

How to Create a Camera Animation with a Interactive 3D PowerPoint

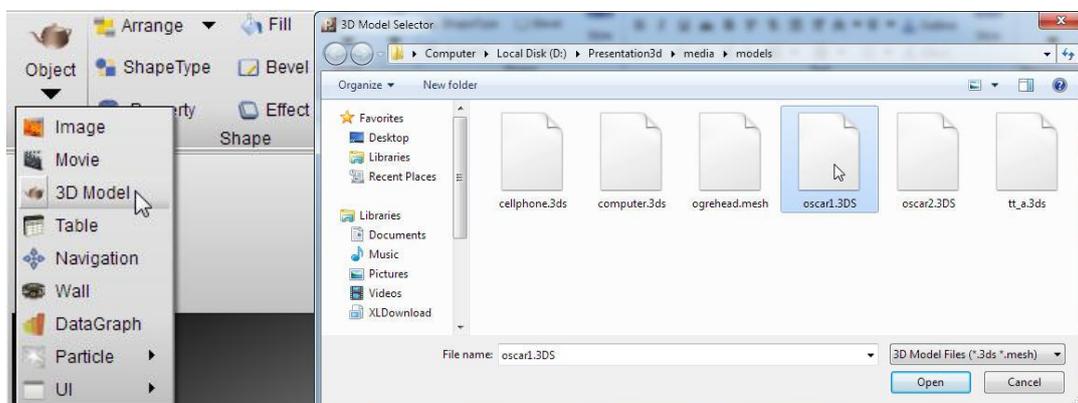
Software — Presentation3D

<http://www.presentation-3d.com>

Production of 3D presentation, the camera animation is essential, “Presentation 3D” offers a flexible camera animation design tool to help us for camera animations. Let introduction by Oscar statuettes, to demonstrate the camera animation presentation.



1. First, open the software, click " object", and select the "3D Model".
2. " 3D Model selector" dialog box will pop up. Select the model to show the file, and open it. File support 3ds, mesh format. Here we will add oscar1 and oscar2 two files.



- Then, we need to come into the model, set the texture and color. Here, we choose gold, select the second line of the fifth texture, check the Blend, Culling, Reflection, Mirror. Obtain the following results. Similarly, we also perform the same base statuettes settings, but select the second line of the third texture.

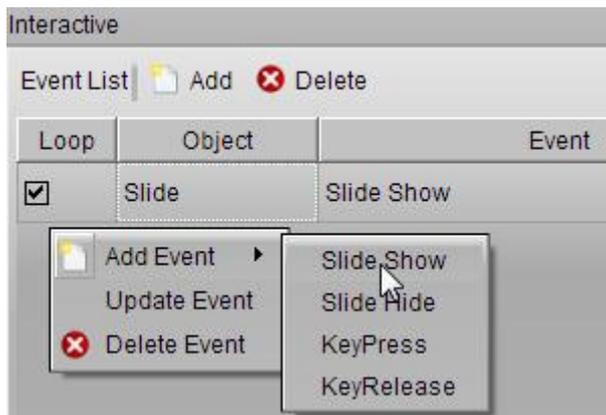


- Have set the color and texture, we use tool button and operator below the software to adjust the golden statuettes to the appropriate location. Then we're ready to create the animation.

Click the Edit menu, select "Camera Lock", to unlock the camera, and then switch to the Presentation Tab, select "Interactive Panel". At this time, the right of the animation window will appear.



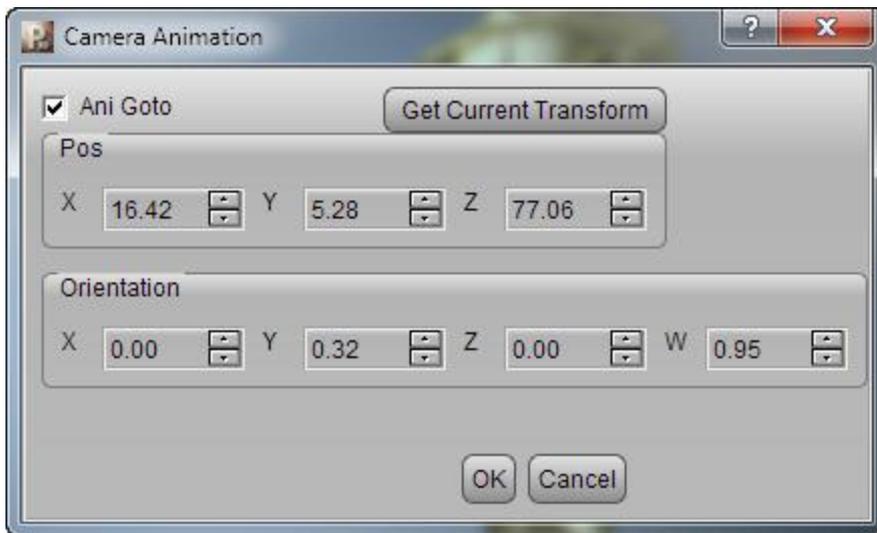
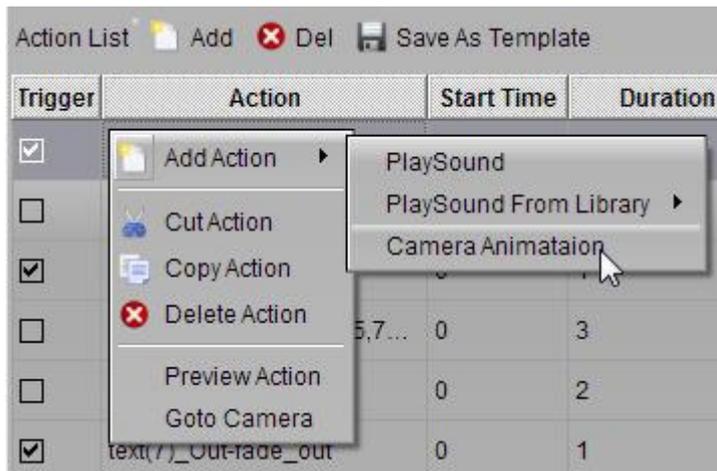
5. First, right click in the “Event list” in the menu, select “Add Event”, and select “Slide show”. Add a “Slide show” event.



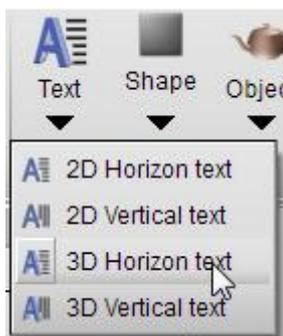
6. And then adjust the camera flight, press the right mouse button and move, the camera can adjust the rotation, press the mouse middle button to adjust the camera's movement, the mouse scroll wheel to adjust the camera before and after the distance. The golden statuettes as adjusted to the following location.



7. Adjust the completion of the camera position, right-click in the “Action List”, select “Add Action”, and select Camera Animation. Then the camera position dialog box will pop up, there will be automatically added to the current camera parameters, no setup, Just click ‘Ok’ button.

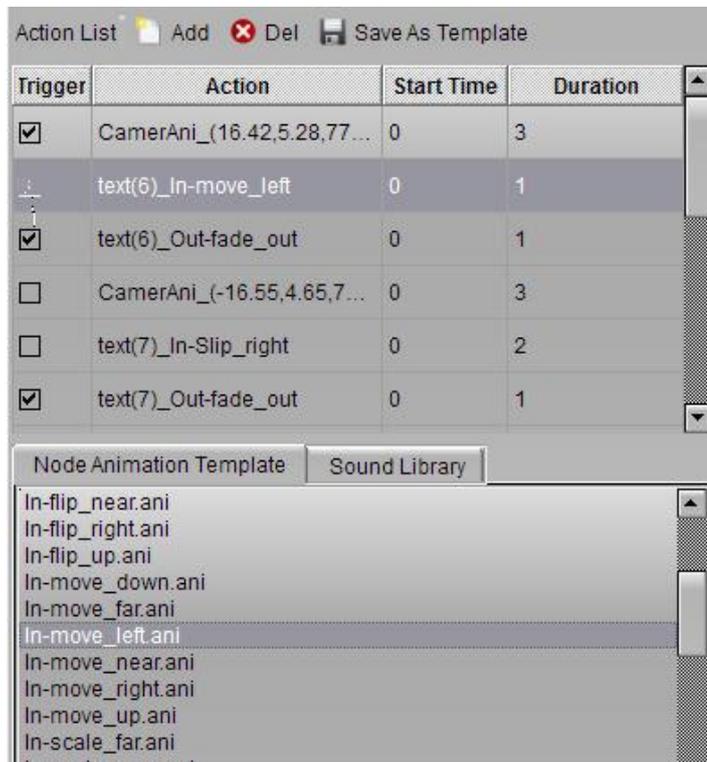


8. Then, we increase the text to the golden statuettes, select the text tool, select the 3D Horizon text, use the text tool to adjust the text to the following effect.





9. Add text animation, select the text, and select a “Node Animation Template” into the screen animation, drag and drop directly up to the Action List in the text entry screen animation Trigger the hook removed. Select the out-screen animation and then drag the animation to the Action List in the same.



10. And so on, constantly setting new camera animation and descriptive text.

A list of all the animations as shown:

Trigger	Action	Start Time	Duration
<input checked="" type="checkbox"/>	CamerAni_(16.42,5.28,77...	0	3
<input type="checkbox"/>	text(6)_In-move_left	0	1
<input checked="" type="checkbox"/>	text(6)_Out-fade_out	0	1
<input type="checkbox"/>	CamerAni_(-16.55,4.65,7...	0	3
<input type="checkbox"/>	text(7)_In-Slip_right	0	2
<input checked="" type="checkbox"/>	text(7)_Out-fade_out	0	1
<input type="checkbox"/>	CamerAni_(14.44,-14.38,...	0	3
<input type="checkbox"/>	text(8)_In-Slip_left	0	2
<input checked="" type="checkbox"/>	text(8)_Out-fade_out	0	1
<input type="checkbox"/>	CamerAni_(-16.19,31.67,...	0	3
<input type="checkbox"/>	text(9)_In-flip_near	0	2
<input type="checkbox"/>	text(10)_In-flip_near	0	2
<input checked="" type="checkbox"/>	CamerAni_(0.33,4.85,84.96)	0	3
<input type="checkbox"/>	text(9)_Out-fade_out	0	1
<input type="checkbox"/>	text(10)_Out-fade_out	0	1

11.

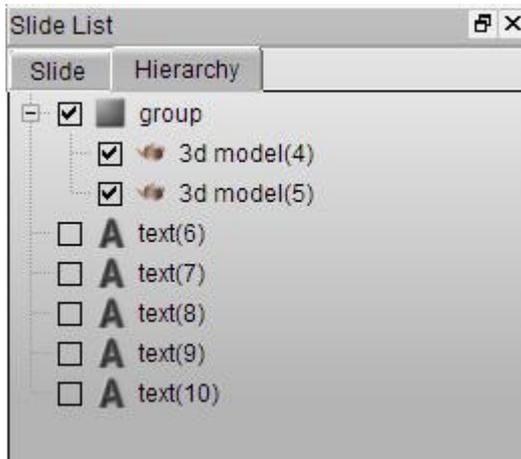


12.





15. Because the text in the beginning is not shown, so the left side of the Slide List, select the Hierarchy, to all the Text of the hook removed, so that they hide in the beginning.



16. Now the animation is complete, we can switch to the Presentation Tab, click the Preview button, you can by clicking the window, step by step preview of our animation.

