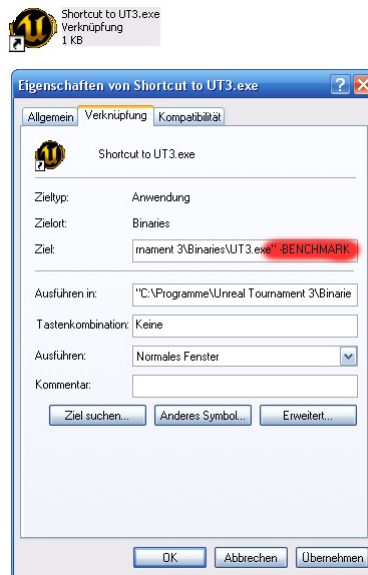


Blender: UT3 camera import with RypelCam 3.12

RCam 3.12 makes it possible to record video footage with UT3 and export the corresponding camera for 3d animation programs.

The instructions for recording and getting started with a project in Blender (<http://www.blender.org/>) are as follows.

First of all, create a shortcut to UT3.exe and add “-Benchmark” to the file path (without quotes).



Now it is possible to configure the video frame rate to record at (30 frames per second is the default frame rate if this step is ignored). This can be done in game by typing “dumpfps X” (without quotes) in the console (X corresponds to the desired frame rate. Example: “dumpfps 50” will record video at 50 fps).

Alternatively, you can edit the UTRypelCam.ini (if you have already saved a cam path).

```
UTRypelCam.ini - Editor
Datei Bearbeiten Format Ansicht ?
[RCam312.CamHUD]
bstartpaused=False
export_collada_cinema4d=True
export_collada_blender=True
speccamspeed=3.000000
PausecamMouseSensitivity=30.000000
dumpframes_fps=30
dumpframes_titledshot_factor=1
TimedPathStartTime=75.607056

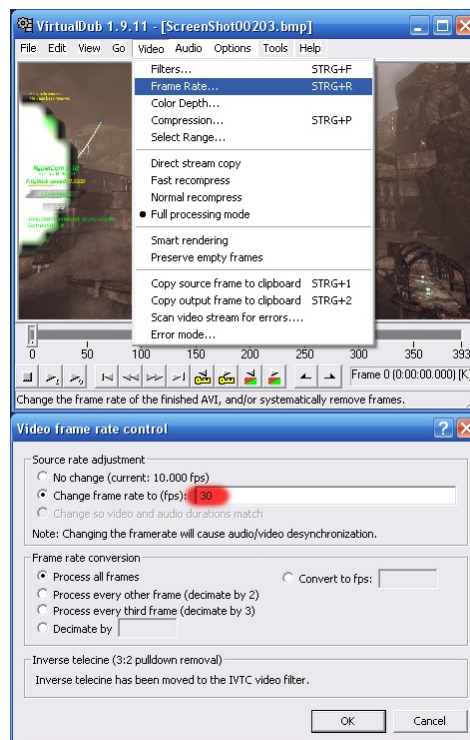
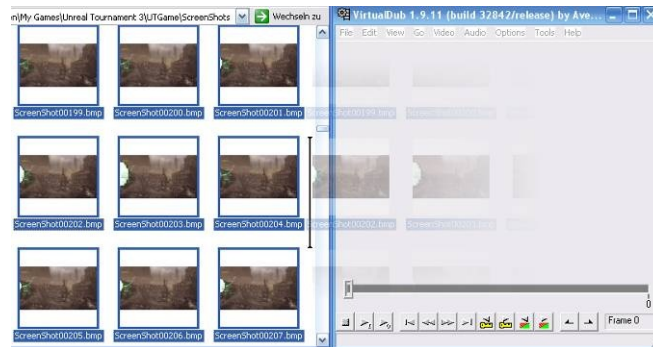
[RCam312.CamControl]
do_not_update_spline=False
conf=True
bxdited=False
Z=5
drawdetail=50
bas1c_speed2=4.000000
kabstand=636.190552
mabstand=1490.190186
Flag_Locations[0]=(X=-7351.107910,Y=6814.686523,Z=1383.717285)
Flag_Locations[1]=(X=-6162.526855,Y=7378.550293,Z=1386.962280)
Flag_Locations[2]=(X=-5885.855489,Y=6479.157227,Z=1497.473755)
Flag_Locations[3]=(X=-5635.542969,Y=5903.178223,Z=1599.111572)
```

If you are ready to start recording in game, press F2 to start dumpframes.

Dumpframes is a function in RCam that takes account of the desired video framerate and respectively shoots the required amount of screenshots per second.

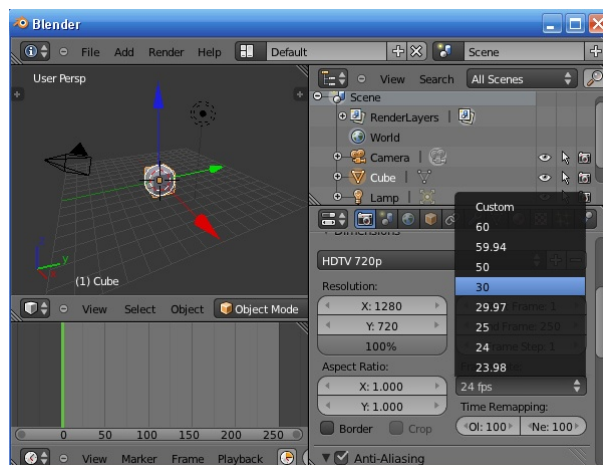
These images are stored in My Games\Unreal Tournament 3\UTGame\ScreenShots\ and can be converted to a video with the freeware video editing tool VirtualDub (<http://virtualdub.org/>): simply drag and drop the screenshots into VirtualDub, set the video

frame rate (Video>Frame Rate...>Change frame rate to (fps)) and save as avi (uncompressed video with lossless quality).

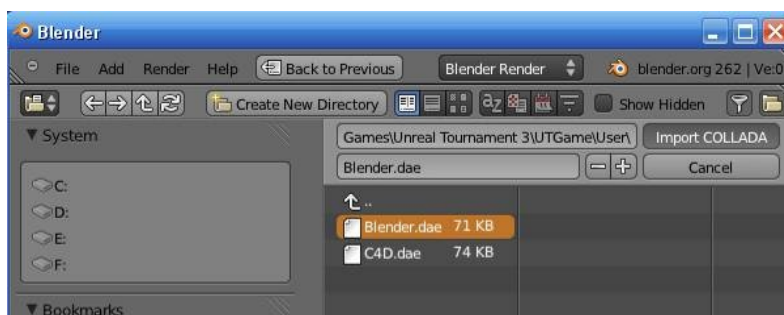
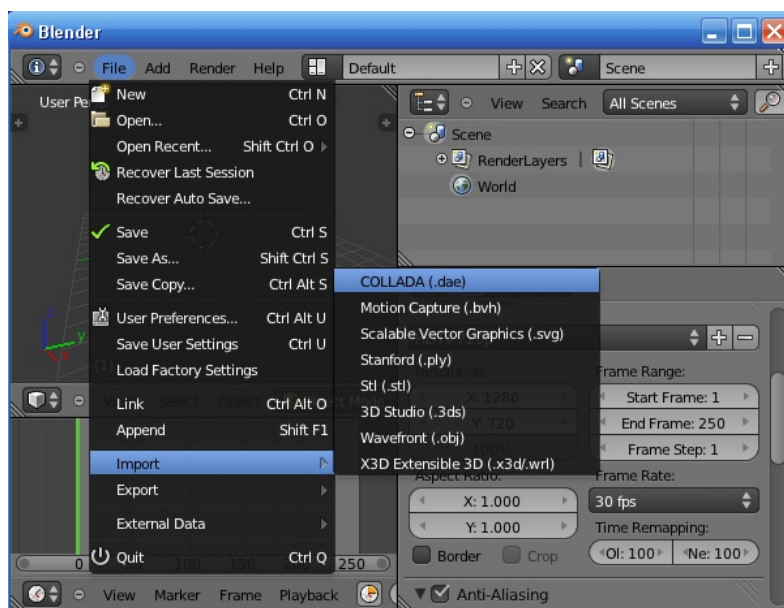


We are now ready to start with Blender.

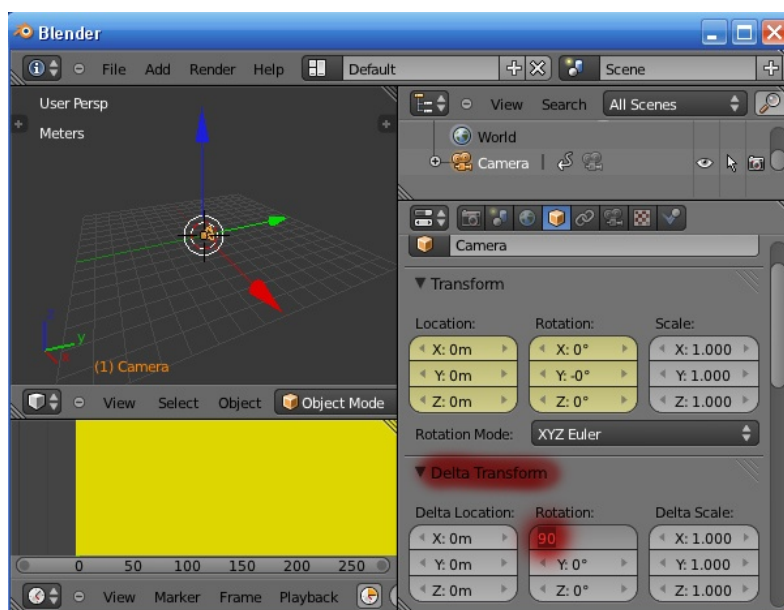
In the scene properties (camera icon), set the resolution and frame rate to the same values of the video footage.



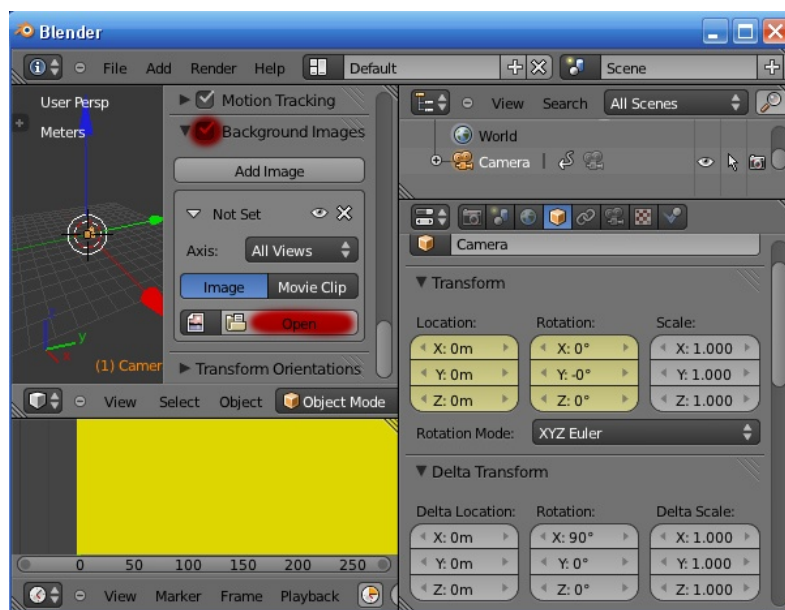
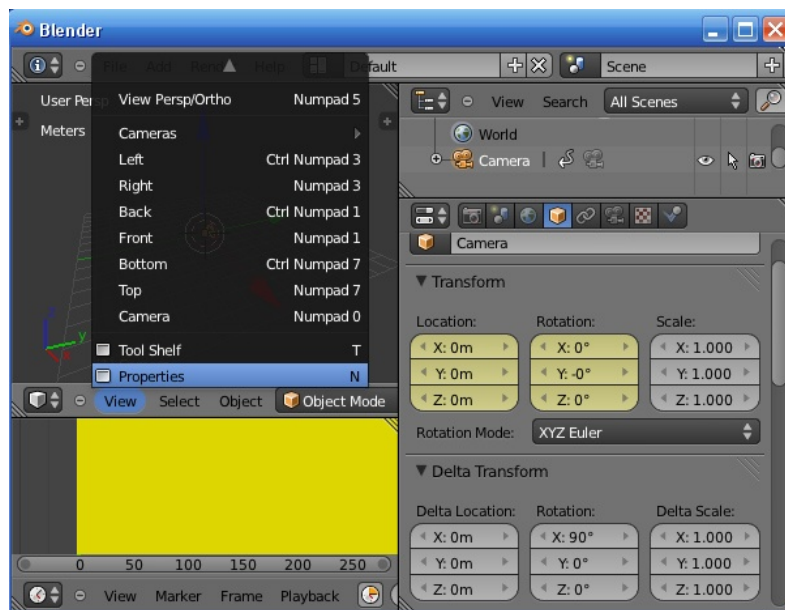
Besides shooting screenshots, RCam also created a file named “Blender.dae” in My Games\Unreal Tournament 3\UTGame\User\
This file contains an animated camera, import it (File>Import>COLLADA (.dae)).



In the object properties (cube icon), you will need to manually correct the camera orientation. Set Rotation X to 90 degrees in the sub-item “Delta Transform”.

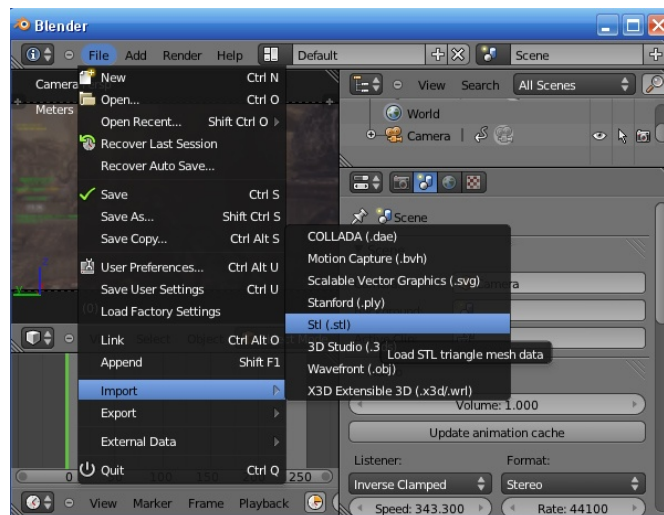


Set a video background for reference: in the menu bar of the “3DView” panel, select File>Properties and choose your video file in the sub-item “Background Images”.

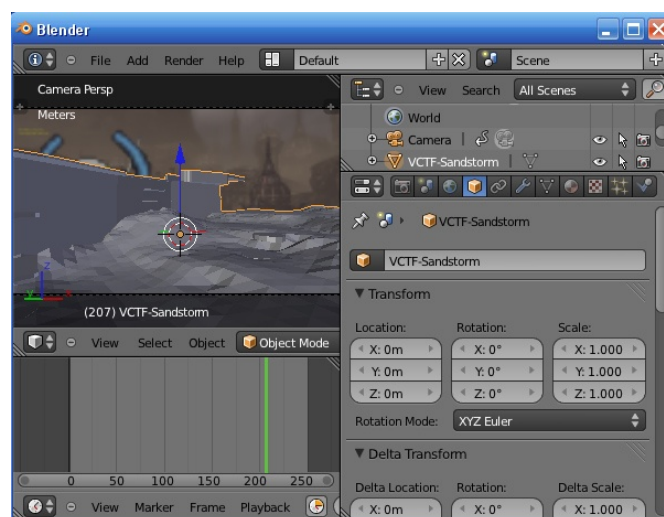
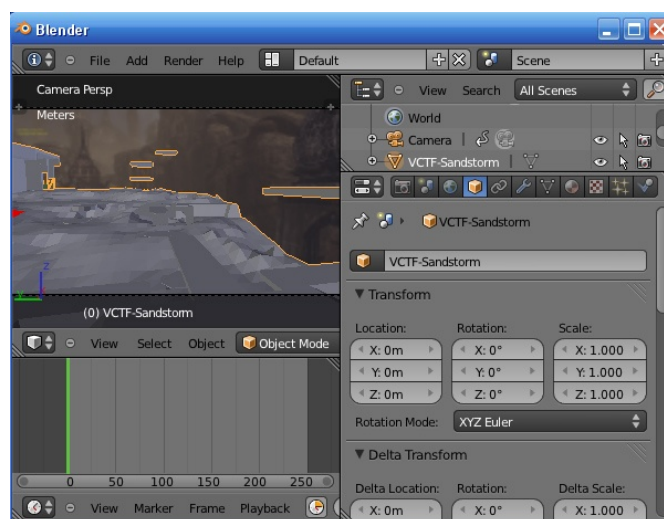


Import of UT3 maps:

- .stl (contains terrain data and geometrical brushes)
- .obj (contains geometrical brushes)
- .dae is not recommended because it is not correctly exported by the Unreal Editor. Epic Games removed the support for this format in editors of newer engine builds.
- .fbx is the most convenient format for map exports, because it includes static meshes, lights and more. Unfortunately, this format is not available in the UT3 Editor and furthermore not supported by Blender. If you really want to render elements of a detailed map, there is a way around: UDK can export .fbx after importing UT3 maps (.t3d). Use other 3D software to convert that .fbx file to compatible formats for Blender (for example: .stl export from Cinema4D).



View>Cameras>Active Camera (or “Numpad 0”) changes to the camera view.



There is an export addon for Adobe AfterEffects in the user preferences of Blender. It allows exporting cameras and objects to Adobe AfterEffects, CS3 and above.

The instructions end here, you should now be able to get started with the work in Blender.