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Reconstruction

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

Set Origin

Reference

Mode:
Tracking
Menu:
Reconstruction ‣ Set Origin

Transform camera in a way which makes active track to be moved to a scene origin. Only translation is applied to the camera.

Set Floor

Reference

Mode:
Tracking
Menu:
Reconstruction ‣ Set Floor

Use selected three markers to define a floor. Camera will be transformed in a way which makes the selected markers to be flat (have Z = 0).

Set Wall

Reference

Mode:
Tracking
Menu:
Reconstruction ‣ Set Wall

Similar to the floor orientation, but defines a wall (selected tracks are placed onto the XZ plane).

Set X/Y Axis

Reference

Mode:
Tracking
Menu:
Reconstruction ‣ Set X/Y Axis

Transform camera in a way which makes active track to become on X or Y axis. No translation is applied, meaning scene origin which was specified before will be preserved.

Set Scale

Reference

Mode:
Tracking
Menu:

Reconstruction ▸ Set Scale

Scale camera or tracking object in a way which makes distance between two selected tracks match the given value in *Distance*.

Apply Solution Scale

Reference

Mode:
Tracking
Menu:
Reconstruction ▸ Apply Solution Scale

Similar to Set Scale, but actually modifies the tracking data.

Link Empty to Track

Reference

Mode:
Tracking
Menu:
Reconstruction ▸ Link Empty to Track

Creates new empty in 3D Viewport and appends constraint which parts it to the active track.

3D Markers to Mesh

Reference

Mode:
Tracking
Menu:
Reconstruction ▸ 3D Markers to Mesh

Creates a mesh which vertices matches positions of reconstructed tracks. It is required to have motion solved first before using this operator. Only tracks from the current tracking object will be used. The intention of this operator is to give a nice starting point for a manual mesh reconstruction.

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