Exercise 19-5

1. Open the drawing EX19-4.
2. Enter the **NAVSMOTION** command.
3. Edit the Cine01 shot. Create a new view category named Bracket Shots. Pick **OK** to add the view to the view category and exit the **View/Shot Properties** dialog box.
4. In the same manner, add the Cine02, Cine03, Cine04, and Cine05 shots to the Bracket Shots view category.
5. Play the Cine01 shot.
6. Edit Cine02 to use the current display. Use the same background color as the Cine01 shot and cut to the shot. Use the following settings:
   - Duration: 2 seconds
   - Distance: 2
   - Check **Always look at camera pivot point**
   - Select Starting point in the camera drop-down list
7. Play Cine02. Edit Cine03 to use the current display. Use the same background color as Cine01 and cut to the shot.
   - Duration: 3 seconds
   - Distance down: 2
   - Distance forward: 2
   - Shift right: 1.5
   - Check **Always look at camera pivot point**
   - Select Starting point in the camera drop-down list
8. Play Cine03. Edit Cine04 to use the current display. Use the same background color as Cine01 and cut to the shot.
   - Duration: 2 seconds
   - Degrees left: 5
   - Degrees down: 5
   - Select Starting point in the camera drop-down list
9. Play Cine04. Edit Cine05 to use the current display. Use the same background color as Cine01 and cut to the shot.
   - Duration: 3 seconds
   - Degrees left: 10
   - Degrees up: 5
   - Select Starting point in the camera drop-down list

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10. Delete the Orbit01 shot.

11. Play each shot and then play the Bracket Shots category. Each shot should blend with the next. If not, play the previous shot, then edit the next shot and be sure to select the **Use current display** button in the **View Properties** tab of the **View/Shot Properties** dialog box. Also, make sure each shot has the **Always look at camera pivot point** check box checked, except Cine04 and Cine05, which do not have this option available.

12. Save the drawing as EX19-5.