

Component Tracking for Camera Animation

Visual Components 4.2 | Version: August 25, 2020

Add-on that can be used to lock the camera to a component to track it during simulation.

How to use

1. Define component that you want to track by the camera. You have to options:
 - 1) Select a component in 3D
 - 2) Press *Track selected component* -button
 or
 - 1) Press *Pick component from 3D* -button
 - 2) Select a component in 3D
2. Press Start button
3. Run the simulation

Note: To track a dynamic component, the simulation must be run first until the component is being created.

Properties

Property	Default value	Description
ComponentToTrack	<Name of the component that was selected when the command was launched>	The name of the component that is being tracked. This is for reading only. To change the component, use <i>Track selected component</i> and <i>Pick component from 3D</i> buttons.
Track selected component		Changes the selected component for the component to be tracked.
Pick component from 3D		Allows you to pick a component from to 3D for the component to be tracked.

Support

support@visualcomponents.com

Visual Components Forum

forum.visualcomponents.com

CenterOfInterest	X: 0, Y: 0, Z: 0	Vector that defines the offset of the center of the 3D world from the origin of the component being tracked.
AttachCamera	True	Defines if the camera position moves along the component being tracked. If the option is not selected, the camera is stationary but always aiming to the component being tracked.
LockCameraPosition	False	Defines if the camera position is defined with CameraEyeOffset vector. If the option is not selected, the user can freely navigate the 3D world to change the camera position.
CameraEyeOffset	X: 0, Y: 0, Z: 0	Vector that defines the offset of the camera from the origin of the component being tracked.
Start/Stop		Button to start/stop component tracking.
Status	OFF	Indicates the status of the component tracking (OFF/RUNNING). This is for reading only. Press Start/Stop button to change the status.