Pan and Scan tools for Rotoscoping

UNDERLINED: **UNDER CONSTRUCTION

Pan, Scan, Drag and Rotate (PSDR) and Pan-Scan Transparency (PStrn) tools for Rotoscoping

This tool allows you to manipulate the view of your rotoscoping camera.

Look through one of your x-ray cameras and press the PSDR tool on the XROMM tool shelf.

The mouse cursor will turn into a hand.

Using the hand cursor, you will be able to zoom in and out, move left and right, up and down, rotate clockwise and counterclockwise and change the transparency of the bones with the following commands:

- Left mouse button - zoom in and out. Move to the right to zoom in, to the left to zoom out.
- Left mouse button + ctrl key - translate. Move up, down, left and right.
- Middle mouse button - change the transparency of the bone. Move to the left to make the bone more transparent, to the right to make more opaque.
- Middle mouse button + ctrl key - rotate. Move to the right to rotate counterclockwise, to the left to rotate clockwise.

The default shader will usually be lambert1. To change the shader, click PStrn on the XROMM tool shelf, and this window should pop up:
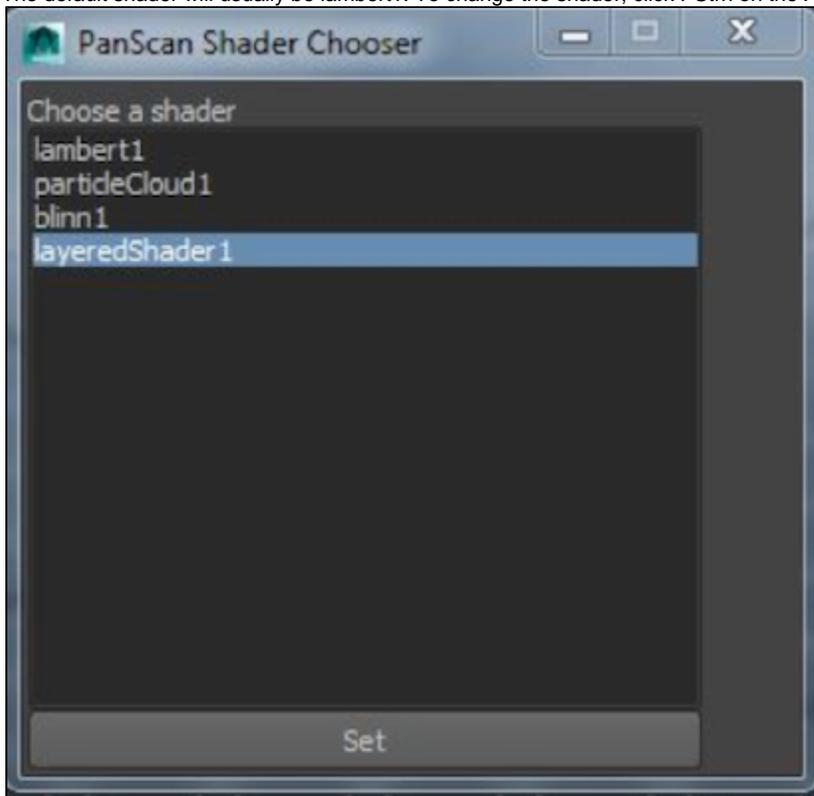
Select the desired shader and click "Set." You will remain on this shader until you select and set a different one.

Note: To exit the Pan Scan tool and switch back to a normal cursor, simply click the selector tool button (red arrow tool at top of left tool box).

Trouble shooting:
If you set up a rotoscoping scene with the attribute collection, you will need to break some connections before you can use the PSDR tool. Select the x-ray camera in the hypergraph hierarchy. Go to the channel box. Select Horizontal Film Offset and Vertical Film Offset, right click and select break connections from the menu. If you get the following error message "The attribute 'boneShade.transparencyR' is locked or connected and cannot be modified", then you need to break the connections on the transparency. In the hypershade, select the shader you want to use and open the attribute editor. Right click on the black box next to "Transparency" and select break connections.
Note that this tool works in whatever camera view you are currently looking through.

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