The Virtual Camera

You can make your cinematic masterpieces even better by zooming in and out on your figures, panning and rotating the scene, or even setting the depth of field. This can all be achieved using the virtual camera.

TOPICS

Tap this button on the Animation Screen to open and close the virtual camera

Zooming In and Out

1. **Make sure that the virtual camera is turned on by pressing the (📷) button.**

   Whenever the virtual camera is turned on, a grid will be displayed and the virtual camera button will flash

2. **Use two fingers to zoom in and out**

You may also press the 'Zoom' button at the top-right corner of the screen to manually adjust the level of zoom:

Press this button to manually adjust the zoom

Camera Adjustment

Zoom: 145.39%

Toggle this button to zoom in or out by the currently selected percentage

Press this button to reset the zoom level to 0%

Adjust Zoom

0 1 4 5 . 0 0 0

− + − + − + − + − + − + − +

Use the +/- controls to adjust the zoom level

Depth of Field

Depth of field is OFF

0.00 0.10 0.20 0.30 0.40 0.50 0.60 0.70 0.80 0.90 1.00
0.00 0.10 0.20 0.30 0.40 0.50 0.60 0.70 0.80 0.90 1.00

Rotate

0.000°

Tween movement

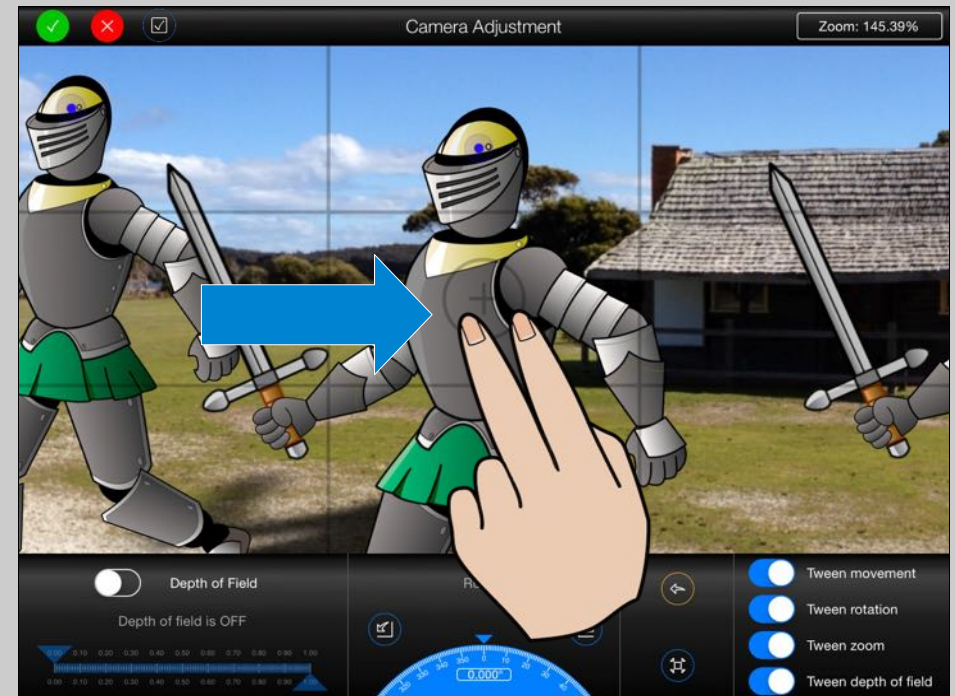Tween rotation

Tween zoom

Tween depth of field

Panning

1. **Make sure that the virtual camera is turned on by pressing the ⟨📷⟩ button.**

    Whenever the virtual camera is turned on, a grid will be displayed and the virtual camera button will flash

2. **Use two fingers to pan the virtual camera**

Rotating

**1.** **Make sure that the virtual camera is turned on by pressing the 🎥 button.**

Whenever the virtual camera is turned on, a grid will be displayed and the virtual camera button will flash

2. **Use the dial at the bottom of the screen to rotate the virtual camera**

You can also press the button in the middle of the rotation dial to open the 'Adjust Angle' popover to manually adjust the angle of rotation.
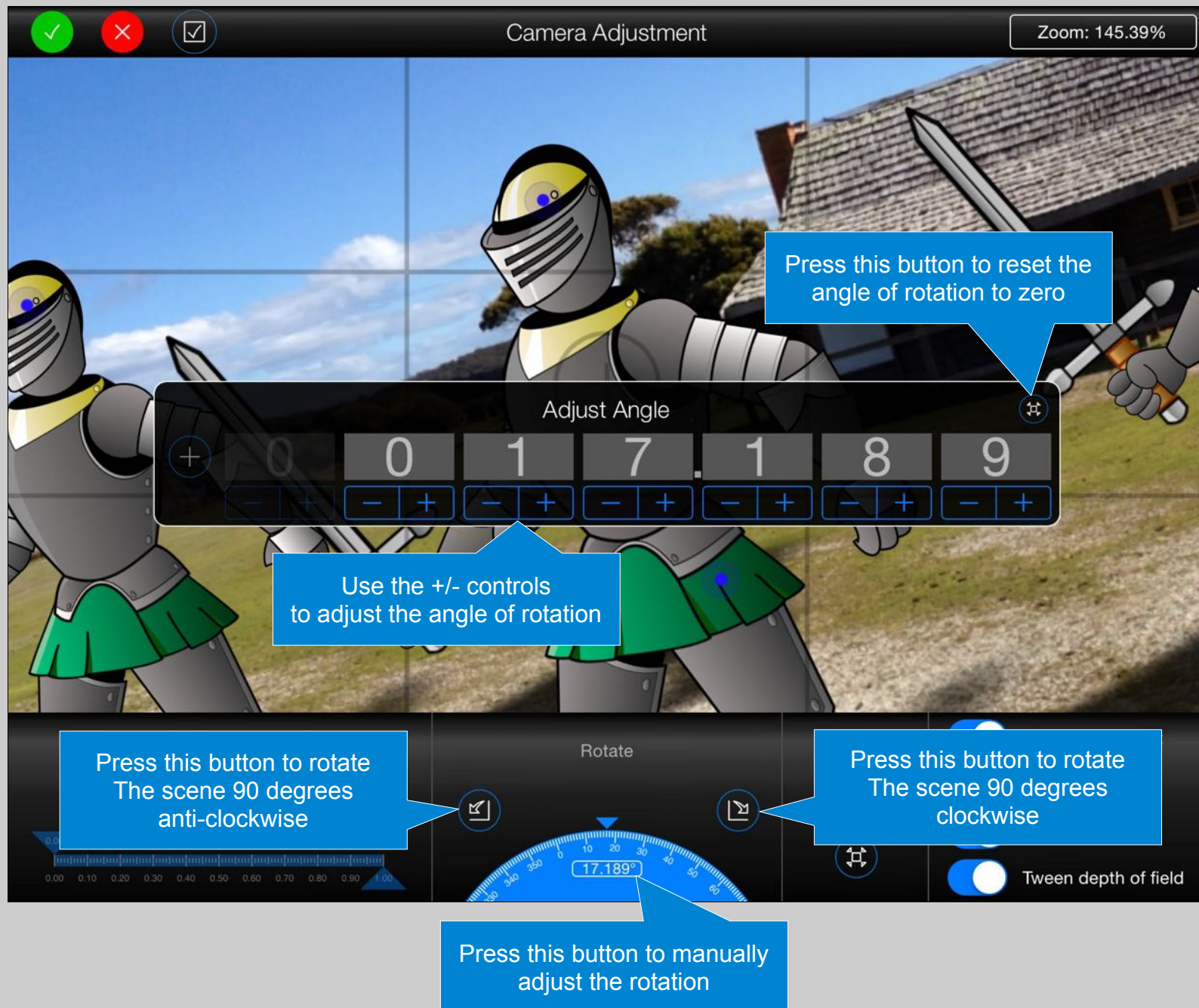
Depth of Field

In Animation Pro, figures can have a Z-Order value of 0.00 through to 1.00 where:

- A figure with a Z-Order of 0.00 is at the back (behind all of the other figures)
- A figure with a Z-Order of 1.00 is at the front (in front of all of the other figures)

Also note: The background image will always have a Z-Order of 0.00 and will always appear behind all of the figures.

Using the virtual camera, it is possible to specify the range of Z-Order values that should be in focus, figures with a Z-Order value inside that range will be in focus. Anything with a Z-Order value outside of that range will be out of focus (blurred).

Turn depth of field on or off

Drag the blue arrow heads to set the range of Z-Order values that should remain in focus

Please note that depth-of-field will not be shown where the 'live preview' of depth-of-field has been turned off (see previewing).

Undoing Changes

Press the ⬅ button to open the 'Undo' popover:

Press one of the four buttons to undo any changes made to the zoom, rotation, (pan) position or depth of field.

This will reset the given selection back to the value it held prior to opening the virtual camera.

Undo
Zoom
Rotation
Position
Depth of Field

Resetting the Virtual Camera Settings

Press the ⬚ button to open the 'Reset' popover:

Press one of the four buttons to reset the zoom, rotation, (pan) position of depth of field.

Please note:

- This will reset the angle of rotation to zero
- This will reset the zoom to zero percent
- This will set the depth of field to 0.00-1.00 and turn the setting off

Reset
Zoom
Rotation
Position
Depth of Field

Previewing

If you have added motion blur to your frame, or have turned off the 'live previews' of one or more effects, then you may need to press the 'Preview' button (as shown below) to see the frame in its full glory.