# 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.

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▼ Cinematic Options (1)			
	Casting Timeline		
	Casting Options		
Casting Frame:			₹≣
Cinematic Type:	Camera Editor		
Character Animation S	peed (%):		
Opponent Animation S	speed (%):	0	
Freeze Physics	$\checkmark$		
Duration (seconds):	1.6		
	Camera Path		
Movement Speed:	-0		
Initial Position:		-	
X 4.821579	Y 8.000001	Z -38.21291	
Initial Rotation:	V 7140613 07	7 1 662025	12
X 5.975771	Y 7.149613e-07	Z -1.662925e-	13
Initial Field of View:			b
Copy from a file:	None (GlobalInfo) ⊙		
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:			
6	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.

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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.

# **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.

▼ Cinematic Options (1)				
	Casting Timeline			
	Casting Options			
Casting Frame: Cinematic Type:	Animation File		4	<b>•</b> ≡
Character Animation Speed (%): Opponent Animation Speed (%):			0 100 100	
Freeze Physics Animation Clip:	Take 001			
Animation Speed: Parent Game Object Pos	0.5 sition:			
X 0 Child Camera Position (	Y 0 (relative):	Z 0		
X U Child Camera Rotation: X O	Y 4.26	Z 0		
Field of View: Blend Speed:			70.6 0 100	
	Camera Preview			

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 peview of prefab cinematic is not available.

### **Camera Preview**

Preview the camera behavior.



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

#### Code example:

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



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