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Solve

Plane Track

See Create Plane Track.

Solve

Tripod

Tripod Motion can be used for footage where the camera does not move and only rotates. Such footage can't be tracked with a generic solver approach, and it is impossible to determine the actual feature points in space due to a lack of information. So this solver will solve only the relative camera rotation and then reproject the feature points into a sphere, with the same distance between feature and camera for all feature points.

> Note
>
> This is special type of camera solver and it behaves different from regular solver. It means using more tracks doesn't imply more accurate solution. Having 5-10 tracks on frame is likely what shall be commonly used for this kind of solver.

Keyframe

Automatically select keyframes for initial reconstruction. This option enables complex algorithms which tries to find a keyframe pair with minimal reconstruction error and best scene scale guess.

Keyframe A/B

Start (A) and End (B) frame of the range used for reconstruction.

Refine

Specifies which parameters should be refined during solve. Such refining is useful when you are not sure about some camera intrinsics, and solver should try to find the best parameter for those intrinsics. But you still have to know approximate initial values – it will fail to find correct values if th were set completely incorrectly initially.

Focal Length

Refine the camera's Focal Length.

Optical Center

Refine the camera's Optical Center.

Radial Distortion

Refine the camera's Radial Distortion Parameters.

Tangential Distortion

Refine the camera's Tangential Distortion Parameters.

Solve Camera/Object Motion

See Solve Solution.

Cleanup

This panel contains operators and their settings which are needed to clean up bad tracks: tracks which are not tracked long enough or which failed to reconstruct accurately.

Frames

Tracks or tracked segments shorter than this number of frames will be removed.

Error

Tracks which has reprojection error higher than this value will be removed.

Type

Several actions can be performed for bad tracks:

Select

They can simply be selected.

Delete Track

The whole track can be deleted.

Delete Segments

Bad segments of tracked sequence can be removed.

Clean Tracks

See Clean Tracks.

Filter Tracks

See Filter Tracks.

Geometry

3D Markers to Mesh

See 3D Markers to Mesh.

Link Empty to Track

See Link Empty to Track.

Orientation

Scene orientation tools can be used for orienting object to bundles.

Floor

See Set Origin.

Wall

See Set Floor.

Set Origin

See Set Floor.

Set X, Y Axis

See Set X/Y Axis.

Set Scale

See Set Scale.

Apply Scale

See Apply Solution Scale.

Distance

Distance in active scene units which is used by Set/Apply scale.

Scene Setup

Set as Background

See Set as Background.

Setup Tracking Scene

See Setup Tracking Scene.