

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
parameter	Position [control/vector] - output, the camera position
	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)



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