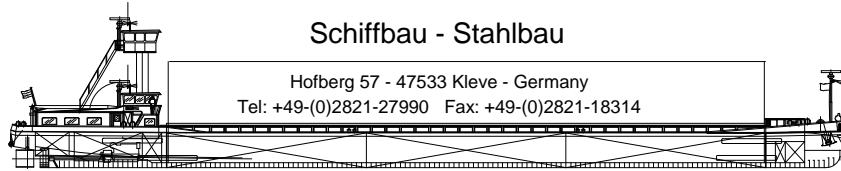


INGENIEURBÜRO DIPL.- ING. MÜHLHOFF

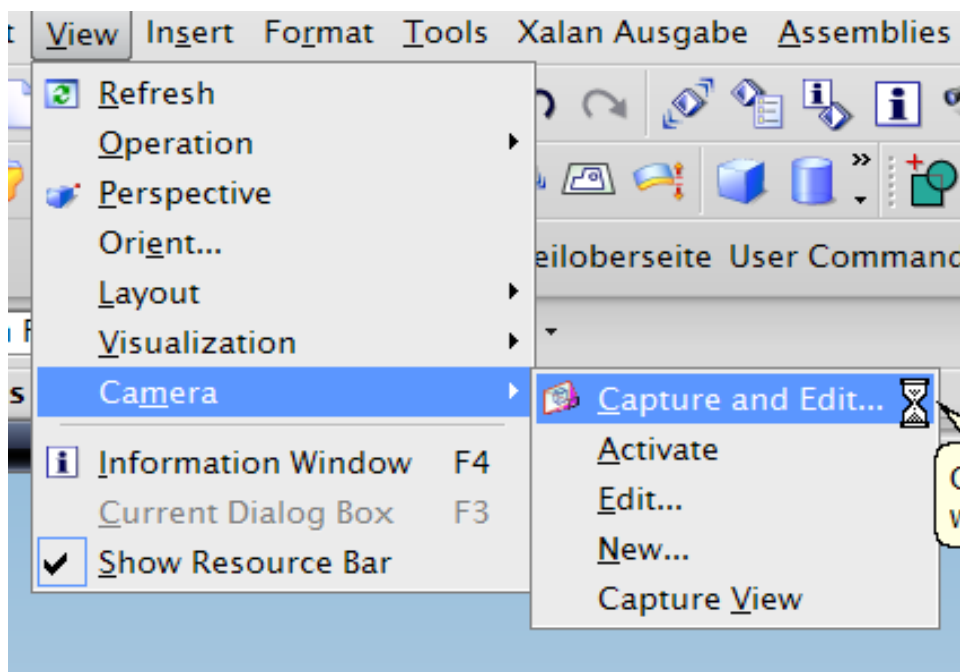
Schiffbau - Stahlbau



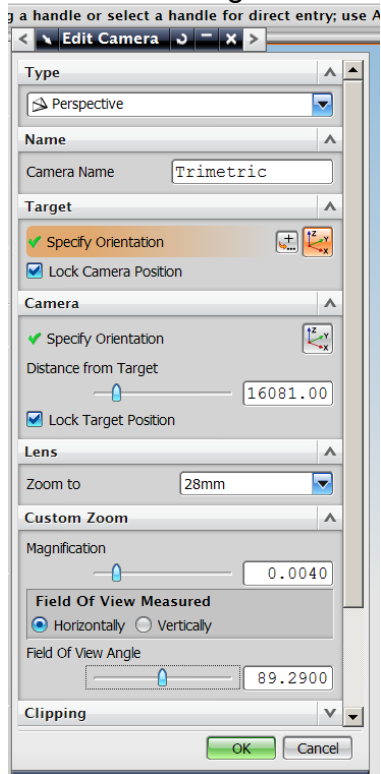
How to setup an animation in NX5

Create a path curve (sketch, lines+curves, splines -> join curve)

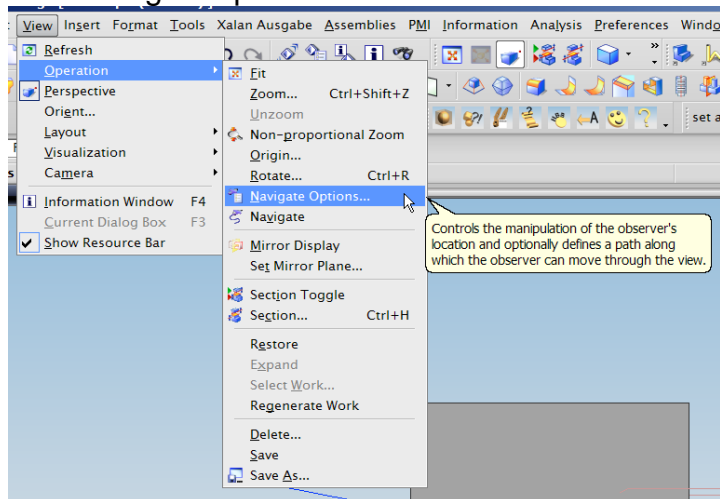
define a camera view



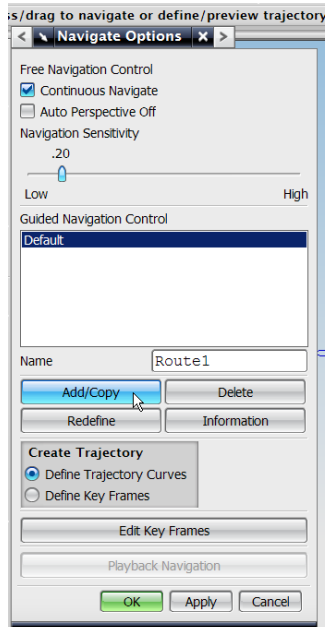
Setup :
 Perspective
 Distance to Target,
 Field of view angle



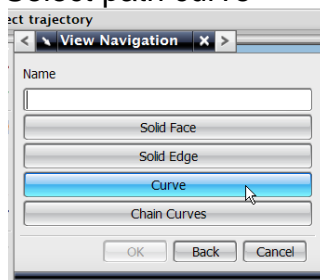
Start Navigate options



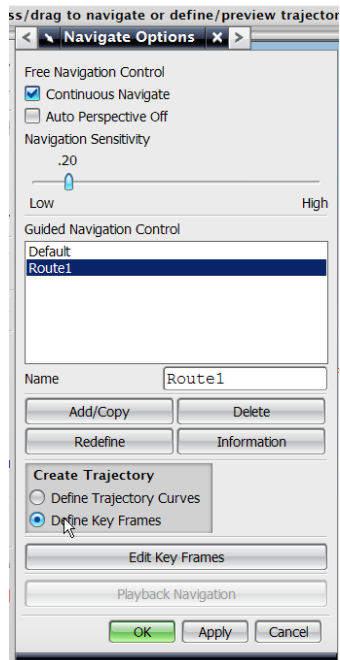
Fill in a name for route and select add/copy



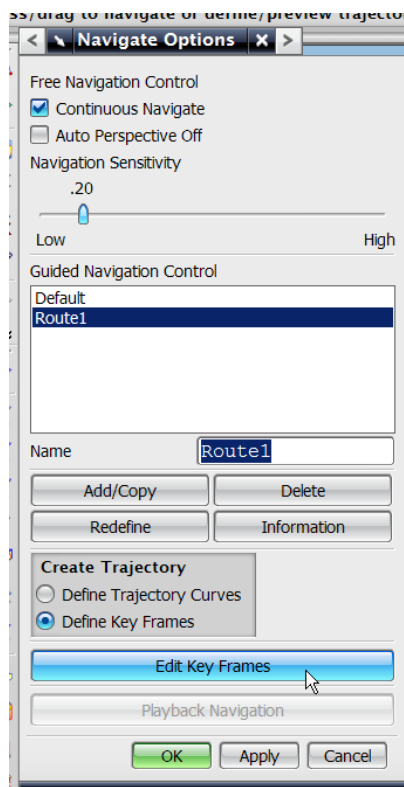
Select path curve



Change to define key frames



Select Edit Key Frames



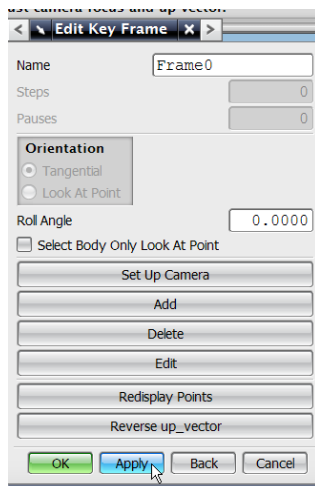
First select Set Up Camera

A screenshot of a software dialog box for camera setup. The dialog has a light gray background and a blue title bar. It contains the following elements: a 'Name' text box with an empty field; 'Steps' and 'Pauses' spinners set to 10 and 0 respectively; an 'Orientation' section with 'Tangential' selected (radio button) and 'Look At Point' unselected; a 'Roll Angle' spinner set to 0.0000; a checkbox 'Select Body Only Look At Point' which is unchecked; a 'Set Up Camera' button highlighted in blue with a mouse cursor; and several other buttons: 'Add', 'Delete', 'Edit', 'Redisplay Points', 'Reverse up_vector', 'OK' (green), 'Apply', 'Back', and 'Cancel'.

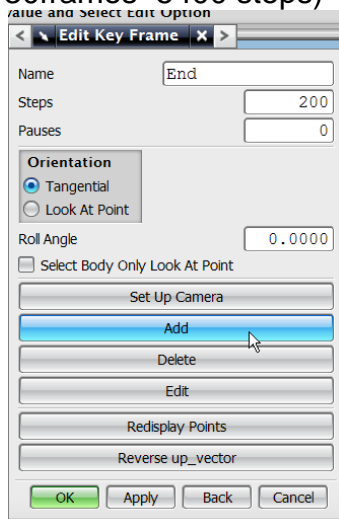
You get this

A screenshot of the same software dialog box after changes. The 'Name' field now contains 'Frame0'. The 'Steps' and 'Pauses' spinners are still at 10 and 0. The 'Orientation' section now has 'Look At Point' selected and 'Tangential' unselected. The 'Roll Angle' spinner is still at 0.0000. The 'Select Body Only Look At Point' checkbox remains unchecked. The 'Set Up Camera' button is no longer highlighted. The 'OK' button is green, and the 'Apply', 'Back', and 'Cancel' buttons are gray.

Now hit Apply

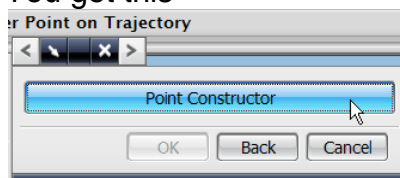


Fill in Name and Steps (No of Steps depends on playing time of movie, for example: you want to animate a 3min movie with 30 frames per second you will need 180s x 30frames=5400 steps)



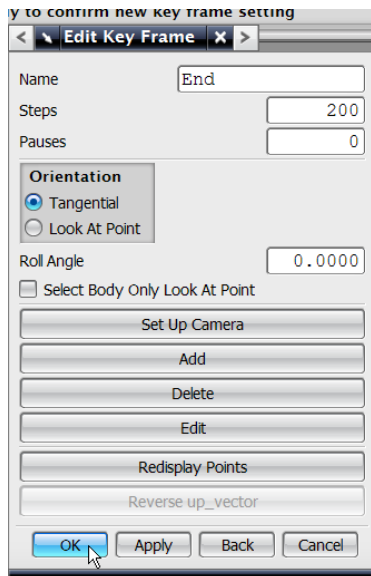
Hit Add

You get this



Hit Point constructor and pick end point of path curve

Hit OK



Now you can playback animation

