



CAMERATRACKER

BY THE FOUNDRY

CameraTracker Release Notes

RELEASE NOTES FOR CAMERATRACKER 1.0

This document describes the requirements, new features, improvements over previous versions, fixed bugs, and known bugs and workarounds in CameraTracker.

1.0v3

Requirements

1. Either:
 - After Effects CS5 or CS5.5 on Mac OS X 10.5.8 (or later) 64-bit, or
 - After Effects CS5 or CS5.5 on Windows 7 64-bit, or
 - After Effects CS4 on Mac OS X 10.5.8 (or later) 32-bit, or
 - After Effects CS4 on Windows XP 32-bit.
2. Foundry FLEXIm Tools (FFT 5.0v1 or later) for floating licences.

Release Date

May 2011

New Features

There are no new features in this release.

Feature Enhancements

Added support for After Effects CS5.5.

Fixed Bugs

There are no bug fixes in this release.

Known Issues and Workarounds

- Tracking with **Render During Analysis** enabled may be interrupted by After Effects events such as **Autosave**, and when switching away to another application and back again. If you are tracking a long layer, or are planning on switching away during the track, disable **Render During Analysis**.
- Differences between the frame rate of the composition and imported footage can produce unreliable feature track data.
To avoid this issue, ensure that the overall frame rate of your composition is identical to the layer containing the footage you intend to track.
- BUG ID 11088 - Menus can't be tied to right click events in the Viewer.

Use the **CameraTracker Menu** in the viewer or **cmd/ctrl** click to access the menu.

- BUG ID 12298 - Pressing the **Cancel** button during the **Solve Camera** or **Create Scene** phases does not halt the process.
- BUG ID 12975 - Transforming the Null Object parent associated with the CameraTracker camera doesn't automatically update the Point Cloud if you're using an After Effects **Custom View**.

To force the Null to update, manipulate the camera in the Viewer using the **Unified Camera Tool**.

- BUG ID 12302 - Overlay handles are drawn offset from subset masks. To avoid this, precomp your mask in a composition of the same resolution as the current one.
- BUG ID 13979 - Viewing the Point Cloud using the After Effects preset views (Top, Left, Right, etc.) does not produce the correct interpretation of points.

To avoid this, use the Custom View options and pan the camera around the scene using the Unified Camera Tool.

1.0v2

Requirements

1. Either:
 - After Effects CS5 on Mac OS X 10.5.8 (or later) 64-bit, or
 - After Effects CS5 on Windows 7 64-bit, or
 - After Effects CS4 on Mac OS X 10.5.8 (or later) 32-bit, or
 - After Effects CS4 on Windows XP 32-bit.
2. Foundry FLEXIm Tools (FFT 5.0v1 or later) for floating licences.

Release Date

October 2010

New Features

CameraTracker is now available on After Effects CS4 for Mac OS X 10.5 32-bit.

Feature Enhancements

- BUG ID 13270 - The generation of post solving statistics now has a progress bar because the creation of **Refine** statistics after long tracking functions seemed to cause After Effects to hang.

Fixed Bugs

- BUG ID 13008 - Creating a Ground Plane using the **Set to Selected** shortcut (**A**) caused After Effects to crash intermittently due to an underlying issue with setting After Effects cameras during certain events.
Unfortunately, we have had to remove this hotkey to prevent crashes.
- BUG ID 13045 - Copy/Pasting layers between compositions was causing an After Effects error message to display, even though the function was completed.
- BUG ID 13137 - Tracking statistics in the **Refine** menu were not being reset when a new work area was created.
- BUG ID 13138 - Using **Delete unsolved** in the **Refine** settings deleted all points if you hadn't solved the camera.
- BUG ID 13202 - It was not possible to select/deselect points in the 3D Point Cloud on footage with non-square pixel aspect ratios.
- BUG ID 13203 - Solid and null creation on 3D points was being offset on footage with non-square pixel aspect ratios.
- BUG ID 13212 - Saving a project between the **Solve Camera** and **Create Scene** phases caused any input **Lens Distortion** values to reset to default.

- BUG ID 13213 - Transferring projects between OS X and Windows, and vice-versa, was occasionally causing parameters to reset or read incorrectly.
- BUG ID 13304 - Selecting **Known Lens** in the **Lens Distortion** settings caused failing solves to produce a blank error message.
- BUG ID 13964 - When the frame rate of a clip was set to a non-integer value (for example 29.97), features occasionally tracked on the wrong frame range.

Known Issues and Workarounds

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- Differences between the frame rate of the composition and imported footage can produce unreliable feature track data.
To avoid this issue, ensure that the overall frame rate of your composition is identical to the layer containing the footage you intend to track.
- BUG ID 11088 - Menus can't be tied to right click events in the Viewer. Use the **CameraTracker Menu** in the viewer or **cmd/ctrl** click to access the menu.
- BUG ID 12298 - Pressing the **Cancel** button during the **Solve Camera** or **Create Scene** phases does not halt the process.
- BUG ID 12975 - Transforming the Null Object parent associated with the CameraTracker camera doesn't automatically update the Point Cloud if you're using an After Effects **Custom View**.
To force the Null to update, manipulate the camera in the Viewer using the **Unified Camera Tool**.
- BUG ID 12302 - Overlay handles are drawn offset from subset masks.
To avoid this, precomp your mask in a composition of the same resolution as the current one.
- BUG ID 13979 - Viewing the Point Cloud using the After Effects preset views (Top, Left, Right, etc.) does not produce the correct interpretation of points.
To avoid this, use the **Custom View** options and pan the camera around the scene using the Unified Camera Tool.

1.0v1

This is the first release for CameraTracker on After Effects.

Requirements

1. Either:
 - After Effects CS5 on Windows 7 64-bit or,
 - After Effects CS5 on Mac OS X 10.5.8 (or later) 64-bit.
2. Foundry FLEXIm Tools (FFT 5.0v1 or later) for floating licences.

Release Date

10 August 2010

New Features

This section will describe new features in later releases.

Feature Improvements

This section will describe feature improvements in later releases.

Fixed Bugs

This section will describe fixed bugs in later releases.