

# Cinematics

*Cinematic Moves* in a 2.5D fighting game was first introduced in 2008 with the Street Fighter 4 series. It refers to taking advantage of the 3D engine by moving the camera to different angles during a move for dramatic camera shot. This feature is only available in the **PRO** and **SOURCE** versions of UFE.



## Casting Options

**Casting Frame:** When during the move the cinematic should begin.

**Cinematic Type:** Select from *Camera Editor*, *Animation File* or *Prefab*.

**Character Animation Speed (%):** The character's animation speed during this cinematic.

**Opponent Animation Speed (%):** The opponent's animation speed during this cinematic.

**Freeze Physics:** If enabled, UFE will not perform Physics operations during this cinematic. Use this if you don't want physics calculated during this cinematic.

(Camera Editor or Prefab)

**Duration (seconds):** Duration of this cinematic before the returning camera control back to the game.

## Cinematic Type: Camera Editor

Camera Editor type allows you to manually set the moving speed, starting and ending position/rotation/FOV of the camera for this cinematic. Use this if you don't have animation files or a prefab.

**METSU SHORYUKEN**

▼ Cinematic Options (1) ?

**Casting Timeline**

**Casting Options**

Casting Frame: 8

Cinematic Type: Camera Editor

Character Animation Speed (%): 2

Opponent Animation Speed (%): 0

Freeze Physics ☒

Duration (seconds): 1.6

**Camera Path**

Movement Speed: 8

Initial Position: X 4.821579 Y 8.000001 Z -38.21291

Initial Rotation: X 5.975771 Y 7.149613e-07 Z -1.662925e-13

Initial Field of View: 16

Copy from a file: None (GlobalInfo) Clear

Final Position: X 8.615782 Y -6.491169 Z -17.34734

Final Rotation: X 330.3 Y 333.9 Z 29.6

Final Field of View: 4

Snap Current Camera Info

Camera Preview

New Cinematic

**Movement Speed:** How fast the camera moves to final position. Test this with the preview option below.

**Initial Position:** The starting position of the camera.

**Initial Rotation:** The starting rotation of the camera.

**Initial Field of View:** The starting field of view of the camera.

**Copy from a file:** Drag a [Global Config](#) file here to copy the global camera settings. This is a good way to accurately get the correct initial position, rotation and FOV of the camera.

**Final Position:** The final position of the camera.

**Final Rotation:** The final rotation of the camera.

**Final Field of View:** The final field of view of the camera.

**Snap Current Camera Info:** Snaps the current camera transform into the *Final Position*, *Final Rotation*, and *Final Field of View* values. The position converted is related to the character through a [transform point](#).

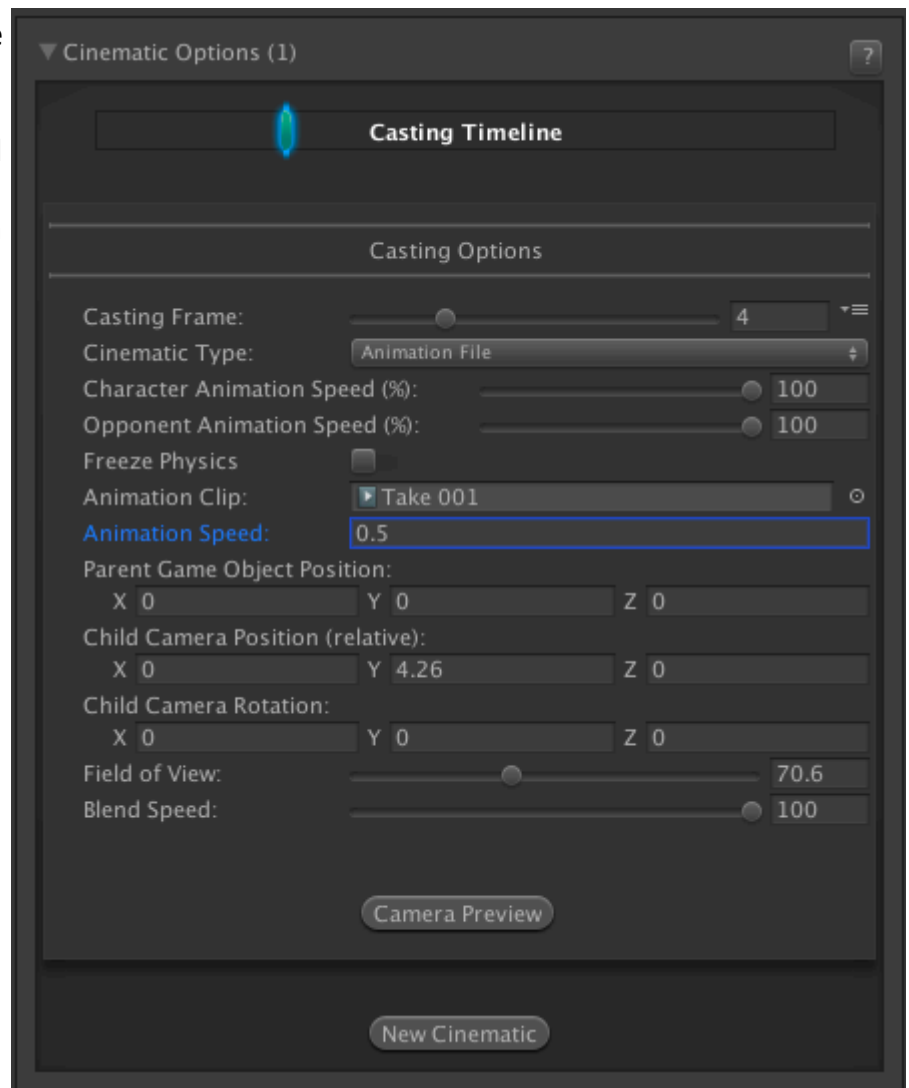
**Notes:**

- If you want the camera do cuts or camera shots, change the speed to 100.
- Multiple camera shots are possible, but they are a little tricky since the camera works in seconds while the animation works in frames. If you are working at 60 FPS, just remember that 60 frames = 1 second.
- To have your camera freeze after performing its move, make sure you set the speed to a value in which it will reach its destination with time to spare.

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## Cinematic Type: Animation File

You can use an animation file to control the camera animation. The animation file is just an [Animation Clip](#) with key frames for the object's transform. It doesn't need a camera component. You should be able to use imported animation clips from a 3D package - as long as it generates the [Animation Clip](#) on import, it will work.



During this cinematic the Main Camera will be placed inside a Parent Game Object (created just for this cinematic). After the cinematic, the Main Camera is placed back into the scene Hierarchy and the Parent Game Object is destroyed.

**Animation Clip:** The animation clip of the cinematic.

**Animation Speed:** If you want to adjust the speed of the clip, use this value.

**Parent Game Object Position:** The position of the parent game object for the camera. Usually best to leave at 0.

**Child Camera Position (relative):** An offset for the camera's position relative to the parent. Correct camera positioning here.

**Child Camera Rotation:** An offset for the camera's rotation relative to the parent. Correct camera rotation here.

**Field of View:** The field of view of the camera during the cinematic.

**Blend Speed:** How fast we blend into this animation clip.

NOTE: **Child Camera Position** and **Child Camera Rotation** are not previewed in realtime. You will need to close and reopen the preview before seeing any changes to these values.

## Cinematic Type: Prefab

You can use a prefab which contains a camera and associated animation. UFE will switch to the prefab's camera during the cinematic. Useful if you already have a prefab of the cinematic created in Unity or 3D package.

**Freeze Physics:** If enabled, all physics are ignored. Use with caution - the prefab needs to hand back physics control at the end of the animation.

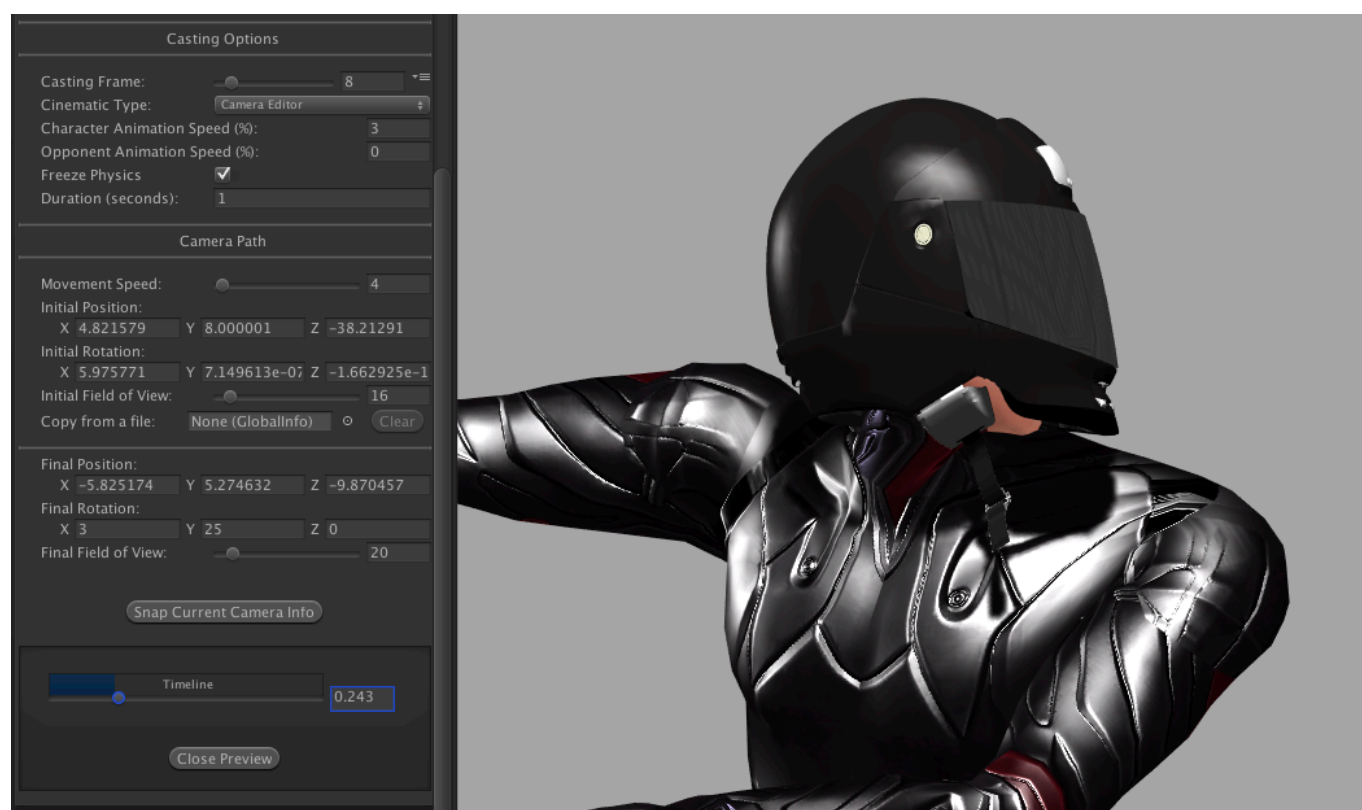
**Prefab:** Drag the cinematic prefab here.

NOTE: A preview of prefab cinematic is not available.

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## Camera Preview

Preview the camera behavior.



**Timeline:** Use the slider to preview the camera. The timer is based on the duration set.

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Code example:

```
void OnHit(HitBox strokeHitBox, MoveInfo move, CharacterInfo hitter){
```

```
foreach(CameraMovement cameraMovement in move.cameraMovements){  
    if (cameraMovement.casted) Debug.Log("Cinematic has been cast.");  
}  
}
```

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