

Ai Modules

# Camera (Controller)

<b>section</b>	Controller
<b>short description</b>	all-in-one module to set the parameters when using a <a href="#">Camera (GL)</a>
<b>licence level</b>	Miami
<b>ports</b>	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 <a href="#">render path</a>
<b>parameter</b>	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]	
<b>Skins</b>	[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://www.avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:

<https://www.avosupport.de/wiki/ai/modules/controller/camera>

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

