

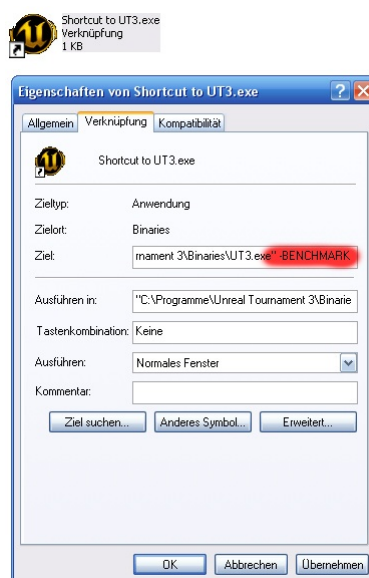
Cinema4D: UT3 camera import with RypelCam 3.12

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 Cinema4D (<http://www.maxon.net>) are following.

Recording:

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).

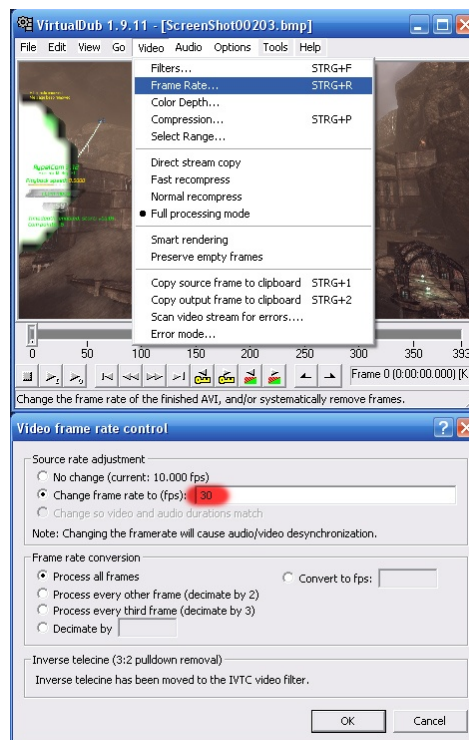
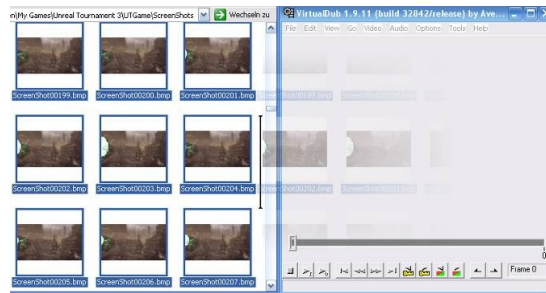
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UTRypelCam.ini - Editor
Datei Bearbeiten Format Ansicht ?
[RCam312.CamHUD]
bstartpaused=False
Export_Collada_Cinema4D=True
Export_Collada_Blender=True
speccamspeed=3.000000
PauseCamMouseSensitivity=30.000000
dumpframes_fps=30
dumpframes_titledshot_factor=1
TimedPathStartTime=75.607056
[RCam312.CamControl]
do_not_update_spline=False
conf=True
bedited=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=-3885.855469,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.

The dumped 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

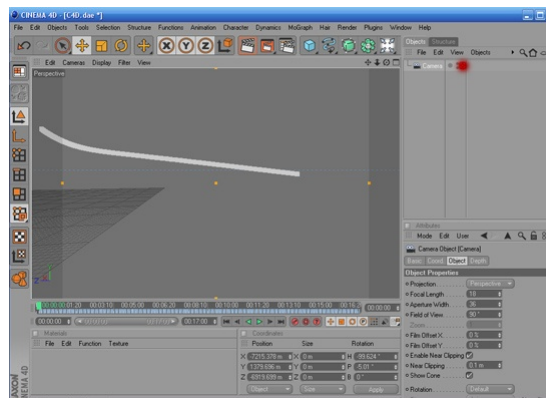
frame rate (Video>Frame Rate...>Change frame rate to (fps)) and save as avi (uncompressed video with lossless quality).



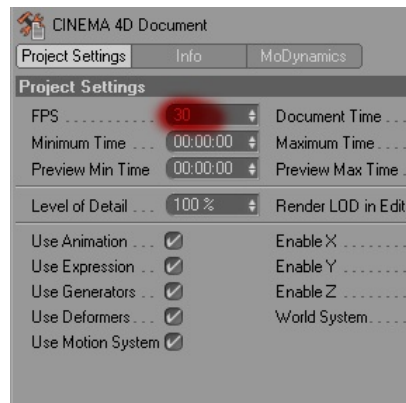
Prepare a project in Cinema4D:

We are now ready to create a project in C4D.

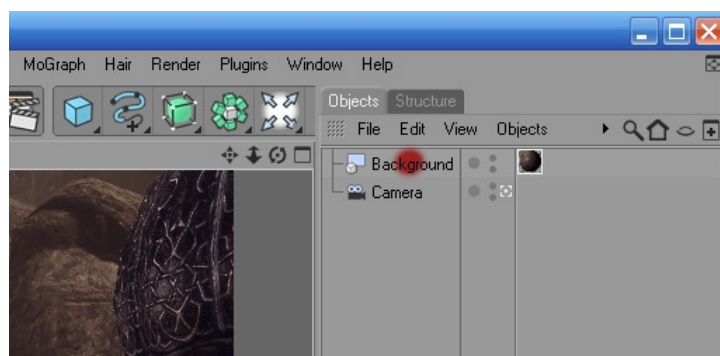
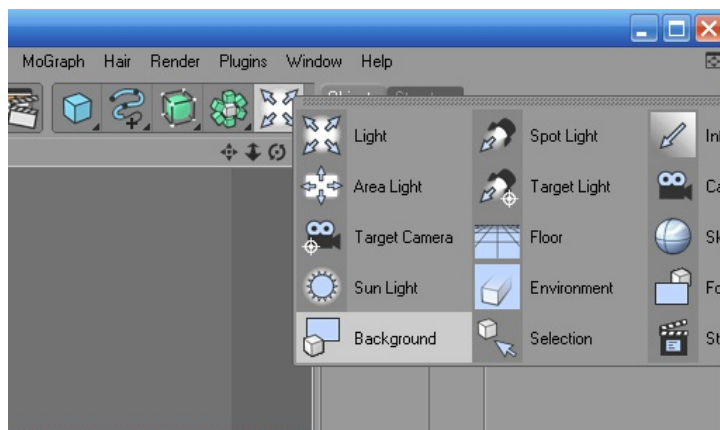
Besides shooting screenshots, RCam also created a file named “C4D.dae” in My Games\Unreal Tournament 3\UTGame\User\. Drag and drop C4D.dae into C4D to import an animated camera.



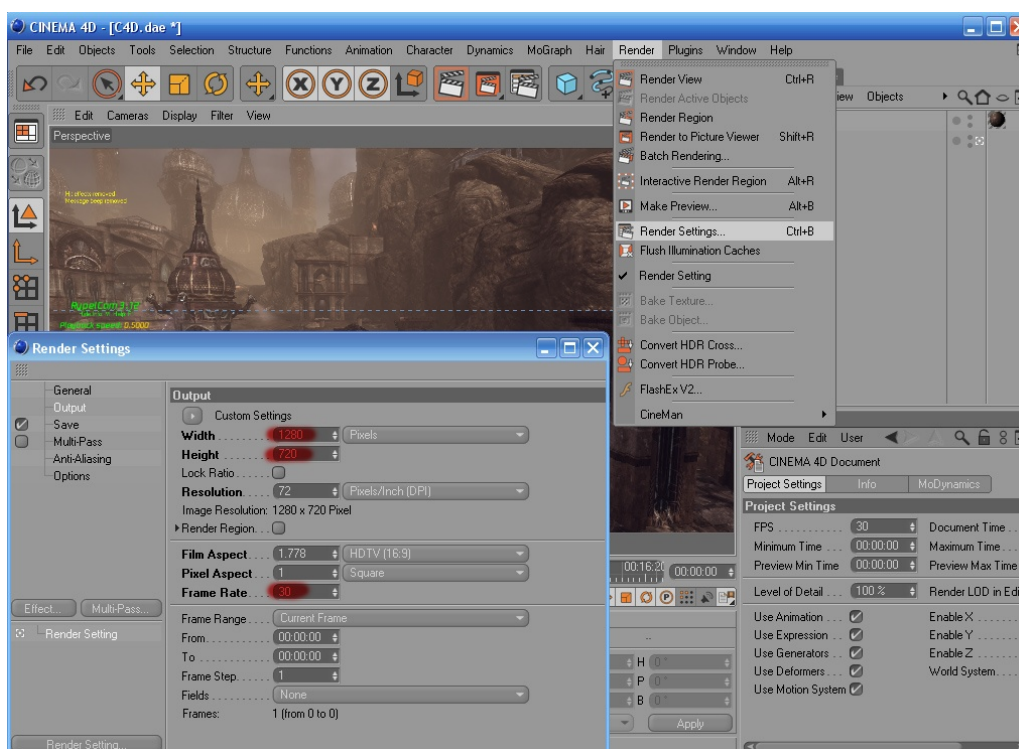
Open the project settings (Edit>Project Settings... Ctrl+D) and set the frame rate to the same value of the recorded video footage.



Set a video background: add a background object and drag and drop a video on it to set a video background.

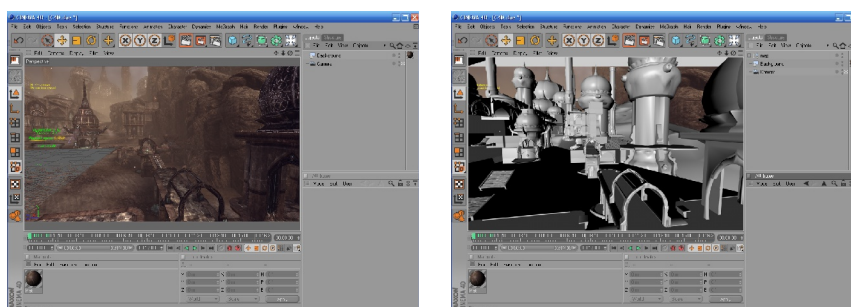


Open the render settings (Render>Render Settings... Ctrl+B). Make sure to set the resolution and FPS to the values of the recorded video footage. This will adjust the aspect ratio of the camera and the background video.



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. You can use UDK to export .fbx after importing UT3 maps (.t3d). May be explained in detail in a tutorial.



The instructions end here, you should now be able to get started with the work in Cinema4D.