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.

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.

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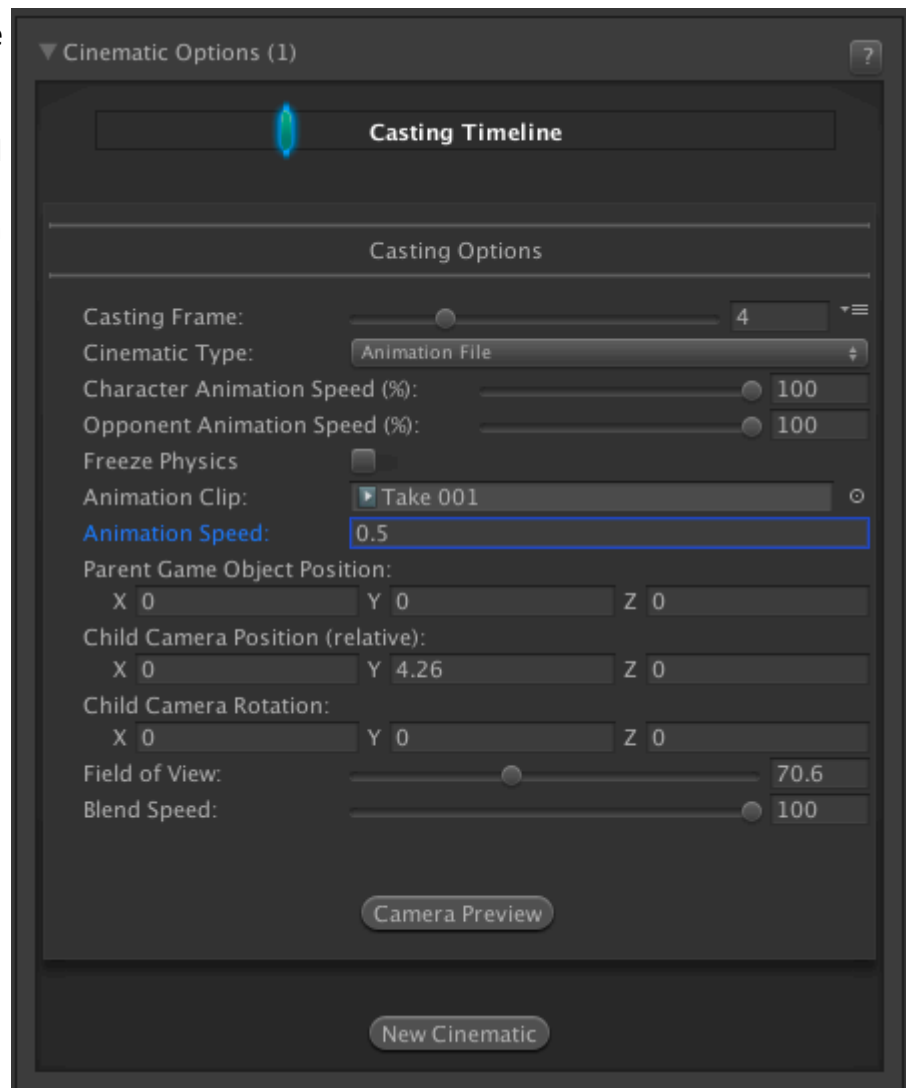
During this cinematic the Main Camera will be placed inside a Parent Game Object (created just for this cinematic). After the cinematic, the Main Camera is placed back into the scene Hierarchy and the Parent Game Object is destroyed.

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 camera prefab during the cinematic. Useful if you already have a your own camera recordings. You cannot preview the prefab in the editor.
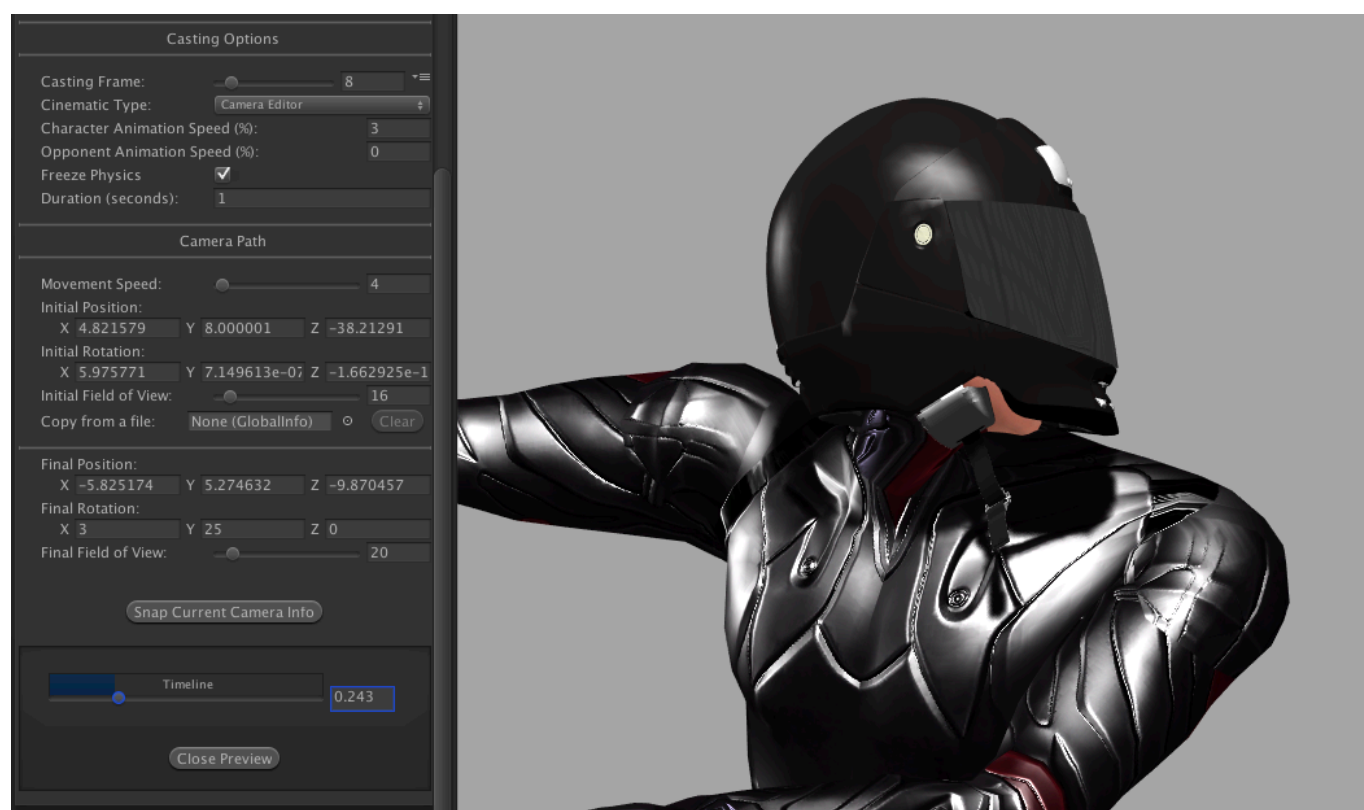
Freeze Physics: If enabled, all physics are ignored. Use with caution - the prefab needs to hand back physics control at the end of the animation.

Prefab: Drag the cinematic prefab here.

NOTE:

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){
```

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

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