



USER MANUAL

HOW TO ANIMATE A STAGE

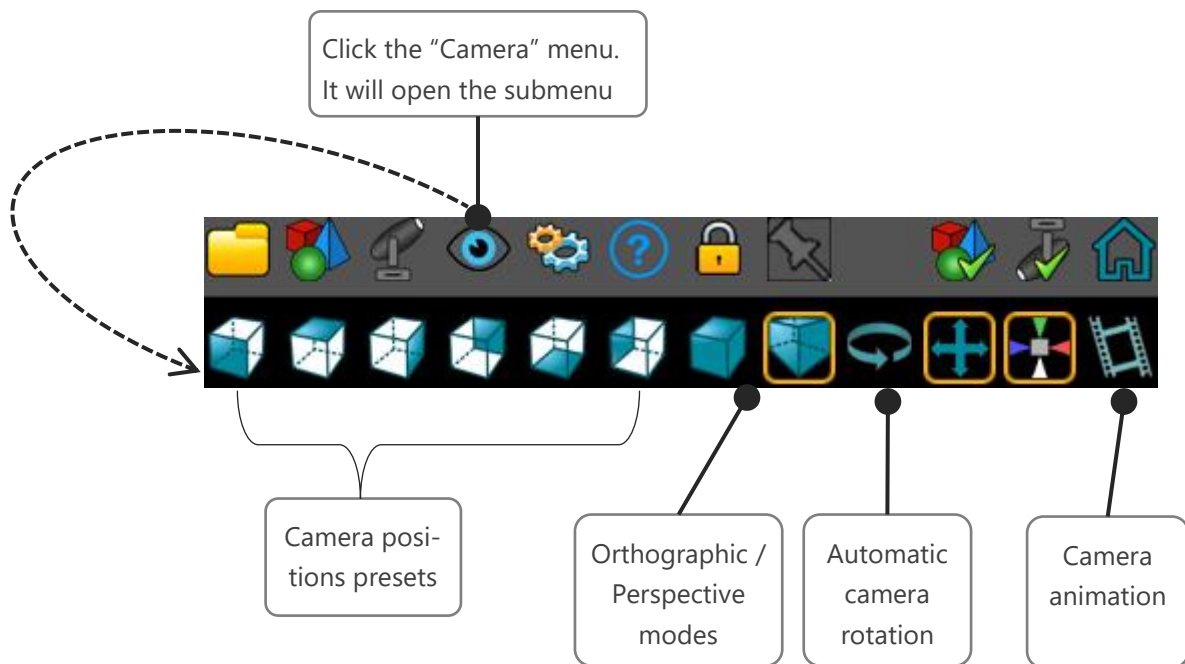
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INTRODUCTION

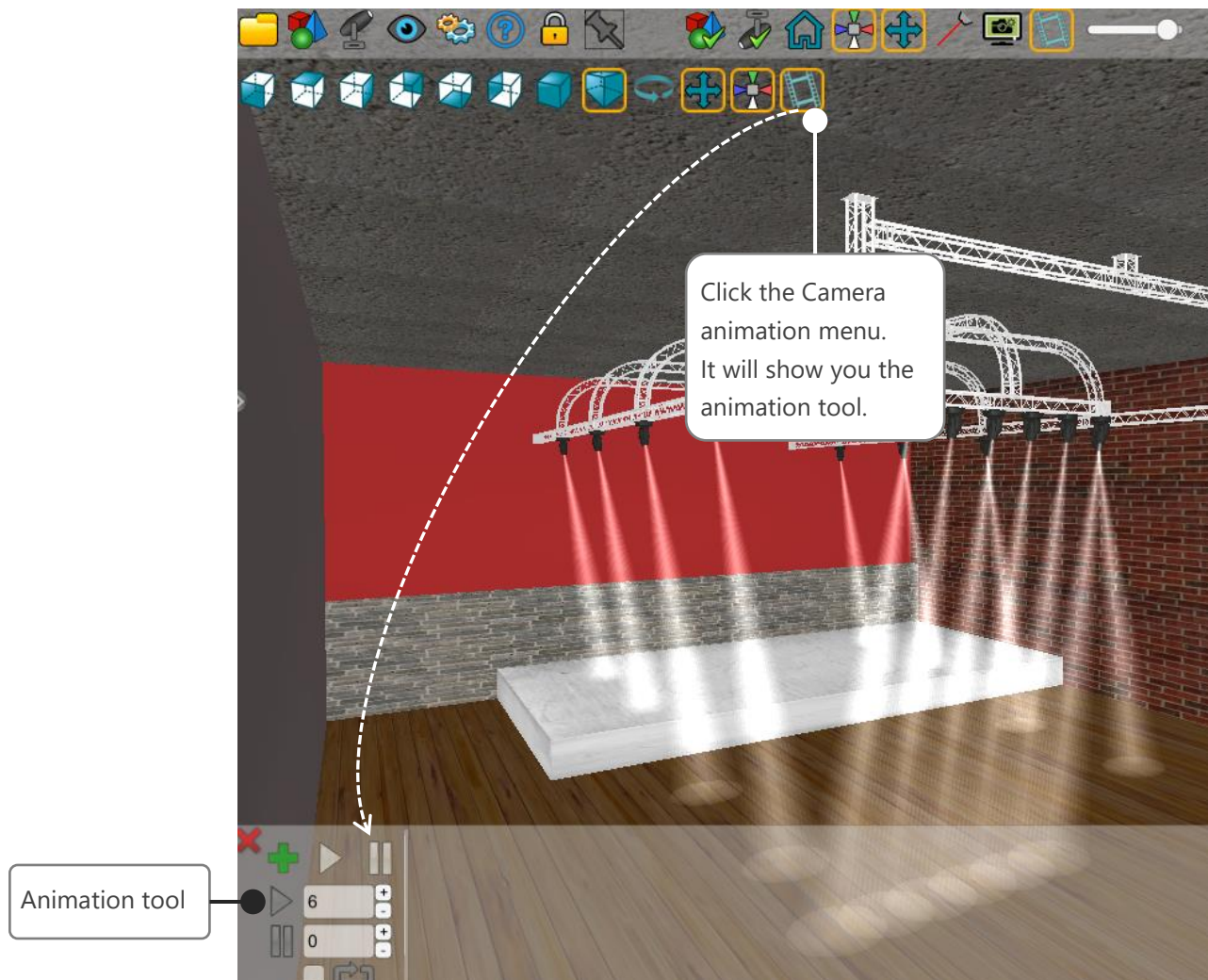
This chapter describes how to create a camera animation and walk into the 3D stage.

THE CAMERA MENU BAR

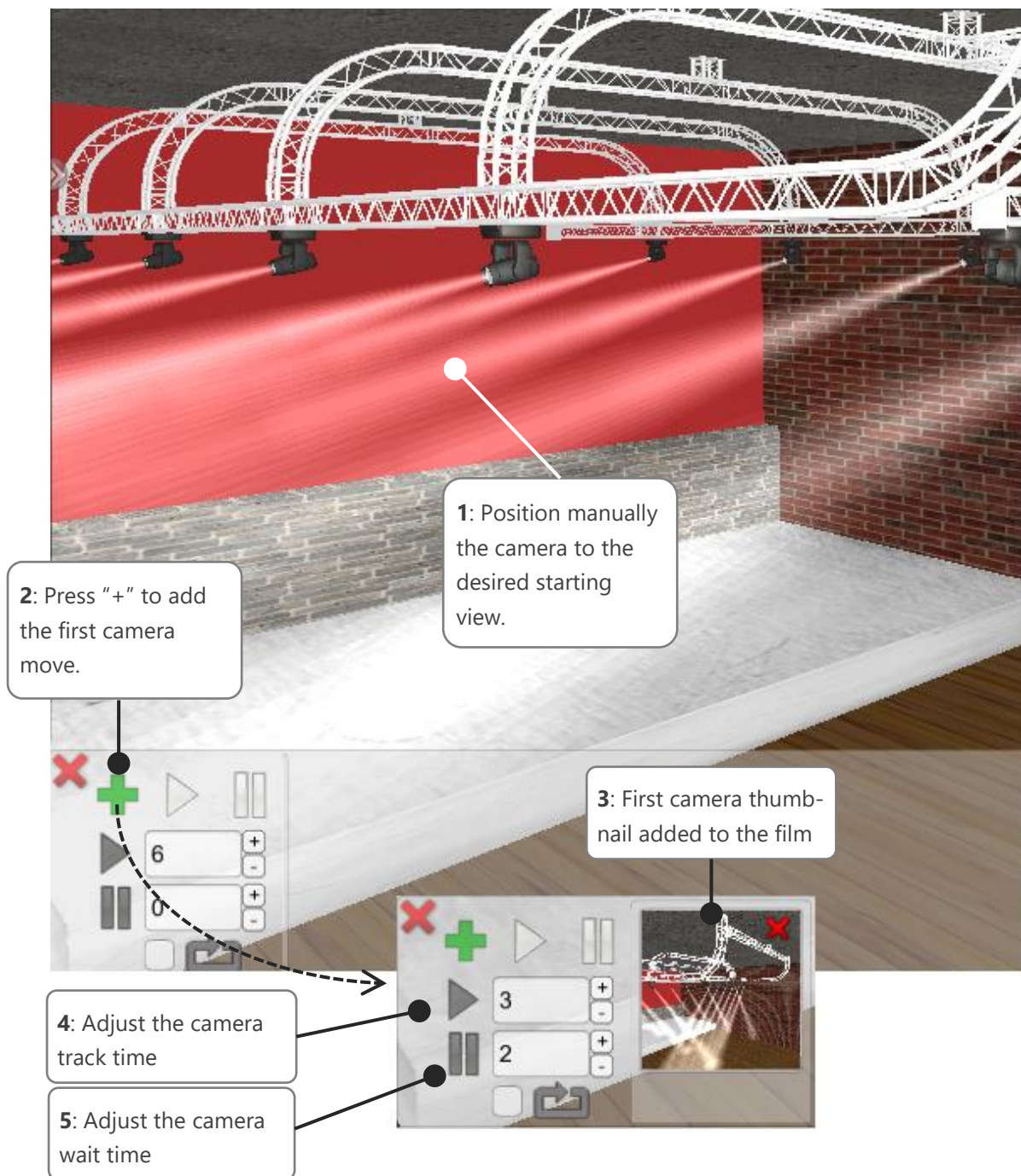


CREATE A CAMERA ANIMATION

OPEN THE ANIMATION TOOL

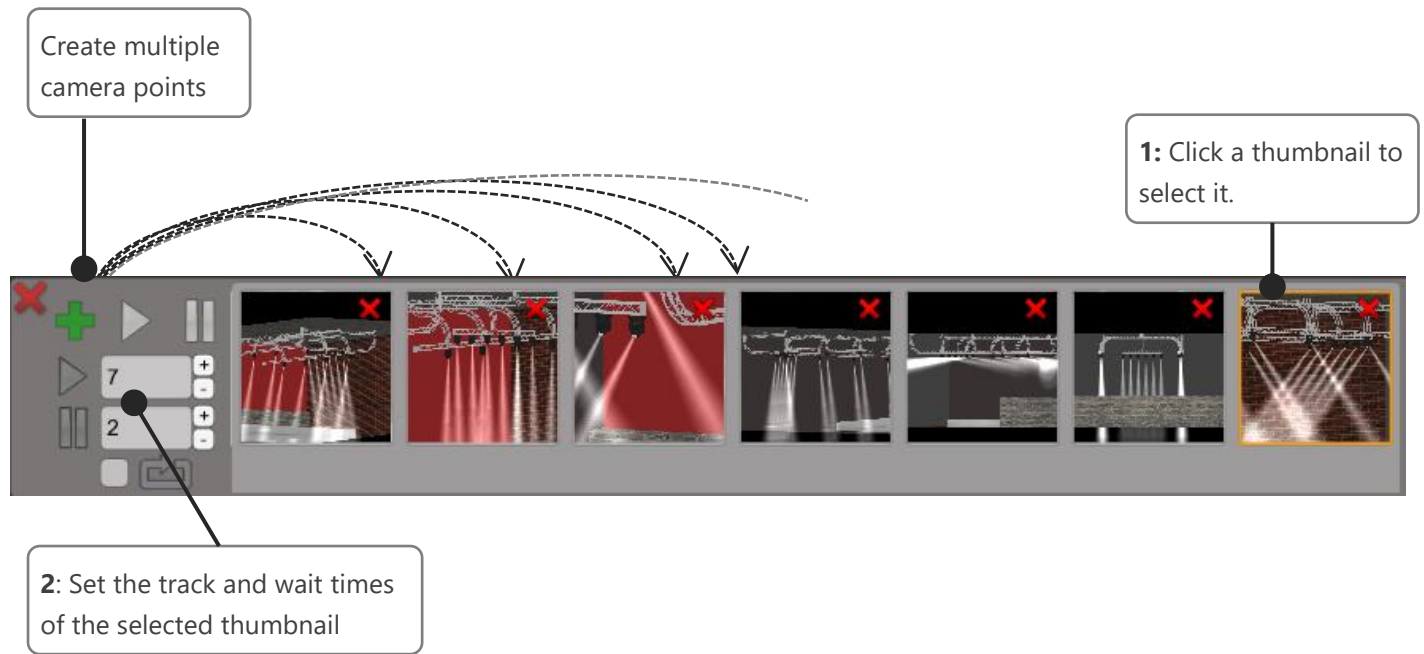


CREATE THE STARTING POINT

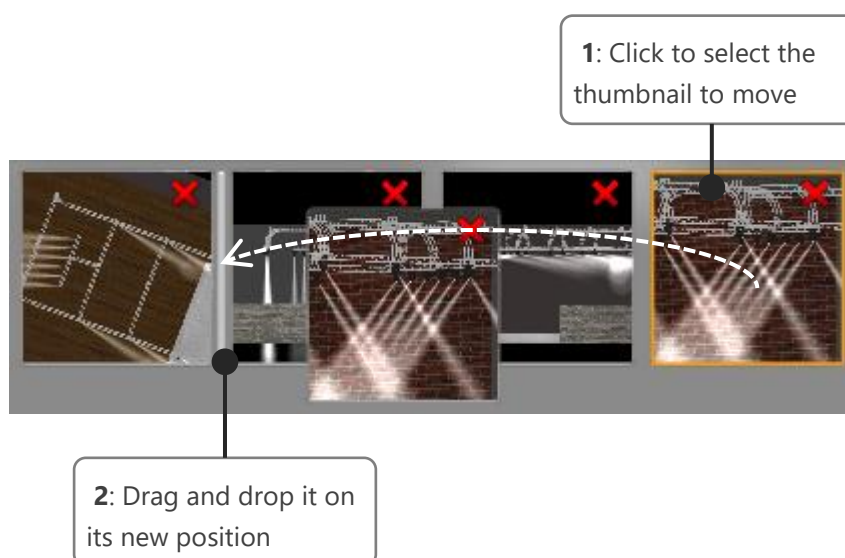


CREATE A SET OF CAMERA POINTS

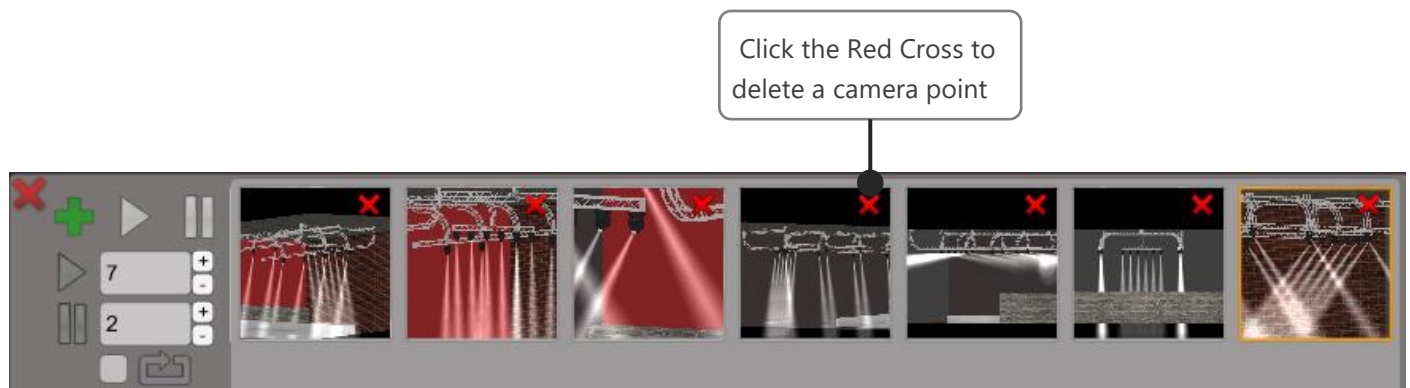
Operate the same way as you did create the starting camera point to create a suite of camera points. Manually move the camera to the next desired point of view and press the "+" button. The new thumbnail will appear in the film roll. For each one define the track and wait times to create a smooth and fluid movement.



MOVE A CAMERA POINT



DELETE A CAMERA POINT

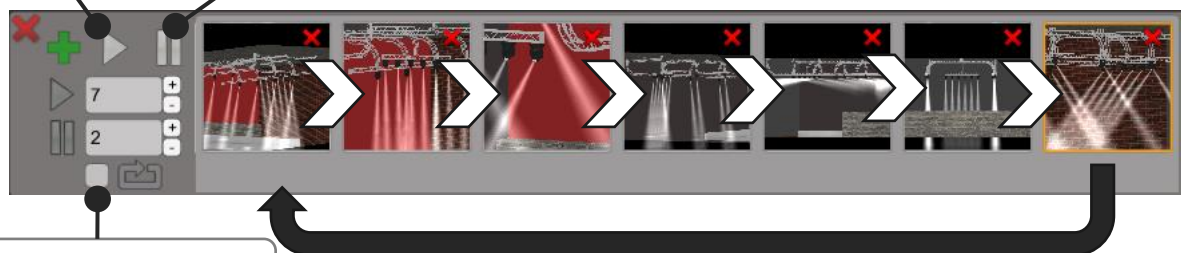


PLAY THE CAMERA ANIMATION

Press *Play* to start the animation

Press *Pause* to pause the animation

Check the *Loop* option to keep the animation playing



The camera will move from positions to positions within the fixed track and wait times. At the end, if the loop option is activated, the camera will track back to the first position and play it all over again.