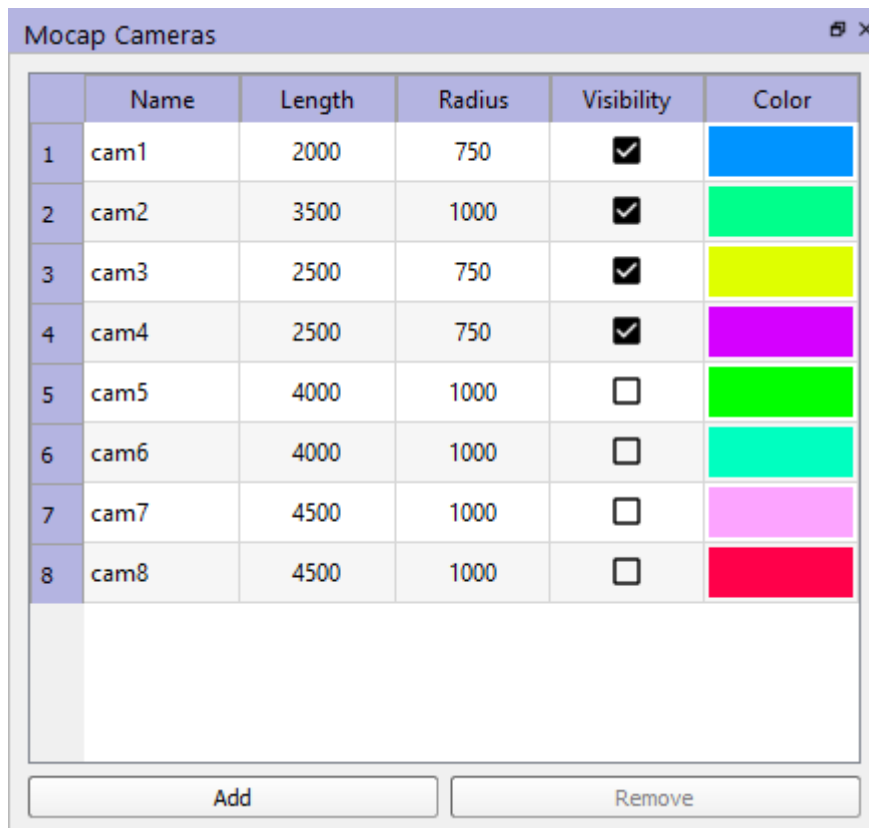


Motion_Capture_Cameras

Mocap cameras are cameras of a 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. To add a mocap 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.



The screenshot shows a window titled "Mocap Cameras" with a table containing 8 rows of camera data. The columns are Name, Length, Radius, Visibility, and Color. The first four cameras (cam1 to cam4) are visible (checkbox checked) and have various colors. The last four (cam5 to cam8) are hidden (checkbox unchecked) and also have various colors. Below the table are two buttons: "Add" and "Remove".

	Name	Length	Radius	Visibility	Color
1	cam1	2000	750	☒	Blue
2	cam2	3500	1000	☒	Green
3	cam3	2500	750	☒	Yellow
4	cam4	2500	750	☒	Purple
5	cam5	4000	1000	☐	Light Green
6	cam6	4000	1000	☐	Cyan
7	cam7	4500	1000	☐	Pink
8	cam8	4500	1000	☐	Red

The table contains the following properties of each mocap camera:

- **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 mocap camera in the 3D view.
- **Color** The color of the camera body and field of view in the 3D view. To change the color, double-click on the color box and select a new color.

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