

Sequencer Manager basic operations

Sequencer Manager

Edit Zone

Shot list Zone

New Shot Zone

Utilities Zone

The screenshot shows the ARX Sequencer Manager interface. The top-left section is the 'Edit Zone', containing a table with columns 'Start', 'Duration', and 'End'. Below the table are buttons for 'Move shot', 'Linked shot', and 'Apply'. The middle-left section is the 'Shot list Zone', displaying a list of shots with columns for 'start time', 'duration', and 'end time'. The top-right section is the 'New Shot Zone', which includes project information and 'Create Shot Options' for naming, timing, and camera selection. The bottom-right section is the 'Utilities Zone', containing buttons for 'Add Shot', 'Disable Selected Shot', 'Delete Shot', and a 'Tools' section with 'Rebuild Shots' and 'Shift Frame' options.

Start	Duration	End
127	25	151

shot_010

start time	duration	end time
101.0	26.0	126.0
127.0	24.0	151.0
152.0	25.0	176.0
177.0	25.0	201.0

shot_020

shot_030

shot_040

Active Shot

Refresh

Camera Sequencer

ARX anima

Project : -

Episode : -

Sequence : -

Shot : -

Create Shot Options

Shot Name: shot_010 ☒ Auto

☐ Before ☐ After ☒ Last

Start: 202 End: 226

Duration: 25

Camera: shot_010_cam

Use existing camera

Add Shot

Disable Selected Shot

Delete Shot

Tools

Rebuild Shots

Shift Frame

Move all keyframe (forward / backward)

move from current frame

Shift Frame