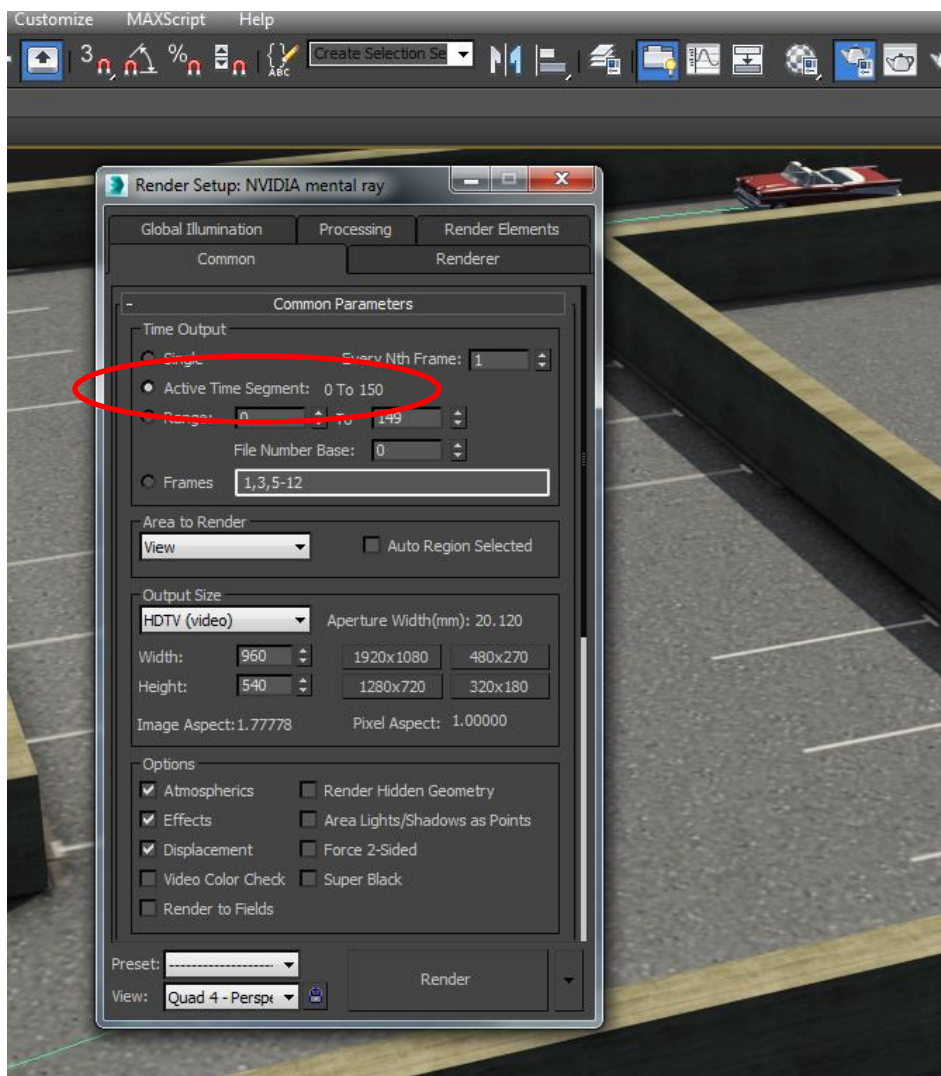


Changing Views in an Animation

Part 1

We have rendered several basic animations so far, but generally just from one viewport. Now we can take a look at one way to look at an animation from different points of view, and overlap sequences so that we see the same time frame of a scene from different angles.

In previous animations, our render setup looked something like this:

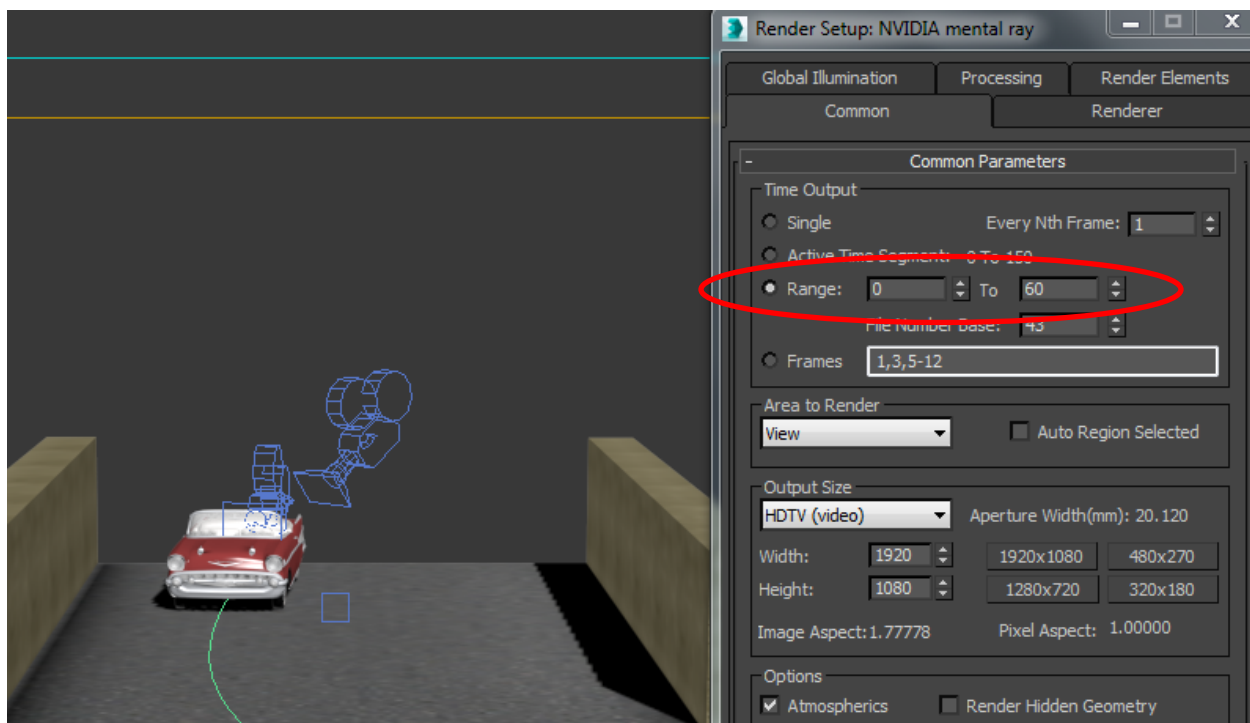


Note that Active Time Segment is selected, so that we can render the entire animation from this point of view.

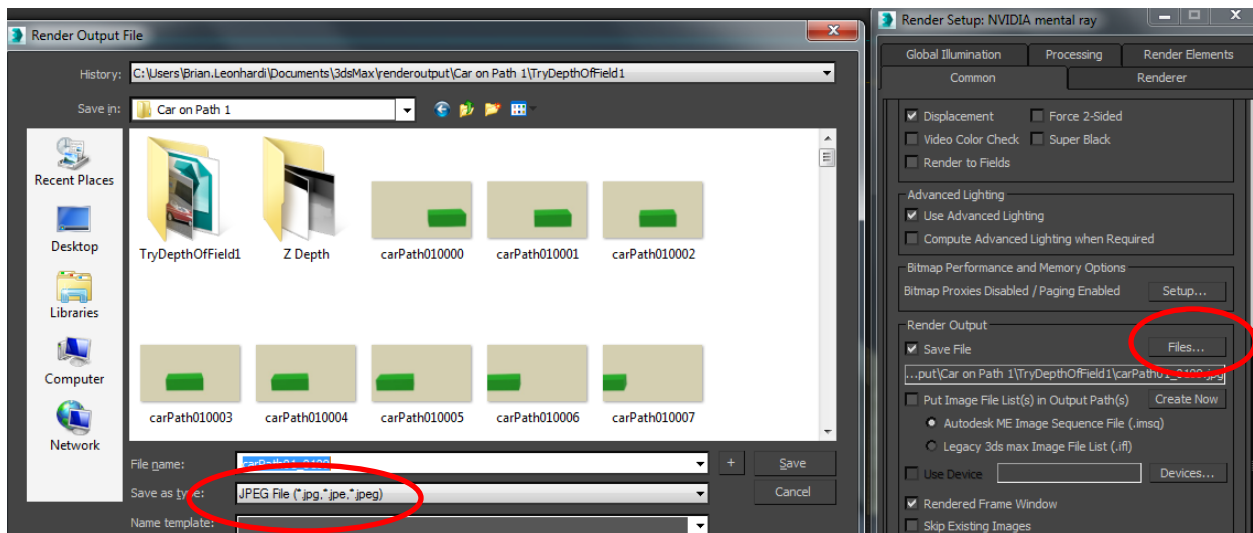
Now imagine inserting a few more cameras (target cameras in this case), so that we can track the action from different points of view. Note that two cameras were already present, in and above the car.



Now say that we have decided to begin our scene by viewing the car moving toward a camera. We can select the camera in the upper left hand corner of the above picture, and render just the beginning portion of the animation:

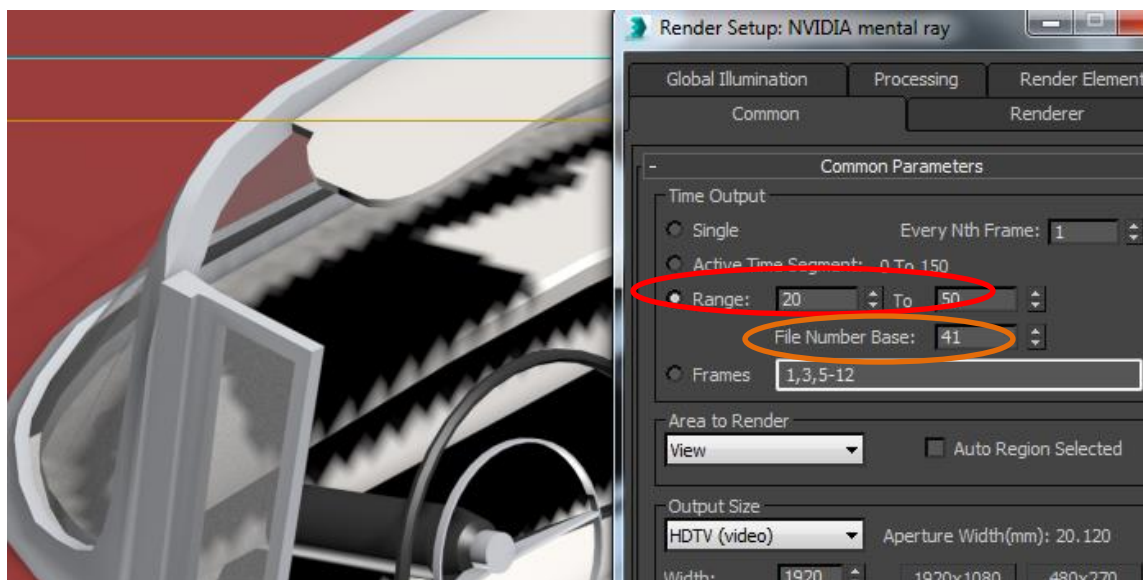


We can now render frames 0-60 from this camera angle.



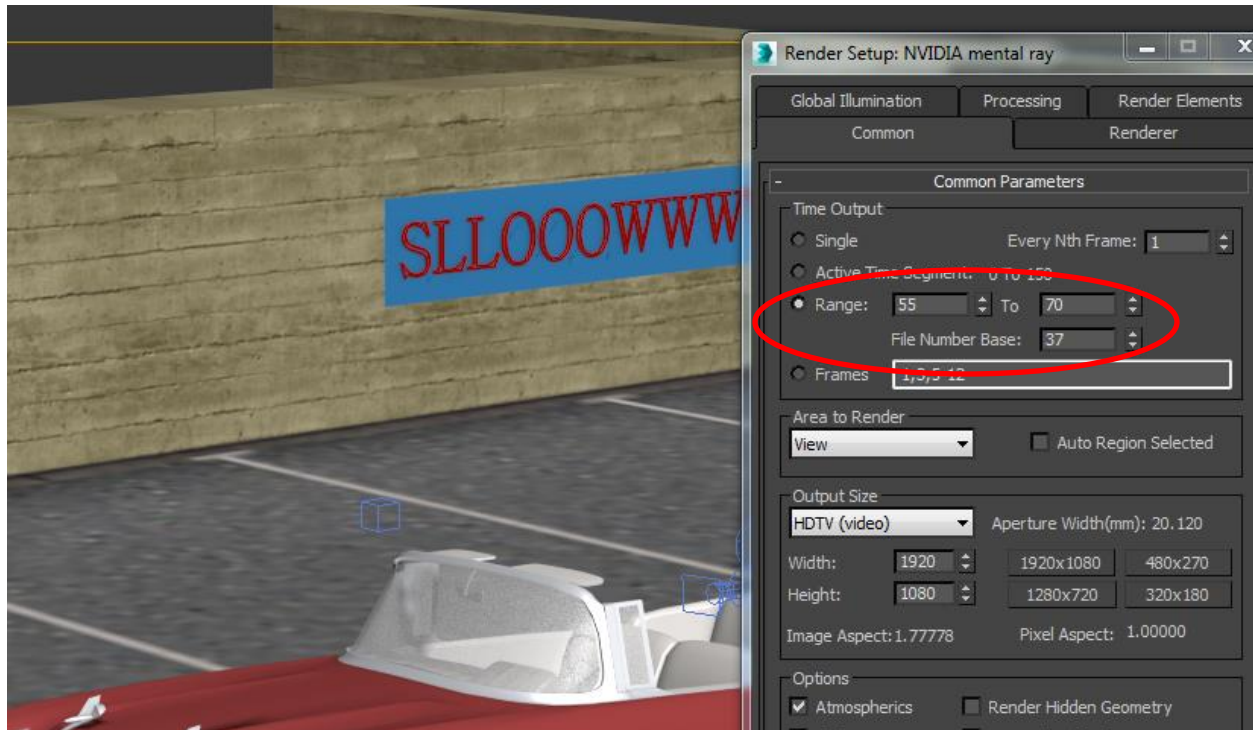
Click on Files in the render setup dialog box, and save each frame as a .jpg file. Creating a new folder for this project within your renderoutput folder will make things easier in the long run. After providing a file name, 3ds Max will automatically attach a suffix of 0000-0060 as it renders each frame.

Next say that we want to change our point of view, but we want some overlap in our animation—meaning that we will show some of the frames we have already shown, but from a different angle. For example, say we want to switch to the camera directly above the car (bird's eye view) and render frames 20-30. We can adjust our range in the render setup dialog box to 20-50, but we need to be careful in naming our jpeg files. Remember that we have already rendered through frame 60, so we already have files with a suffix going through 0060. Therefore we want the next frame in our overall sequence to have a suffix of 0061. Since we are starting our range at frame 20, but need to have a suffix corresponding to 61, we can simply tell 3ds Max to **advance 41 steps** ($61 - 20 = 41$):



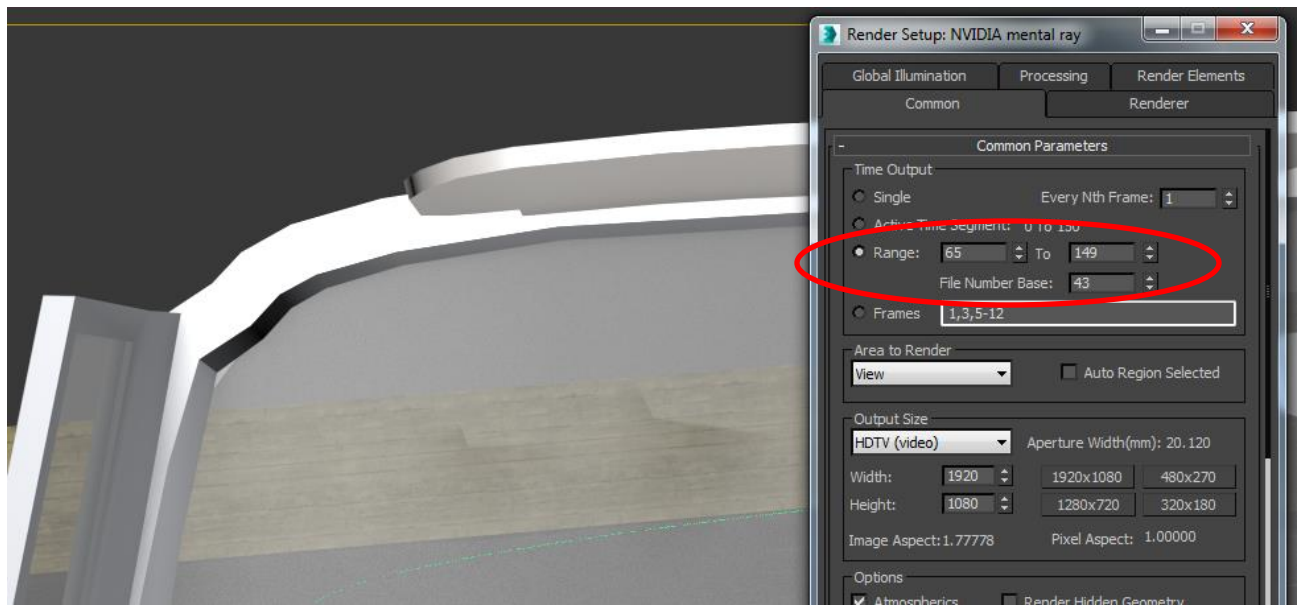
Now we have jpeg files with suffixes 0000-0091 (0000-0060 from the first camera angle, and 0061-0091 from the second). That means our next section will need to start with 0092.

Next say we want to render frames 55-70 from a camera angle that will include the car as well as a sign that has been added to a wall. Because we are beginning this section at frame 55 but need a file suffix of 0092, we will make the File Number Base 37.



Now we have jpeg suffixes going up to 0107, so our next section will need to start at 0108.

Finally, say we want to finish the rest of the scene from the driver's perspective. We can choose frames 65-149 as an example. We will start at frame 65 but need a suffix of 0108, so we need to set the File Number Base to 43. ($108 - 65 = 43$.)



Now we have a folder full of 192 jpeg files, in sequence. In Part 2, we will work with this sequence to create an animation that includes one scene from four different perspectives, with some overlap in the perspectives.