DOCUMENTATION

by Chipp Walters
Programmed by Ahmed Ali

altuit™

WHAT

QUICK SHOT - Non-Destructive Multiple Camera Shot Setup

QUICK SHOT is an addon for Blender 2.8+ which allows users to quickly create camera animations for advertising, visualization or just for fun. It's goal is to streamline the creation of multiple camera animations and provide a non-destructive model for editing the timeline.

It is a very simple addon which should be easily understood and used by novice and experienced users alike.

So, the premise is that you can create several "from Point A to Point B" camera animations. These are called "SHOTS." Each shot has a duration in frames, and a defined motion interpolation (linear or ease in/out).

You can stack them on top of each other to create a timeline animation so that when you "Render Animation" they will all render as a single animation. At any time you can change the duration, motion interpolation or even the order of the shots.

Once you are satisfied with your animation, you can render it all at once, and because QUICK SHOT animates cameras, you can use it with EEVEE motion blur.

WHO

Who is QUICK SHOT for? It's for anyone who wants to streamline their animation workflow and do it quickly. It's especially for EEVEE users who want very quick visualizations of their models. Of course Cycles users can use it too.

WHY

Since Blender 2.8 introduced EEVEE, it's become much easier to render out animations because:

1. The animation previews are so much more realistic and realtime.
2. The animations render in a fraction of the time they would've taken previously in Cycles.

And with the newly increased interest in creating animations, I wanted to create a tool that helped do this quickly. I was inspired by Unity's cinemachine, where you just drop cameras in a scene and Unity just figures out all the paths to match.

The goal was to create a non-destructive workflow around camera animation.

HOW

	Check out the video for info on how to use QUICK SHOT.:
	Tips video here.

So, here's how it works. When you press ADD SHOT, it will create a camera and set it's position just as it would if you had a camera and pressed CTRL+ALT+ Numpad 0.

And it will set the number of frames for the duration of that camera to the default 100.

It will create two keyframes, one at the beginning of the SHOT and one at the end.

And it will create a SHOT row as shown in the picture. You can create as many of these "SHOTS" as you like up to 16, with each subsequent shot placed below the last row.

If you press the IN button, it will set the timeline to the beginning point of that camera and select that camera. If the OUT button is pressed, it will set the time to the end of the SHOT and select the camera. This way the user is responsible for moving the camera around and setting the keygrame loc/rot for it.

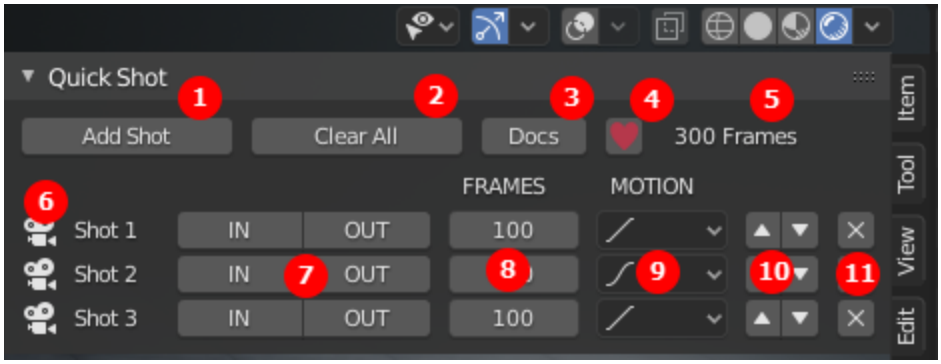
Users can keyframe other features of the camera, such as DOF, FOV, but these may be removed when the QUICK SHOT is updated, if the keyframe falls outside the frame range of the SHOT.

Everytime the duration, motion, or reorder is changed, the timeline is updated to reflect the change.

The basic user workflow

1. Find the QUICK SHOT addon in the 'N' panel and display the interface
2. Press the ADD SHOT button to create a new SHOT (you may need to expand the width of the interface).
3. A new SHOT called "Shot 1" is created. This adds a camera to the scene called "Shot 1"
4. Press the IN button for "Shot 1" to go to the IN keyframe (first) and camera "Shot 1" is automatically selected.
5. Position the "Shot 1" camera as you wish, then press "Ctrl" while pressing the IN button– this sets the keyframe for the IN position.
6. Press the OUT button for "Shot 1" to go to the OUT keyframe (last) and the camera "Shot 1" is automatically selected.
7. Position the "Shot 1" camera as you wish, then press Ctrl + the OUT button – this sets the keyframe for the OUT position.
8. At any time you can change the number of the frames for the camera, and the timeline is instantly updated for all SHOT cameras. The same is true for the MOTION Interpolation path.
9. You can continue to add SHOT Cameras and repeat the above process.
10. At any time you can delete a camera (x button) or resequence the camera by pressing the up down arrows.

INTERFACE

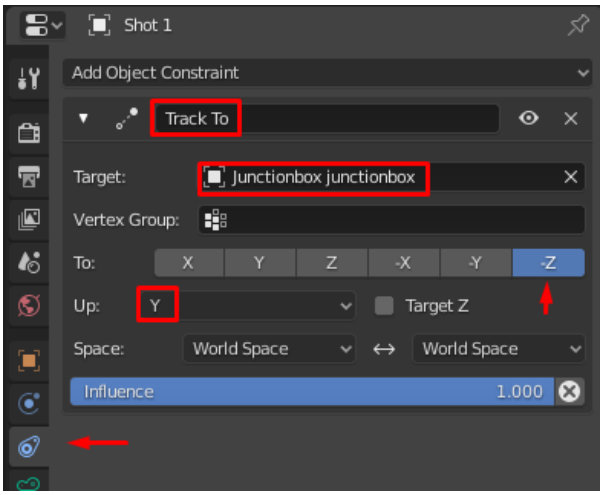


1. ADD SHOT: Creates a new camera called “Shot 1”, “Shot 2”, etc.
2. CLEAR ALL: Erases all SHOT cameras.
3. DOCS: Link to the documentation.
4. HEART: Special button that puts “#frame*0.015” on the clipboard, which can be used as a driver for rotation, scale or translation for any object.
5. Total number of frames for the animation.
6. Shot Camera List
7. IN OUT buttons. When pressed, these buttons go to the IN (first) or OUT (last) keyframe for the respective camera AND selects the camera. Press Ctrl + IN or OUT to set a keyframe for that camera at the IN or OUT time. Press Ctrl + Shift on either button to copy the keyframe settings from the OTHER button.
8. FRAMES: The number of frames for the camera SHOT.
9. MOTION: Either Linear or Ease In / Ease Out.
10. Reordering arrows for SHOTS.
11. Delete a given SHOT.

TIPS and TROUBLESHOOTING

If you find the camera movement is in the wrong direction, you can use this quick tip to move it in the *other direction.*

https://youtu.be/oPDgGtsQfY0



Select your SHOT camera and Add an Object Constraint: Track to and set the settings to below.

It may be handy to have a target that is an empty, that way you can fine tune the movement.

SUPPORT

https://cw1.me/getsupport