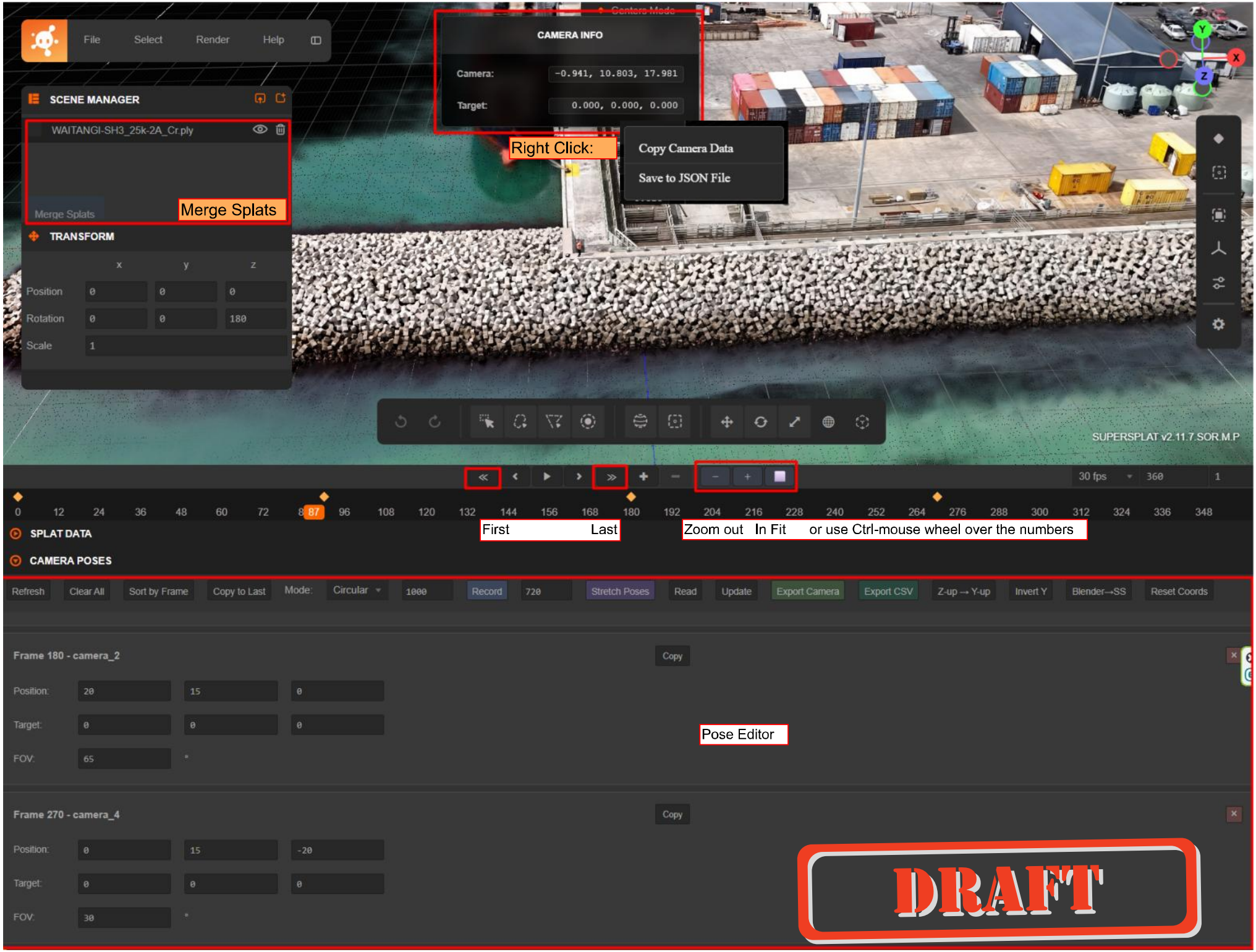
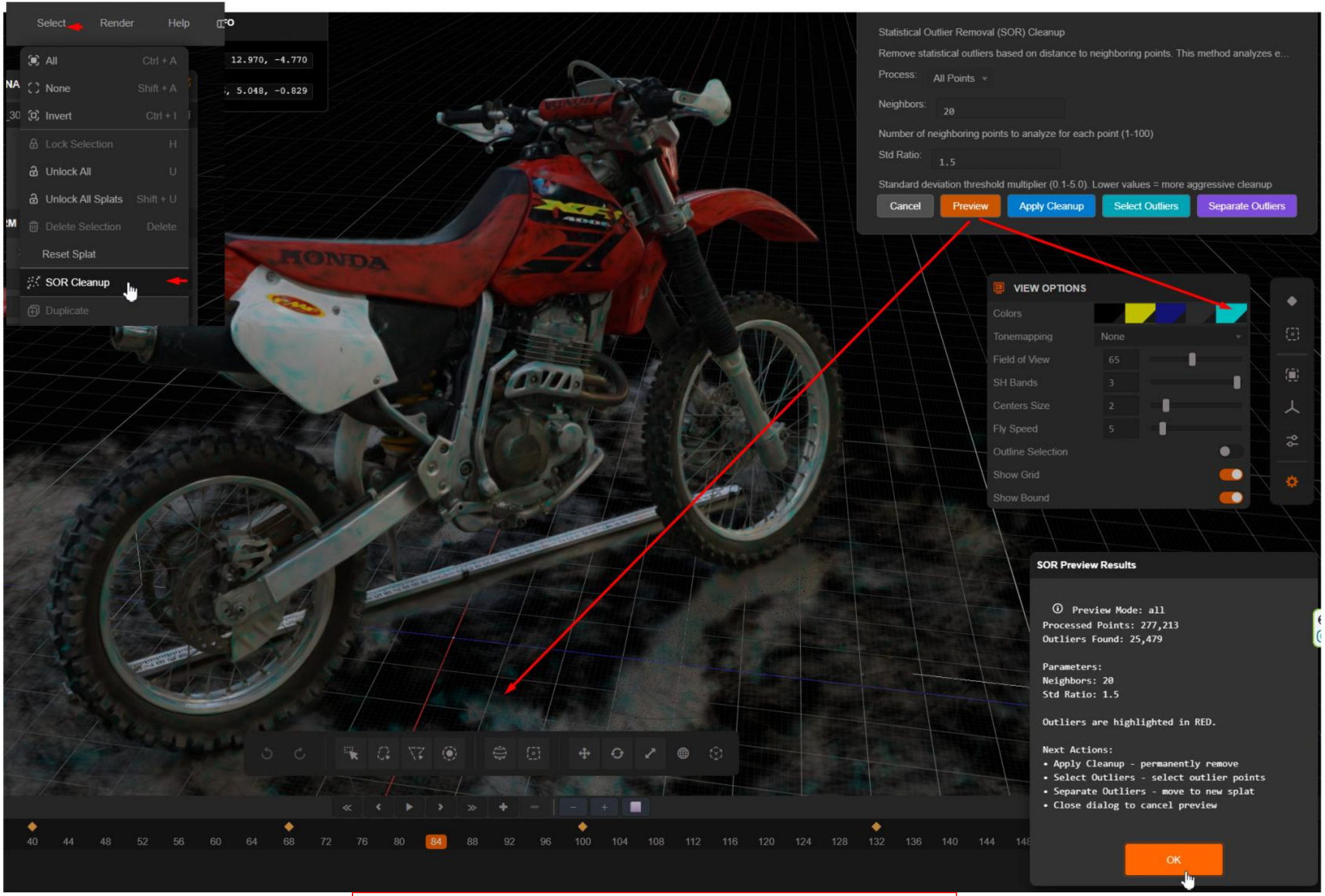
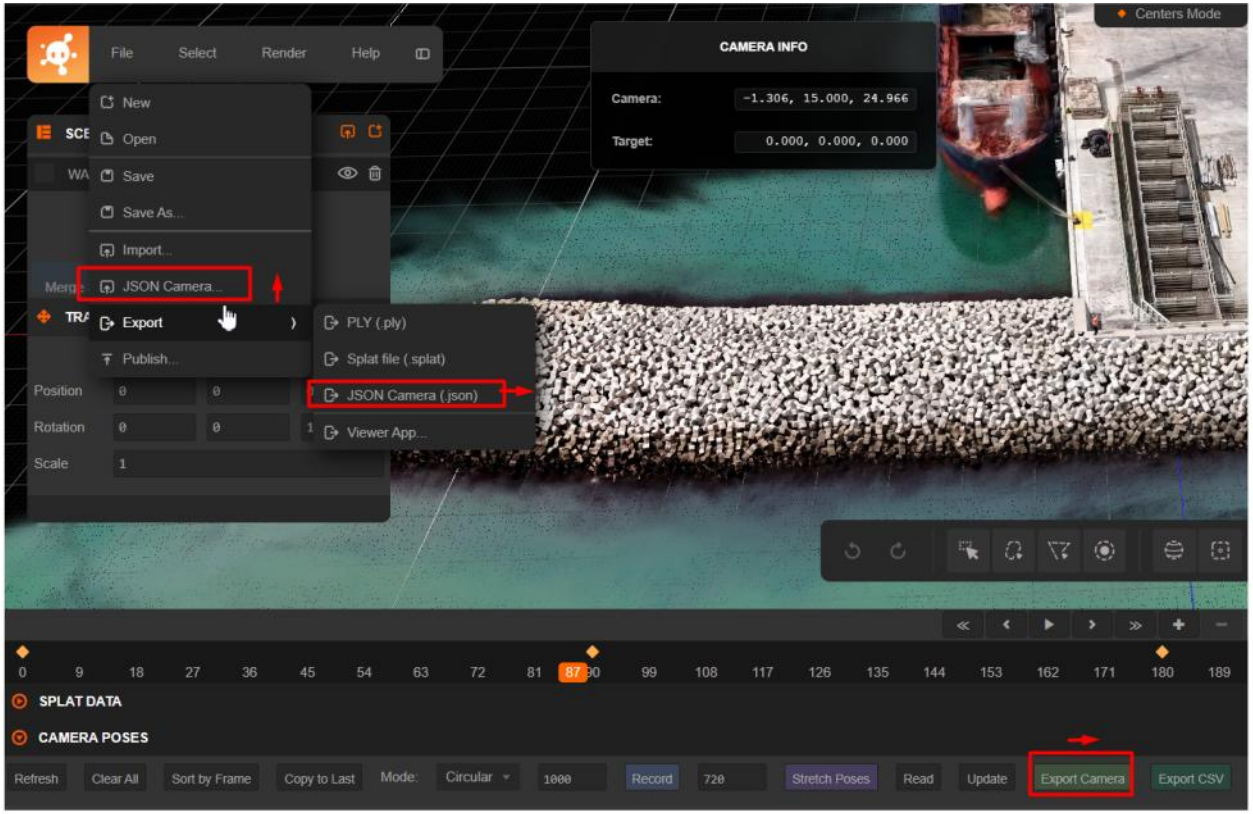

File
Select
Render
Help
SCENE MANAGER
WAITANGI-SH3_25k-2A_Cr.ply
Merge Splats
Merge Splats
TRANSFORM
x
y
z
Position
Rotation
Scale
CAMERA INFO
Camera:
-0.941, 10.803, 17.981
Target:
0.000, 0.000, 0.000
Right Click:
Copy Camera Data
Save to JSON File
SUPERSPLAT v2.11.7.SOR.M.P
30 fps
360
1
0 12 24 36 48 60 72 87 96 108 120 132 144 156 168 180 192 204 216 228 240 252 264 276 288 300 312 324 336 348
SPLAT DATA
First
Last
Zoom out
In Fit
or use Ctrl-mouse wheel over the numbers
CAMERA POSES
Refresh
Clear All
Sort by Frame
Copy to Last
Mode:
Circular
1000
Record
720
Stretch Poses
Read
Update
Export Camera
Export CSV
Z-up → Y-up
Invert Y
Blender→SS
Reset Coords
Frame 180 - camera_2
Copy
Position:
20
15
0
Target:
0
0
0
FOV:
65
Pose Editor
Frame 270 - camera_4
Copy
Position:
0
15
-20
Target:
0
0
0
FOV:
30
DRAFT



SOR = Preview or cleanup or select or separate



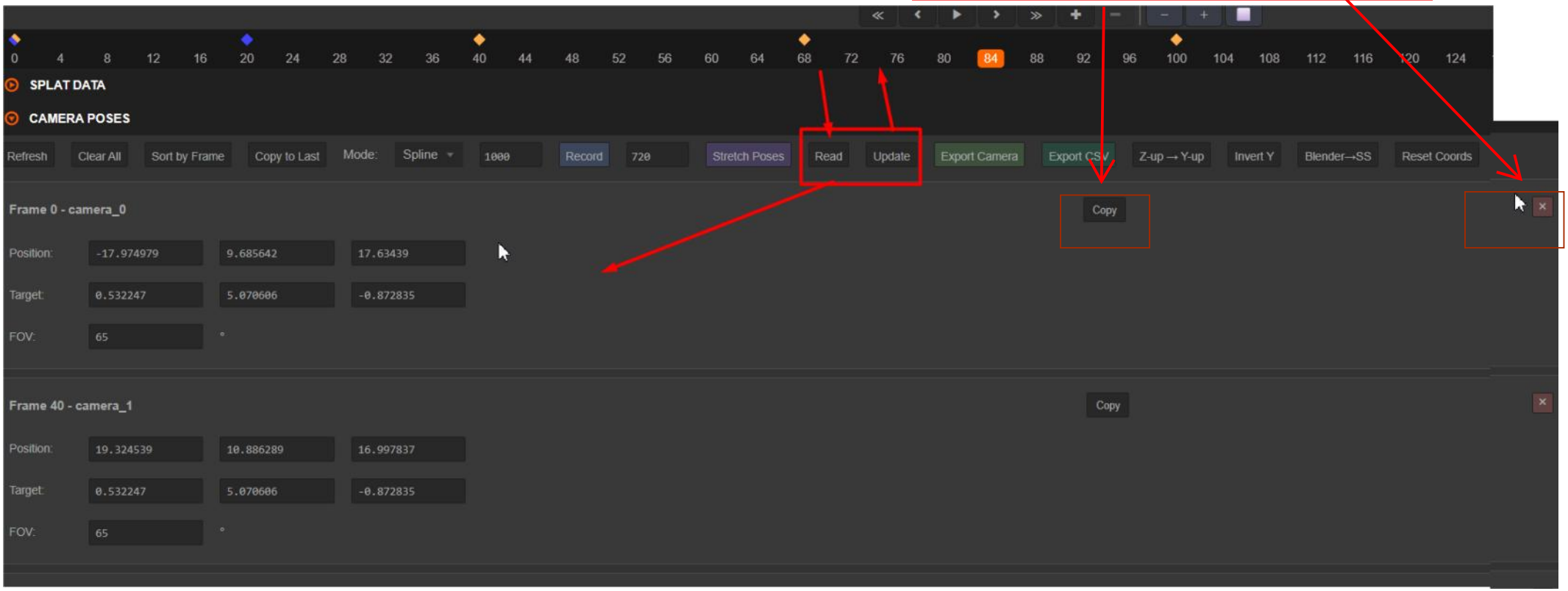
Camera Pose tools : Import / Export Json Files

Camera Pose tools : Record at set interval while you move the view

Camera Pose tools : Stretch to number of frames

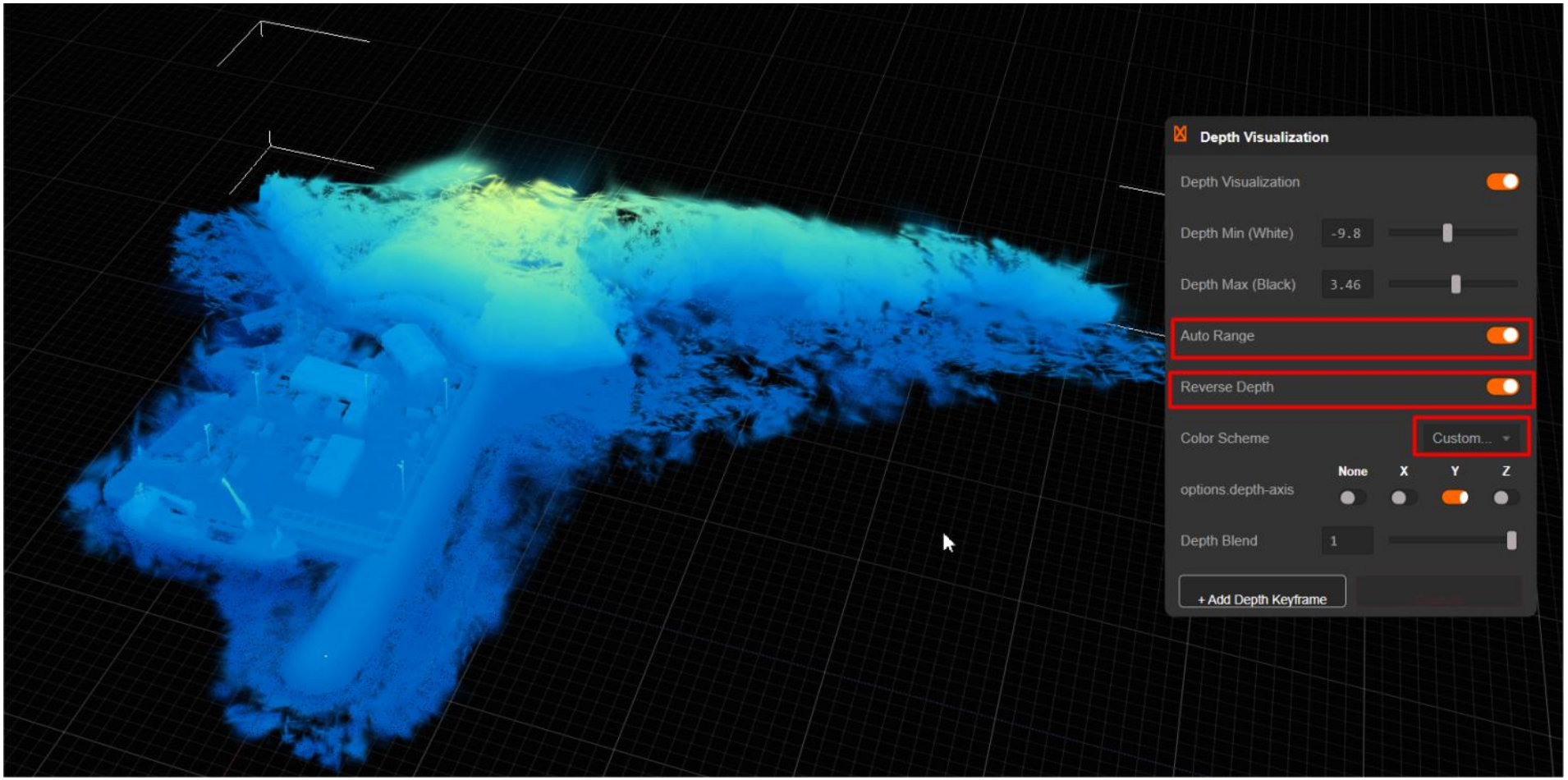
Camera Pose tools : Mode = spline / Circular (tries to fit a circle through the points (currently over sizes it though).

Camera Pose tools : read from / Up-date to - using an inbuilt editor. This also has a copy and a delete

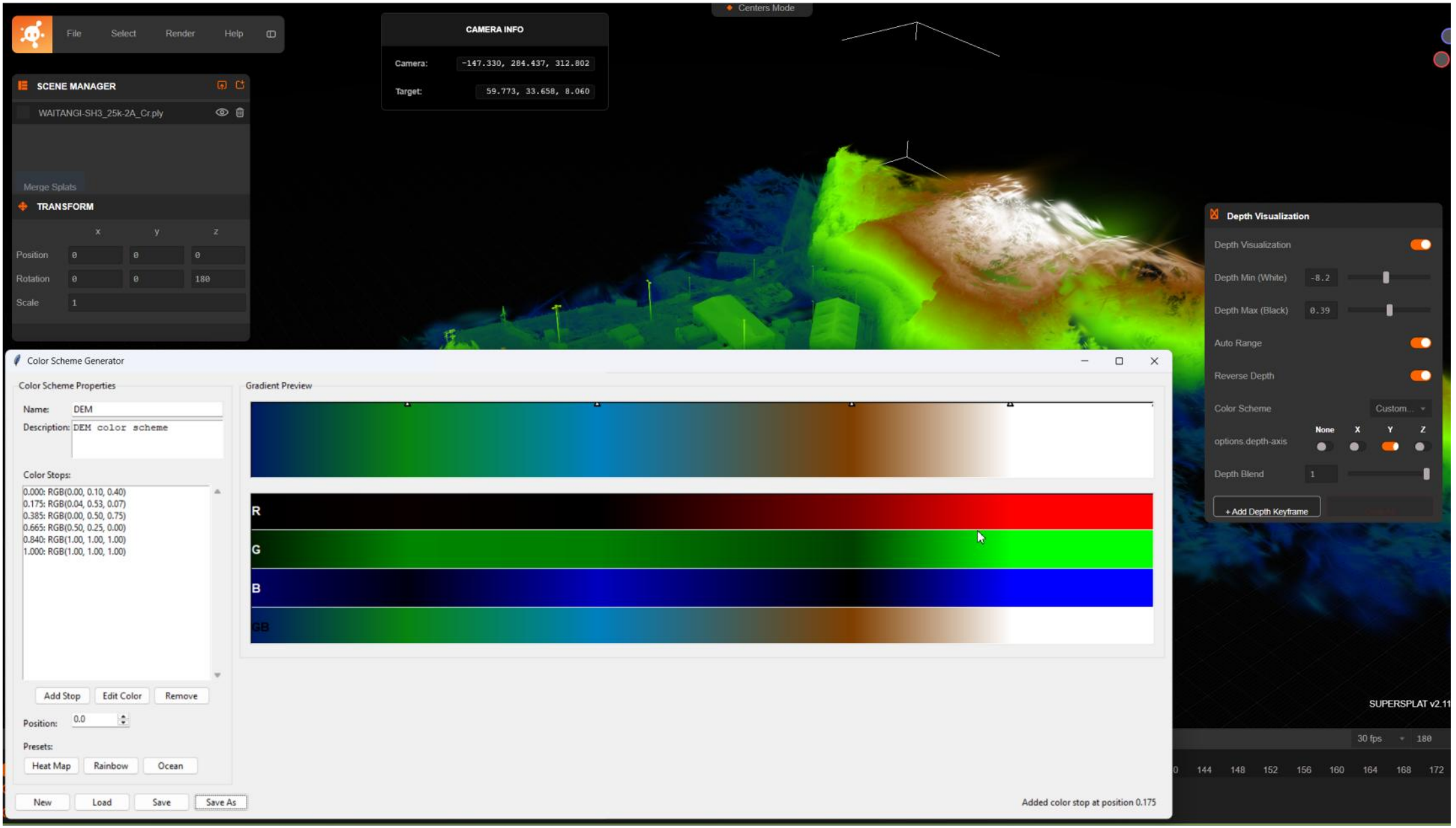


Camera Pose tools : select a frame & Copy to last

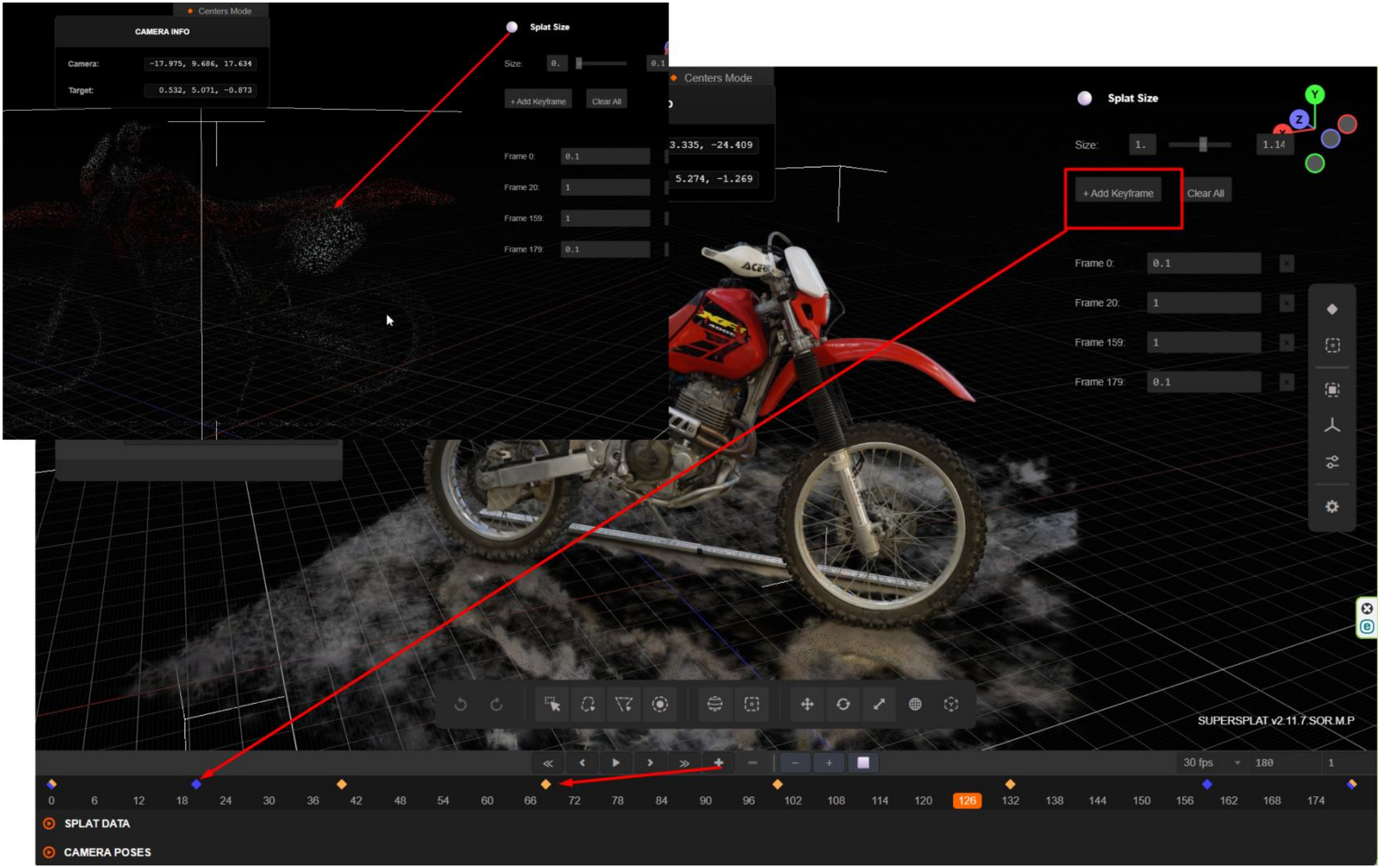
Camera Pose tools : Z-up -> Y-Up Invert Y : I put in to do conversions as I was getting my ups & downs wrong *(I'm from AutoCAD where Z is UP)*



V = Vis tools setting and add to time-line as keyframes



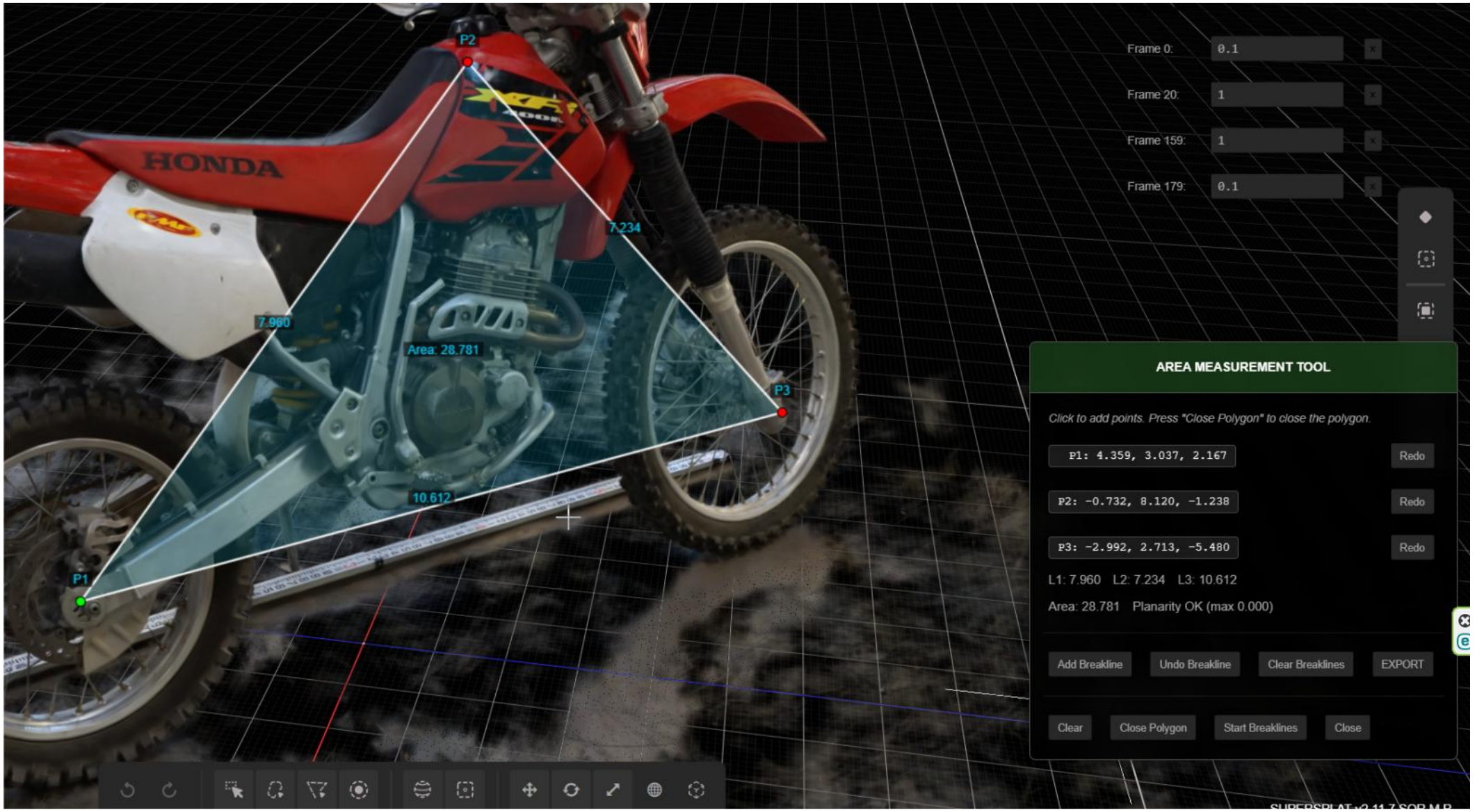
Vis tools using python creator tool



S = Splat Size (current min is 0.1 - but I think it should go down to 0.01)

Z = measure/scale

Clean Screen O (note this now conflicts with the Flood select



A = measure areas - Can also export to TXT file