

Motion Capture Cameras

PlanDSX accounts for the cameras that are a part of the motion-capture system. In the 3D view they are represented by a small box (the camera body) and a semi-transparent cone (the field of view). You can place any number of them in the scene and specify the length and radius of the field of view.

Adding and Removing Cameras

To add a motion capture camera to the scene, press the **Add** button. PlanDSX will add a camera with default parameters pointed at the origin. You can then change its properties using the table and move it in the 3D view. To delete a camera, select it in the table and press the **Remove** button.

Mocap Cameras

	Name	Length	Radius	Visibility	Color
1	cam1	2000	750	☒	
2	cam2	3500	1000	☒	
3	cam3	2500	750	☒	
4	cam4	2500	750	☒	
5	cam5	4000	1000	☐	
6	cam6	4000	1000	☐	
7	cam7	4500	1000	☐	
8	cam8	4500	1000	☐	

Add
Remove

Camera Properties

Property	Description
Name	When a new camera is created it is given a default name with the format Camera (1), Camera (2) ... Camera (N). To change this name double-click on it and type in a new name.
Length	The length of the cone representing the field of view. To change the length double-click on it and enter a new value.
Radius	The radius of the end of the cone representing the field of view. To change the radius double-click on it and enter a new value.
Visibility	This checkbox toggles the visibility of the motion capture camera in the 3D view.
Color	The colour of the camera body and field of view in the 3D view. To change the colour, double-click on the colour box and select a new colour.

References

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