

Exercise 20-4

1. Open the drawing EX20-3.
2. Enter the **NAVSMOTION** command.
3. Create a new cinematic shot named Orbit01 using the Orbit movement type. Use the following settings:
 - Transition: cut to shot
 - Duration: 3 seconds
 - Degrees left: 15
 - No movement up or down
 - Camera drop-down list set to Starting point
4. Move the cursor to the Orbit01 thumbnail image above the **ShowMotion** toolbar. Notice how the control buttons appear.
5. Move the cursor across all remaining shot thumbnail images. Notice how each displays controls when the cursor is over it. Move the cursor to the category thumbnail image and notice the controls it displays.
6. Move the cursor to the Orbit01 thumbnail image and pick the **Play** button. After playback is complete, play each of the other shots.
7. Move the cursor to the category thumbnail image and pick the **Play** button. Notice how all shots are played and the order is from left to right.
8. Notice that there is a lack of continuity between shots. In the next exercise, you will see how to quickly edit existing shots to create a smooth sequence.
9. Save the drawing as EX20-4.