

Camera Tracking

Overview

A comprehensive course in camera tracking and the key techniques used to integrate CG into live action shots, covering PFTrack (5) and Maya Live (2008). The course is designed to take beginners with little or no prior knowledge to an advanced end level. A variety of practise footage enhances the learning experience, alongside extensive theory covering background, work flows and best practise. All material supports PFTrack PLE Users.



Maya Live

The User Interface
Image Sequences and Scenes
How to Track, Solve and Adjust Shots
2D Tracks – Placing, Analysing, Importing and Exporting
Best Practice – What makes a Good Solve?, Evaluating a Solution, Causes of Poor Solutions
How Data is used after a Solve

PFTrack

The User Interface and Preferences
Proxy Management
Footage Formats, Lens Distortion and Camera Focal Lengths
Manipulating Footage and Masking Techniques
Autotracking, Solving, Scene Orientation and Test Geometry
Assessing a Solve and Troubleshooting
Object Tracking

Footage

Includes a Pan of an Office, a Moving Skateboard, a Waterfall and Internal Object Tracking
Solved Data to Support PF
Track PLE Users

Theory

Introduction to VFX
How Film Works
How Film Cameras Work
The Origins of TV
The First Movies
Camera Tracking