

1. FLYBY CAMERAS

To create a simple flyby camera sequence.

1. In the effects menu select flyby camera and place it in your scene. You will notice the small 'cone' in front of the camera showing which direction it is pointing in. You can change the direction by holding the alt key down and using the cursor keys. Holding the Alt + Shift keys increases the increment the camera turns.
2. Select this camera and click on 'O' to get the OCB window up (see Fig 1).

OCB settings (refer to Grey buttons (☐))

0	Snap to start of sequence from Lara cam
1	Not used
2	Loop for infinity
3	Track Lara cam
4	Target Lara's last position before camera trigger
5	Target Lara's current moving position
6	Snap back to Lara at end of sequence
7	Cut-Cam, Jumps to a specified camera in the same-sequence (Timer = cam number to jump to)
8	Hold camera (timer = 300 X Number of seconds)
9	Disable look key break out.
10	Disable Lara control
11	Enable Lara control
12	Not used
13	Not used
14	Activate heavy trigger
15	Not used

I have highlighted in red the buttons which are pressed for most flyby sequences. They need only be pressed for the FIRST camera in the sequence.

3. You now need to enter the sequence number. You may have up to 7 sequences in one level. (☐)
4. Enter the camera number. Each camera in the sequence must increment by 1. (☐)
5. Leave the other settings as the defaults for now.
6. The next step is to add your other cameras. Refer to Fig 2 to complete your simple flyby sequence.

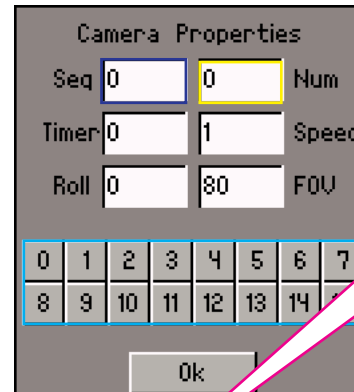


Fig 1. OCB of flyby cam-

This is the first in the camera sequence and most important Seq 0 Num 0 Enter OCB settings as described left. This is the camera which is 'Triggered'

Seq 0 Num 1

Seq 0 Num 2

And so on until...

Seq 0 Num 5

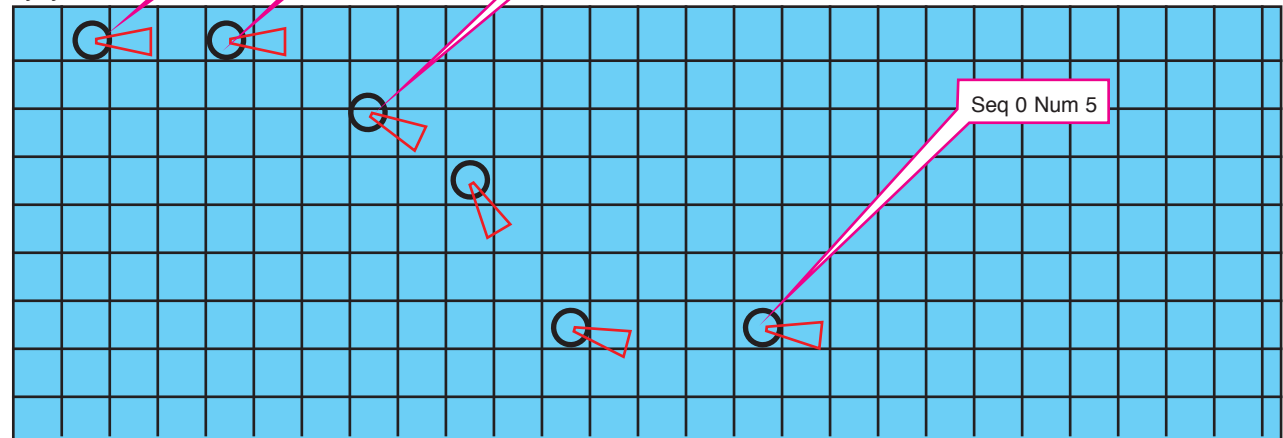


Fig 2. Simple flyby sequence



Fig 3. Trigger set up.

To trigger, you simply trigger the first camera in the sequence. In the trigger type window set trigger to CAMERA and the sequence number next to it (in red). Don't forget to click the ONE SHOT button to prevent the sequence from looping.

Ok Spielberg, test it out in game and check out your flyby.

Check out Data sheet 4 for more advanced flyby camera features.

This data sheet is accurate as far as I know.
Please report any errors/omissions or feedback to:

richard@spellman.co.uk

Use this data sheet at your own risk.

Flyby cameras – Do's and don'ts

1. Don't overuse flyby cameras.
2. Don't make your sequence too long.
3. Don't be afraid to experiment. (remember the 'running dog' flyby near the beginning of Last Revelation).
4. Do use flyby's to help with solving puzzles.
5. Do try to match the audio to the flyby.