Chapter 10

Compositing 3D Objects

Learning Objectives

After completing this chapter, you will be able to:

- *Composite various objects in a scene*
- *Work with the Camera Calibrator tag*

Figure 10-1 *The final composition*

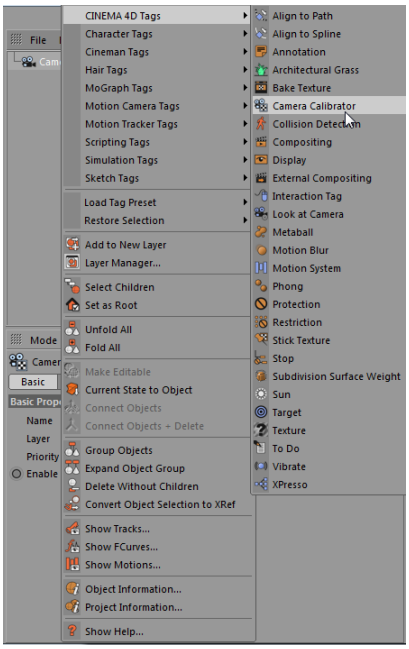

Figure 10-2 *Choosing* ***Camera Calibrator*** *from the shortcut menu*

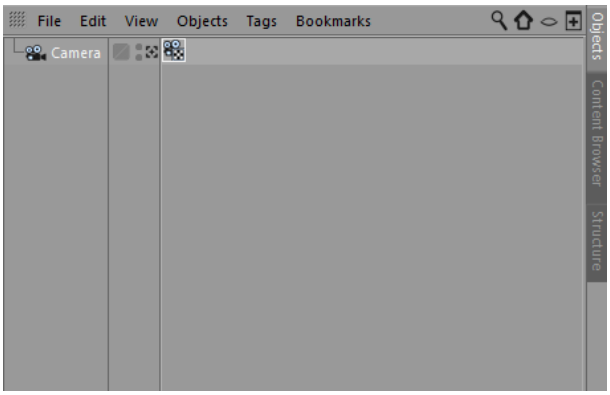

Figure 10-3 *The* ***Camera Calibrator*** *tag added to the Object Manager*

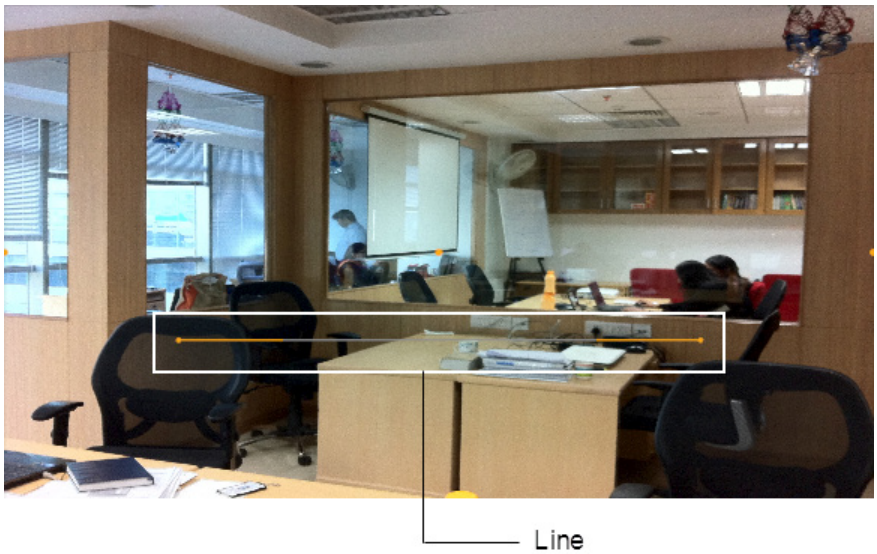

Figure 10-4 *The line created in the Perspective viewport*

Figure 10-5 *The position of first line in the Perspective viewport*

Figure 10-6 *The position of second line in the Perspective viewport*

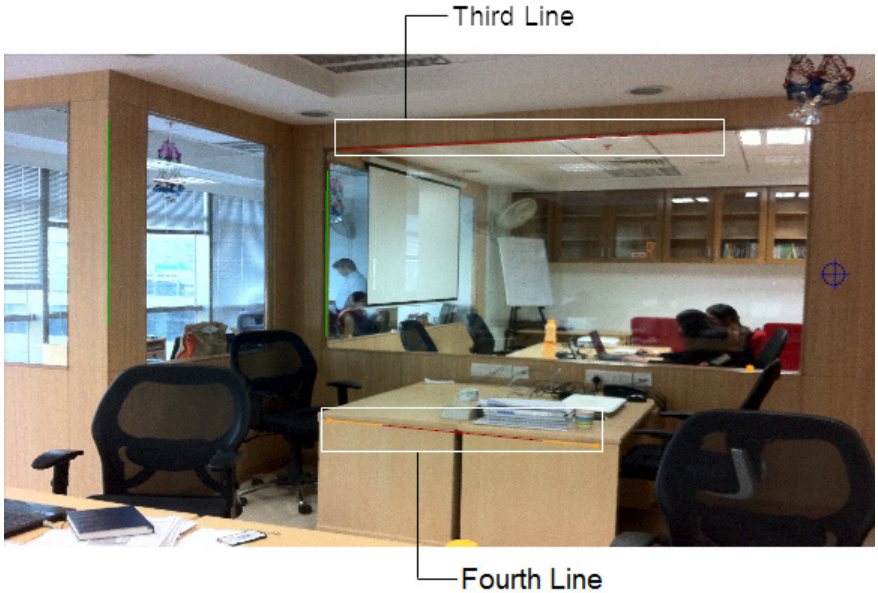

Figure 10-7 *The two red lines representing the X-axis*

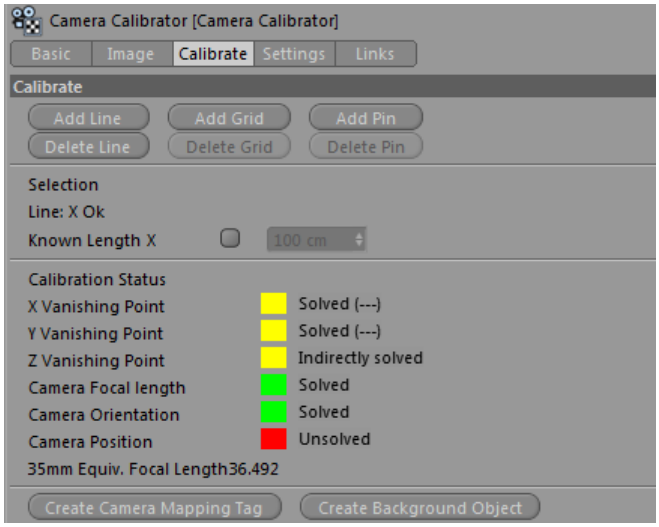

Figure 10-8 *The focal length of the camera solved*

Figure 10-9 *The pin snapped to the third line in the scene*

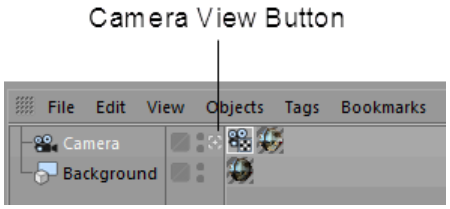

Figure 10-10 *The Camera View button*

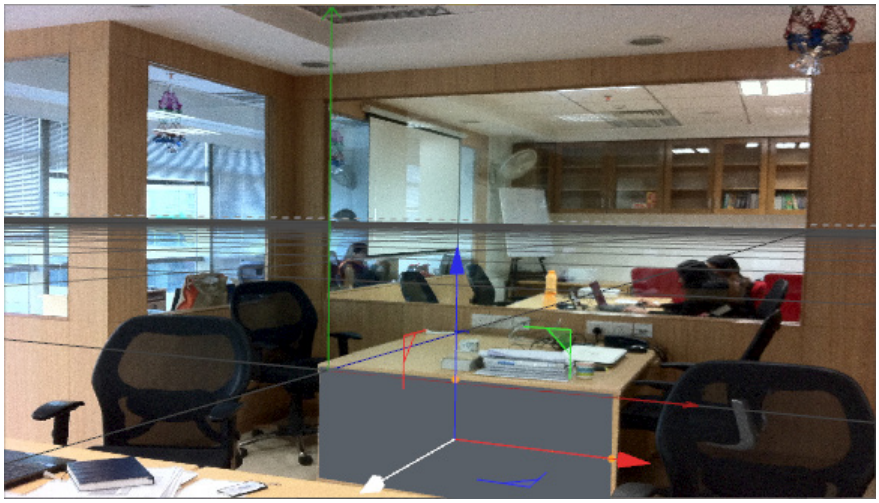

Figure 10-11 *The plane positioned in the scene*

Figure 10-12 *The MoText displayed in the scene*

Figure 10-13 *The rendered scene*

Figure 10-14 *All objects in the Perspective viewport*

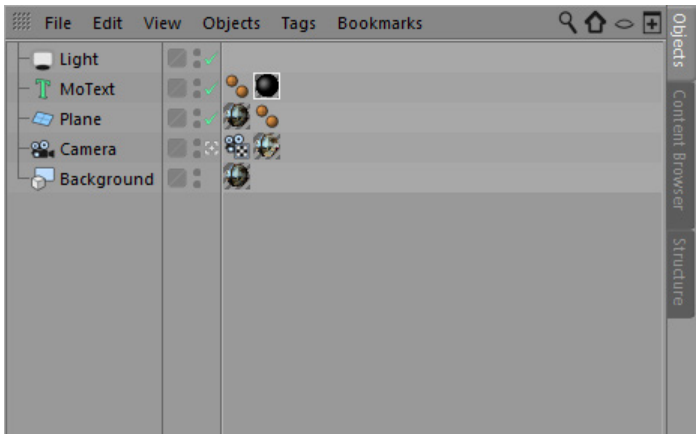

Figure 10-15 *All objects in the Object Manager*

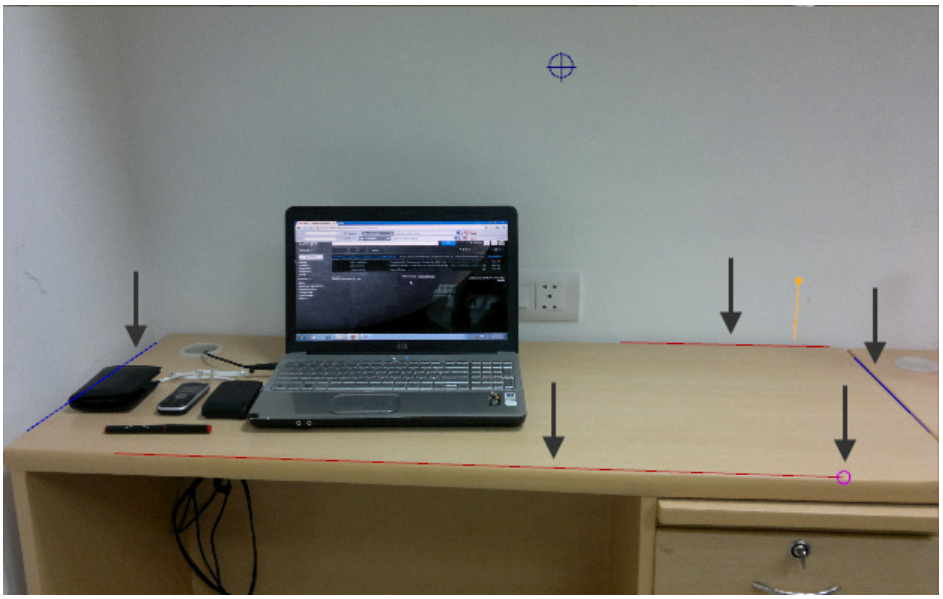

Figure 10-16 *The lines and pin in the scene*

Figure 10-17 *The 3D elements composited in the scene*