Chapter 20 Review

Cameras, Walkthroughs, and Flybys

**Name:** **Click here and type your name**

Click in the shaded area and type your answer for each question. Use the [Tab] key to move from one answer field to the next.

1. Which system variable controls the display of camera glyphs?

Click here and type your answer

2. Name the three camera tools available on the Cameras tool palette and explain the differences between them.

3. When is the Camera Preview window displayed, by default?

4. From where is the offset distance for the camera clipping planes measured?

5. What is the difference between the 3DWALK and 3DFLY commands?

6. How do you “steer” your movement when creating a walkthrough or flyby animation?

7. What is the field of view?

8. What is the purpose of the Position Indicator palette?

9. In the Walk and Fly Settings dialog box, which settings combine to control the speed of the animation?

10. How do you start recording a walkthrough or flyby?

11. What must be done before correcting a motion error in a walkthrough or flyby?

12. Motion path animation involves linking a camera or target to \_\_\_\_\_ or \_\_\_\_\_.

13. Which types of objects may be used as a motion path?

14. If None is selected as the target “path,” what does the camera do in the animation?

15. Explain corner deceleration.