

KUPER MOTION CONTROL AXES DIRECTIONS

You are a cameraman standing behind the camera with your eye looking through the lens...

VTrack (+) Track BACK, Pull Away From Subject
VTrack (-) Track FORWARD, Push In Toward Subject
- Zero position is arbitrary or set at start of shot -
(“VTrack” is usually equivalent to the **Z**-axis, and is calibrated in decimal inches.)

VEW (+) Swing the crane, arm or move RIGHT
VEW (-) Swing the crane, arm or move LEFT
(Perpendicular to the track)
- Zero position is parallel to track or dolly chassis -
(“VEW” is usually equivalent to the **X**-axis, and is calibrated in decimal inches.)

VNS (+) Boom, Lift or Move UP
VNS (-) Boom, Lift or Move DOWN
(Perpendicular to the ground plane)
- Zero position for boom arm is level, otherwise arbitrary or ground level -
(“VNS” is usually equivalent to the **Y**-axis, and is calibrated in decimal inches.)

VPan (+) Pan the camera RIGHT
VPan (-) Pan the camera LEFT
- Zero position is parallel to boom arm or track, otherwise arbitrary or perpendicular to dolly track or set wall, etc. -
(“VPan” is usually equivalent to the **rot-Y** axis, and is calibrated in degrees.)

VTilt (+) Tilt the camera UP
VTilt (-) Tilt the camera DOWN
- Zero position is level -
(“VTilt” is usually equivalent to the **rot-X** axis, and is calibrated in degrees.)

VRoll (+) Roll the camera COUNTERCLOCK or LEFT
Top of image slants to the RIGHT
VRoll (-) Roll the camera CLOCKWISE or RIGHT
Top of image slants to the LEFT
- Zero position is level -
(“VRoll” is usually equivalent to the **rot-Z** axis, and is calibrated in degrees.)