

# Architecture Interactive: Cameras

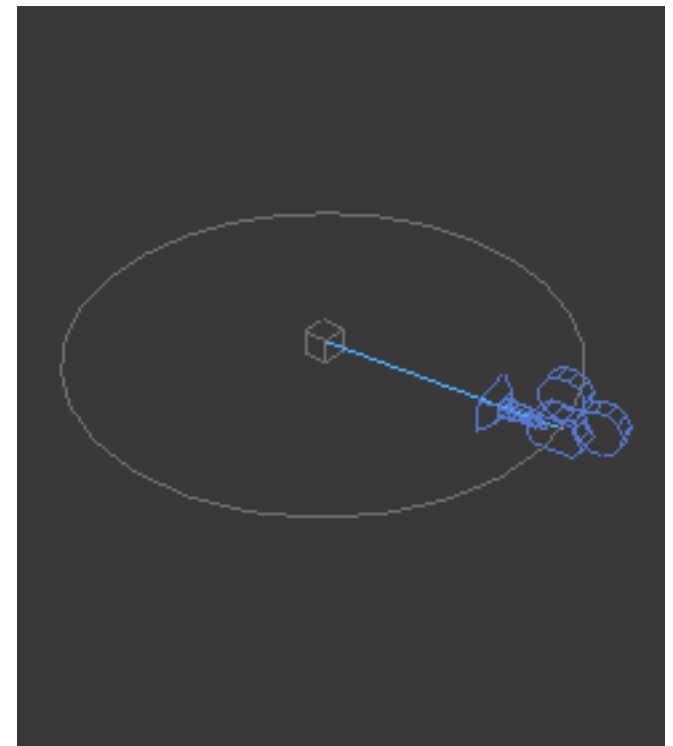
Flythrough camera animations are fairly simple to set up in Max. Due to way the cameras currently export, a small workaround is required to use them within Architecture Interactive.

## Flythrough Cam Setup – Path Animation

1. Create two splines and a target camera
2. Select the camera, then go to Animate -> Constraint -> Path Constraint. The camera should jump onto the path.
3. Do the same with the target and the other spline.
4. Adjust the vertices in the splines and add new vertices to create your flythrough animation.

## Flythrough Cam Setup – Tagging and Exporting

1. In a scene with an existing target camera, create two boxes.
2. Use the align tool to move the pivot of one box to the pivot of the camera
3. Use it again to move the other box to the target.
4. Use the select and link tool to make each box the child of the object it is aligned to
5. One the box by the camera, right click -> object properties -> User Parameters
6. Type `CameraObject=CameraName` where camera name is the name of your flythrough animation
7. Click okay and go to the same area for the other box.
8. Type `CameraTarget=CameraName` where camera name is the same name you put on the first box
9. Export the boxes, the cameras & target, and the splines into one file in your camera directory.



## **Notes**

- While it seems like you should be able to place the tags directly on the camera and target, this will not work with the current version of the script.