Ai Modules

Camera (Controller)

section	Controller
short description	all-in-one module to set the parameters when using a Camera (GL)
licence level	Miami
ports	Cam [multipurpose] – output of all essential data to control a camera
	Time [control/numeric] – Keyframe Time input
	Fov [control/numeric] – input the field of view value
	Aspect [control/numeric] – input the aspect ratio value
	Path [gl/render] – output, to connect to a render path
	Position [control/vector] – output, the camera position
parameter	Forward [input/text] – key for moving the camera forwards
	Backward [input/text] – key for moving the camera backwards
	Left [input/text] – key for moving the camera left
	Right [input/text] – key for moving the camera right
	Up [input/text] – key for moving the camera up
	Down [input/text] – key for moving the camera down
	Speed [knob/rotary fader]
	Stop [knob/rotary fader]
	KFrame [dropdown select]
	Edit [pushbutton] – edit the current keyframe
	Add [pushbutton] – add a keyframe
	Del [pushbutton] – delete a keyframe
	Near [input/numeric]
	Far [input/numeric]
Skins	[Default], KeyFrames

- Javascript Multiline Text

Manual

Defines a 3D camera position and view using video game style WASD+mouse control (also supports keyframe storage and interpolation)

From:
https://avosupport.de/wiki/ - **AVOSUPPORT**

Permanent link:
https://avosupport.de/wiki/ai/modules/controller/camera

Last update: **2018/10/28 17:58**