Object Solver Constraint

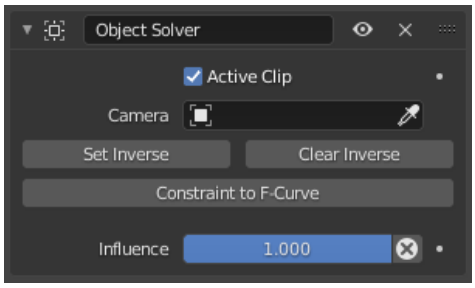
The *Object Solver* constraint gives the owner of this constraint, the location and rotation of the “solved object motion”.

The “solved object motion” is where Blender thinks the physical, real-world (tracked) object was, relative to the camera that filmed it.

Can be used to add a mesh to video for example.

> Note
>
> This constraint only works after you have set up a minimum of eight markers and pressed Solve object Motion. Located at Movie Clip Editor ‣ Toolba ‣ Solve ‣ Solve Camera Motion.
>
> If it says *Solve Camera Motion* instead of *Solve Object Motion* then go into the Movie Clip Editor ‣ Sidebar region ‣ Objects and switch it from the camera, to an object.

Options



Object Solver Constraint panel.

Active Clip
: Receive tracking data from the scene’s Active Clip. If unchecked, an option appears to choose from the other clips.

Object
: Select a tracked object to receive transform data from.

Camera
: Select the camera to which the motion is parented to (if left empty the active scene camera is used).

Set Inverse
: Moves the origin of the object to the origin of the camera.

Clear Inverse
: Moves the origin of the object back to the spot set in the Movie Clip Editor Toolbar ‣ Solve ‣ Orientation ‣ Set Origin.

Constraint to F-Curve
: Applies the constraint, creating keyframes for the transforms.

Influence
: Controls the percentage of affect the constraint has on the object. See common constraint properties for more information.

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Camera Solver Constraint

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