TrackingShot

EZG Project for FH Technikum - Master Game Engineering and Simulation

Camera tracking shot to visualize Catmull-spline interpolation for camera positions as well as SQUAD (SLERP) for rotations.

Key Controls

1, 2

changes between edit mode and action mode

+, -

allows to speed up / slow down the simulation

Edit Mode

In this mode you can see the floating camera, represented by a pink quad.

W, A, S, D

controls to move the camera, look around with mouse

space

With space a new waypoint with the current position and rotation is appended to the list.

Resources

- Sources and release binaries at github
  https://github.com/incredibleLeitman/TrackingShot

- Release 01.00 build for windows
  https://github.com/incredibleLeitman/TrackingShot/releases/tag/01.00

- Program and sourcecode presentation videos on dropbox
  https://www.dropbox.com/sh/bi6lylyfb8hyu4k/AABhwqHoEqe2dTBeu0CwNuXIa?dl=0