Pre-requisites:

Have your image sequence downloaded in its own folder.

*Preferably each image is named in the format frame##.png

Download Voodoo Camera Tracker 1.2.0 from Viscoda:

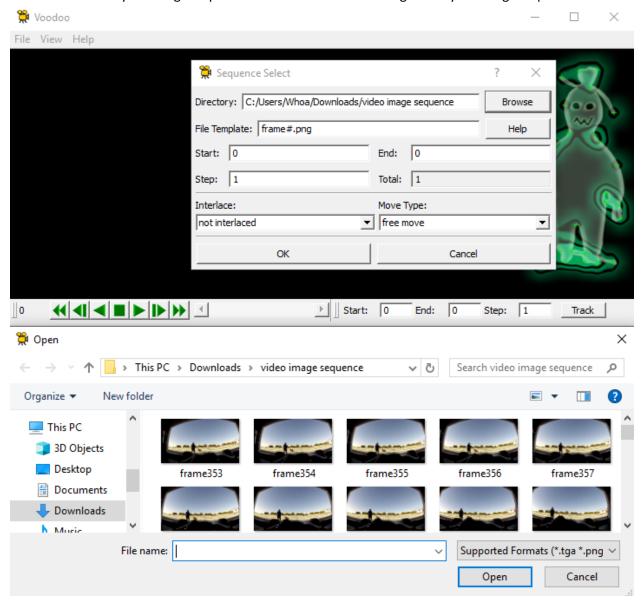
https://www.viscoda.com/index.php?option=com_content&view=article&id=114&Itemid=585&lang=en

For information about Voodoo and what is provides you can check out:

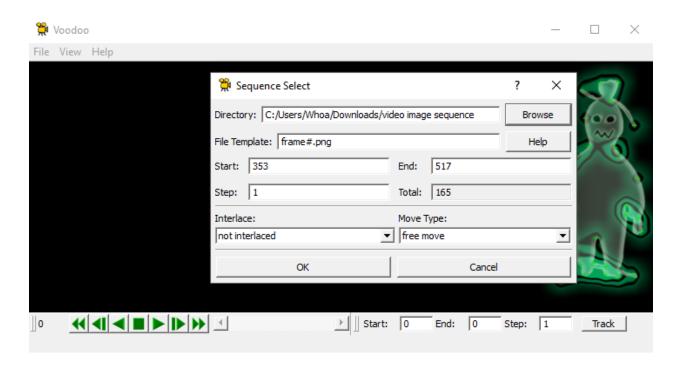
https://www.viscoda.com/index.php?option=com_content&view=article&id=104&Itemid=548&lang=en_

1) Open Voodoo 2) Select: File > Open > Sequence (The short key is Ctrl S) 🙀 voodoo - Shortcut Untested Windows version 6.2 detected arsing Command Line of C:\Users\Whoa\Downloads\voodoo-Win32-1.2.0\voodoo-Win32-1.2.0\bin\voodoo.exe: 0 file(s) 0 op 🧯 Voodoo Х File View Help camera tracker Step: 1 Track Please first load a sequence and then setup an initial camera - ONLY FOR NON COMMERCIAL USAGE

3) Click Browse to find your image sequence. Then Select the first image from your image sequence and click Open.



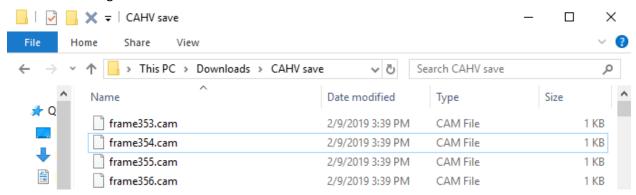
- 4) Notice that the first image becomes your Start and the last image is automatically filled in as your End. Be aware of how the camera was moved in the video (tripod or free motion). For our video we select "free move" as our "Move Type", and leave our interlace as "non interlaced". If you have a different video or want to know why check out that second link from up above. Ideally* you Click OK and your first image should appear in voodoo.
 - * I ran into issues with running frames 368-370, as well as large quantities of frames. It usually made the program crash. So instead I changed my End frame to 367. Completed steps 5 and 6, then ran Voodoo a second time with 368 as my start and 373 as my End. Once I got through those problem frames I could run 50-100 frames at a time. This does mean the coordinates for each set I ran do not correspond with one another. They will have to be altered to match later.



5) Click Track on the bottom right and let the program run.

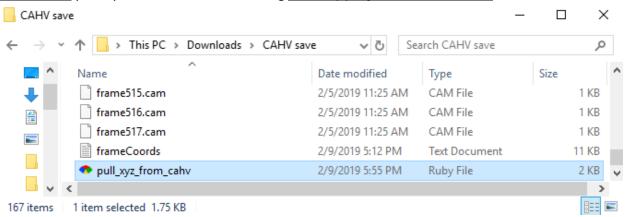


6) Once it's finishd tracking go to File > Save > CAHV Camera I recommend creating a new folder for all the .cam files



Pre Requisite: Download Ruby

7) Save pull_xyz_from_cahv.rb in the same file as all your .cam files you received from step 1-6. * Note you should not have <u>frameCoords.txt</u> yet. If you do have this file, running <u>the Ruby program will overwrite it</u>.



8)Run pull_xyz_from_cahv.rb Doing so will create or overwrite the frameCoords.txt file which contains the Cx, Cy, Cz coordinates from all of the .cam files.

** If your .cam file names do not increment by 1, open the ruby file and change the while loop increment. If the .cam files do not have the naming format frame##.cam you will have to alter the ruby program further to find the files.

