Documentation for stop-motion mode

Stop motion mode allows to play back a move in steps. Each step corresponds to one frame on film / video. It does not change the way how moves are programmed nor does it change the move itself. It is just a different way of playing back.

To enable stop motion mode, click the checkbox at `settings` → `Playback settings` → `stop motion mode`. See Fig. 1.

Next, open the move settings by right-clicking onto the black area around the keyframes or by choosing `settings` → `Move settings`. Here, you have to make sure that the that the "`nominal times are for`" field is set to the desired step value. When you press the path rocker to advance the move, it automatically stops at the next frame.[1]. Consequently, pressing the path rocker advance the camera by one frame. Its recommended to set path fluid to zero for stop-motion mode to avoid unwanted delays.

[1]On versions prior to 3.1, you have re-switch to play mode to make the stop-motion mode take effect
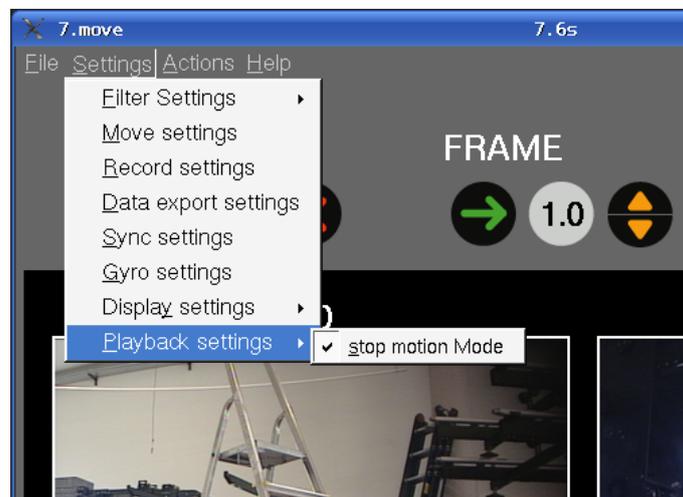
Figure 1: The menu to activate stop-motion mode.
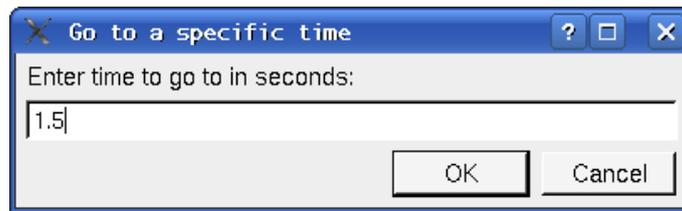
Figure 2: The window to enter a "go-to" destination time.

How to go to a certain frame?

There is a frequent need to move the camera to a certain time / frame number without the need to step through all previos frames. To make this convenient, a new feature "go to a specific time" is added in 3.1 software branch beginning with version 460. Right click to on the "go-to" button (the green arrow), and a window as shown in Fig. 2 will pop up. Just enter the desired time and click OK. This starts a go-to move which will end on the path at specified time.[2]

Document `stop-motion.tex`, revision 1.0 from 8th of May 2012.

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[2]Right now, you have to convert frame numbers to seconds by yourself. Later, the software will allow you to alternatively enter frame numbers.