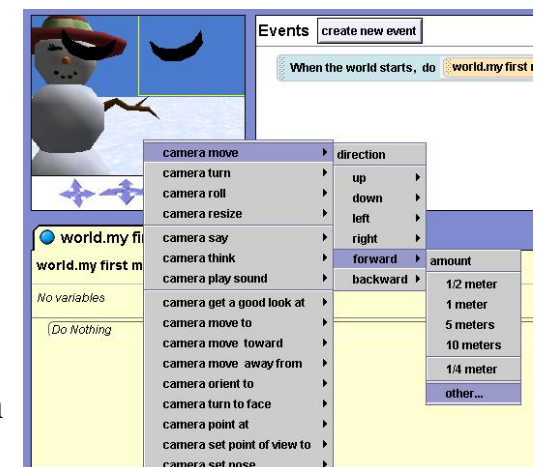
Step 5: Change view to Snowman

- Click on the camera in the object tree and drag to the graphic picture of the snowpeople, changing the camera point of view to the snowman's head



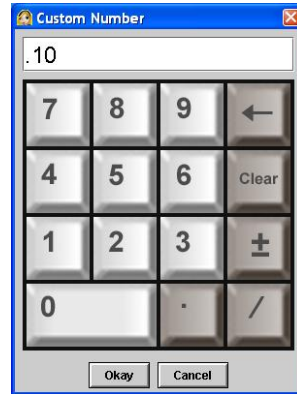
Step 6: Move Camera forward

- The snowman view is looking through his eyes, so move the camera forward 0.1 meters so there is a clear view of the snowwoman (click on camera and drag to the graphic picture then select)



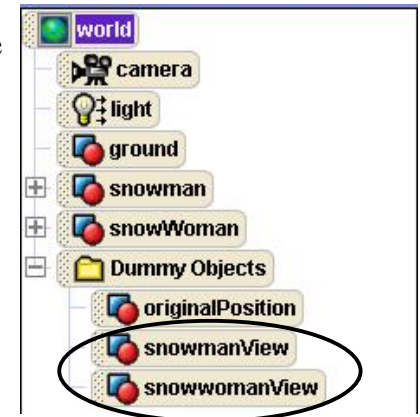
Entering numbers

- When you selected “other” the calculator pops up and you can enter in .10.



Step 7: another Dummy object

- Drop another Dummy at Camera (see step 3) to save the snowman’s view. Rename it “snowmanView”
- Move the camera to the point of view of the snowWoman’s head (and adjust if you have to by moving the camera forward a small amount).
- Drop another Dummy at Camera and name it “snowwomanView”



Step 8: Move Camera

- By using “camera set point of view to” and selecting one of the Dummy objects, you can move the camera view around (click on camera in the object tree and drag to the graphic picture, then select)

