

FLYBY CAMERAS – some more advanced techniques

Refer to Data sheet 3 for basic set up of flyby cameras. In this sheet we are going to discuss the more advanced features.

I have repeated the ocb table here for convenience.

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

Camera Properties

Seq: 0 Num: 0

Timer: 0 Speed: 1

Roll: 0 FOV: 80

0	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15

Ok

First we are going to deal with the other OCB settings, namely Speed, Roll and FOV.

1. Speed. The higher the number, the faster the speed. Sounds obvious, but is not as simple as it sounds. Personally I **never** change the speed. Because the game

engine uses the distance between the cameras to interpret the speed (in a linear fashion) I use this to change the speed of the camera and do not further complicate things by changing the speed in the OCB. See fig 1.

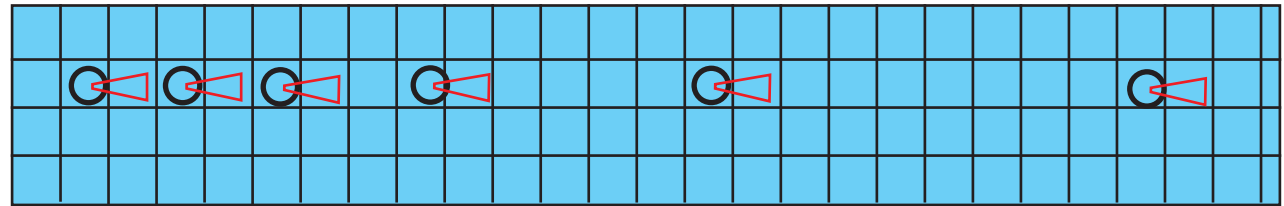


Fig 1. Changing the speed of the camera by changing the distance between the cameras rather than using the speed setting in the OCB. In this sequence the camera will start off slowly and increase speed towards the end.

2. Roll. This is quite a nice feature. Enter the number in the roll field (degrees) and the camera will roll (bank) by that amount. Nice to bank the camera when going round corners for example.

3. FOV. Field of view. A higher number in here causes the field of view to increase, like widening the angle of the lens.

All the above OCB's need to be applied to the camera it relates to.

Heavy Trigger.

The flyby camera can trigger a heavy trigger. Simply open the ocb on the camera you wish to trigger the heavy trigger and click on the **14** button (activate heavy trigger). Place a heavy trigger under this camera to trigger, say, a door opening. A whole sequence of events can be triggered this way, rather like the 'rolling ball' trick.

Cut Cams

This is a very elegant and much underused feature in the level editor mainly because of the difficulties in getting it to work properly. I have found that by using 'dummy' cameras this technique works every time. Basically what a cut cam does is jump to another camera in the sequence. This can be done many times in one sequence and you can cut between rooms if you wish. This is the technique I use.

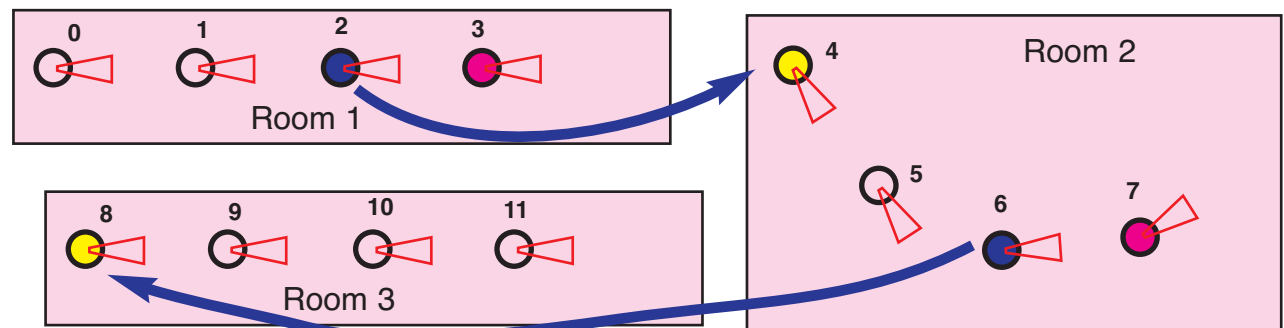


Fig 2. In this example the camera will 'Cut' between 3 different rooms (doesn't have to be different rooms can be all in the same room). The blue cameras are the cutcams, the yellow cameras are the cameras the cutcam jumps to, and the magenta are the dummy cameras. To set up this sequence proceed as follows. 1. Set up your camera sequence in the usual way. 2. Click on Camera 2 and open its OCB, click on the grey 7 button in the timer field enter the number 4, because you want the camera to jump to this camera. Repeat the operation with camera 6, typing 8 in the timer field. When in game the camera will smoothly fly between camera 0 and 2 then cut to camera 4, smoothly fly to camera 6 then cut again to camera 8 and finally smoothly fly on to the end, camera 11.