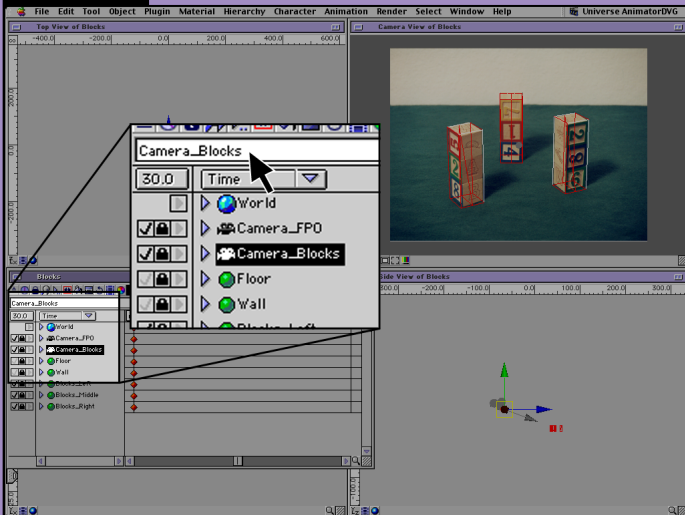


Now that we've added all of the geometry to our scene and have found that the position of our camera is working, we will continue by creating additional cameras and loading the appropriate maps into them.

The first thing we'll do is create more cameras. It is important that these cameras are at the same position as our initial camera for the camera mapping effect to work.



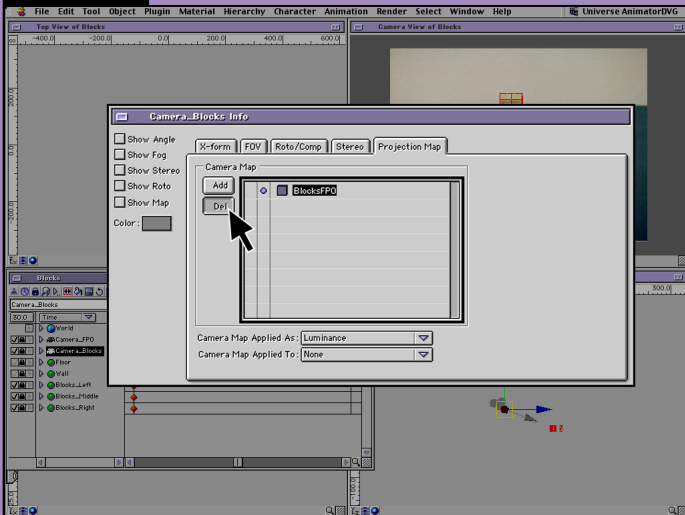


In the Project window, make a duplicate of the Camera_FPO using **[CMD/CTRL+D]**.

Rename this duplicate "Camera_Blocks".

Note: Macintosh keyboard commands are indicated in **red**. PC keyboard commands are indicated in **blue**.



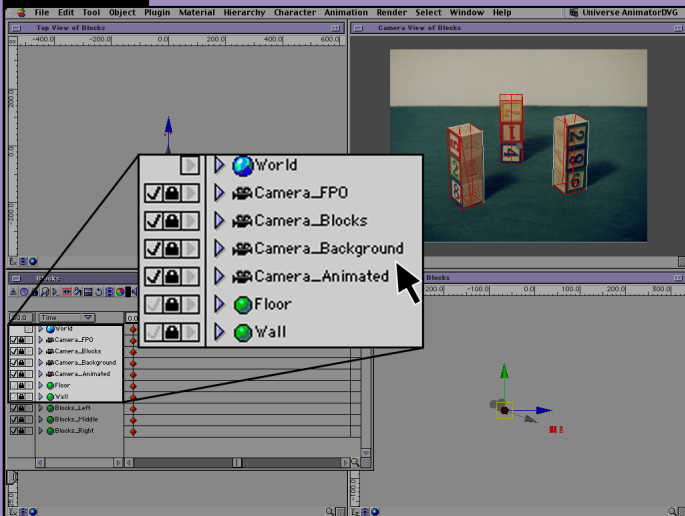


In the Project window, **[DBL-CLK]** on Camera_Blocks to bring up the Camera Info window.

Go to the Projection tab. Select the BlocksFPO.img and **[CLK]** DEL to delete the map.

Note: When you duplicate a camera, you also duplicate any camera maps which are loaded into that camera.



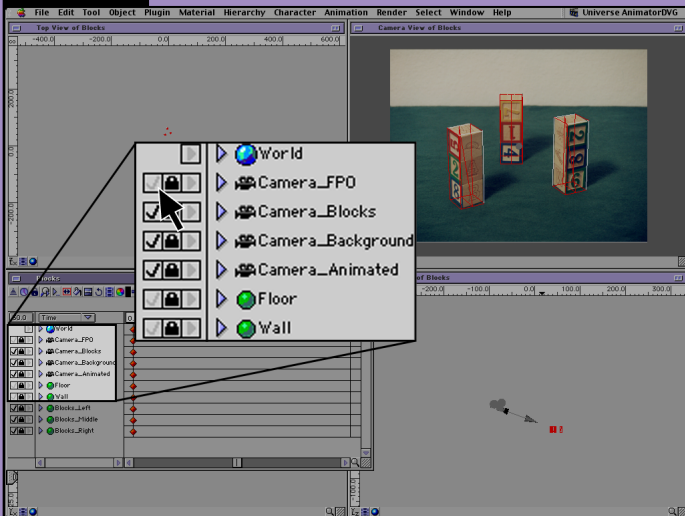


Go back to the Project window and select Camera_Blocks.

Create two duplicates of Camera Blocks by hitting [**CMD/CTRL+D**] twice.

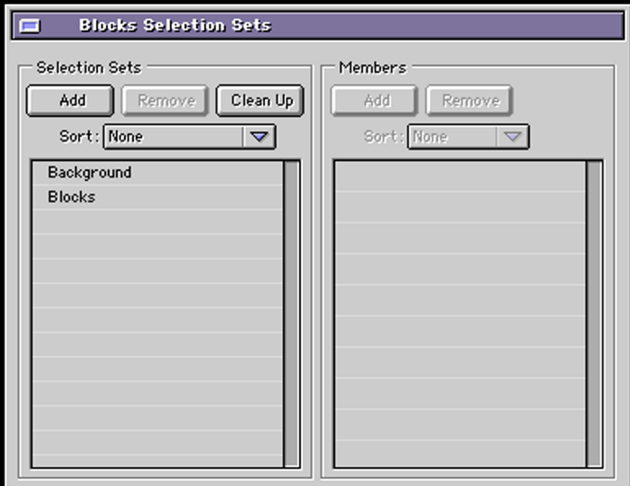
Rename them "Camera_Background" and "Camera_Animated".





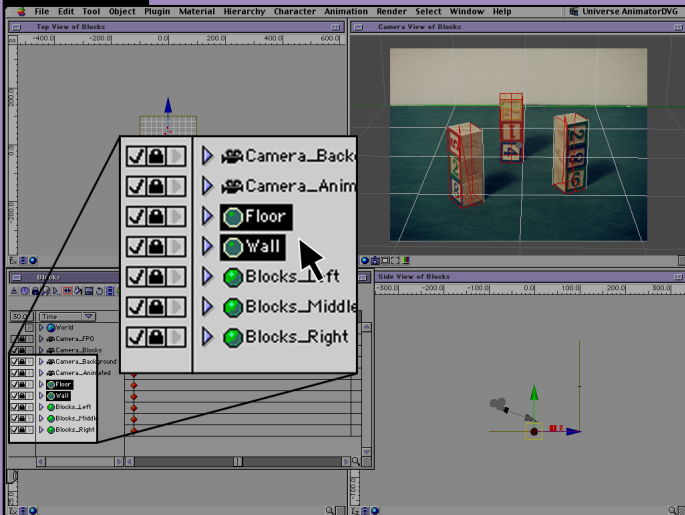
Now that all of our geometry is placed, we no longer need Camera_FPO. Deactivate it by clicking on the check box to the left of Camera_FPO in the Project window.





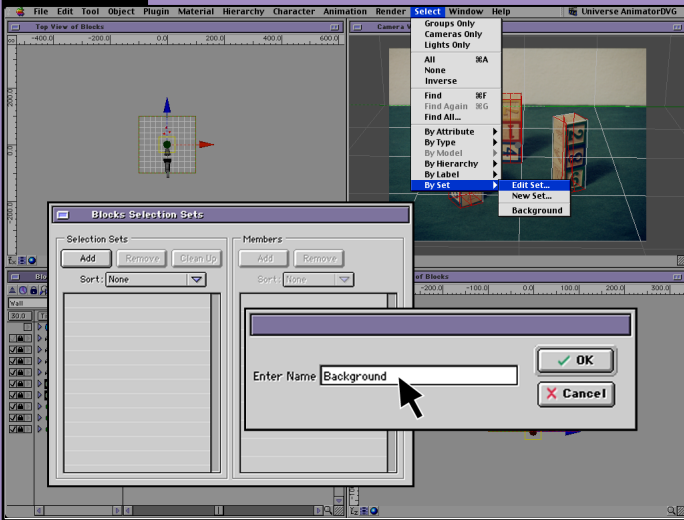
The key to getting the images to appear on different geometry in the scene is the creation of selection sets. Selection Sets are basically a quick way to select a group of objects which the user defines. The 3D Toolkit will refer to these sets to determine what receives a projection map from a camera.





In the Project window, select Floor and Wall (**[SHIFT+CLK]** to select more than one object).



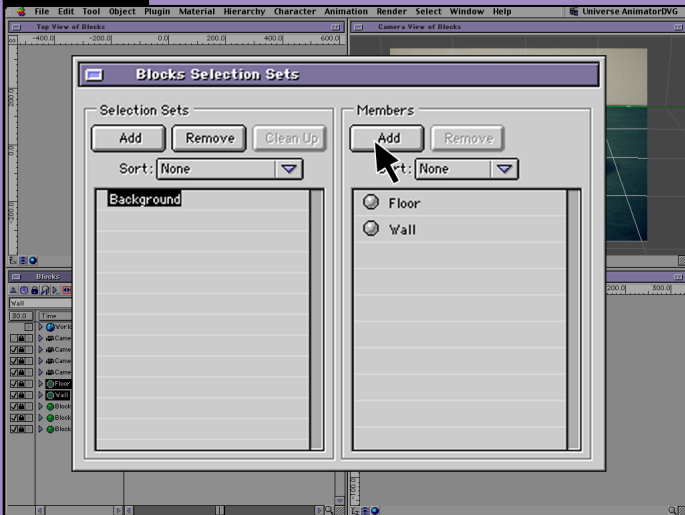


Go to the menu, **SELECT>BY SET>EDIT SET**.

[CLK] **ADD** under Selection Sets.

Name the set “Background” and **[CLK]** **OK**.

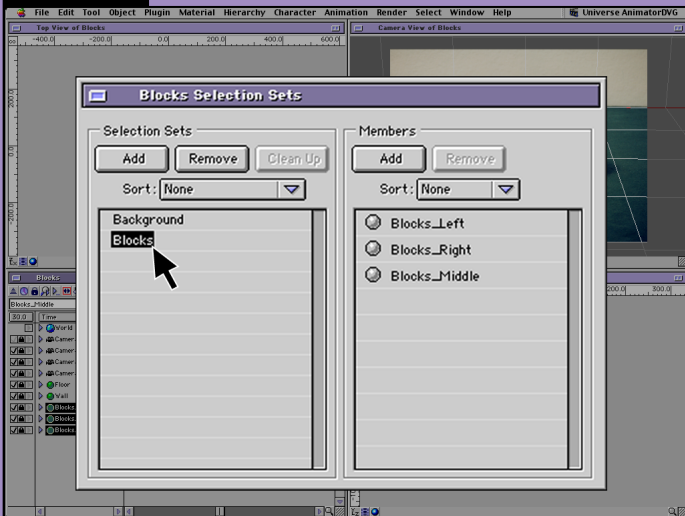




Highlight the set we just created and **[CLK]** ADD under Members. The planes you highlighted are now grouped in this set.

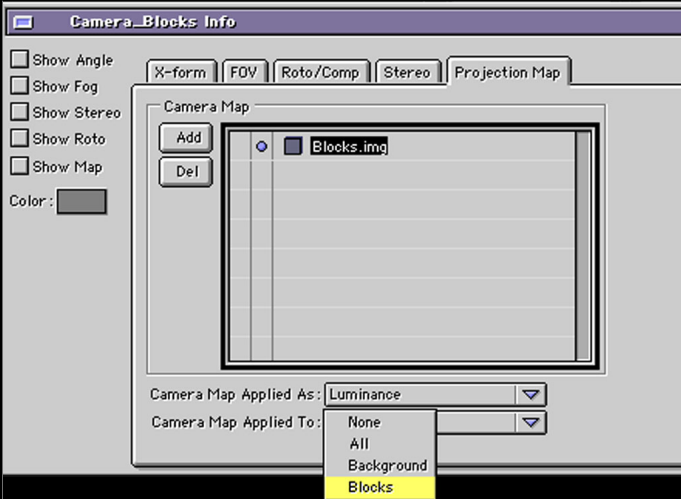
Note: Alternatively, you can select the objects you want grouped in a set in the Project window Go to **SELECT>BY SET>NEW SET**, and then name your new set. This will create a set and put the objects that you have selected into that set.





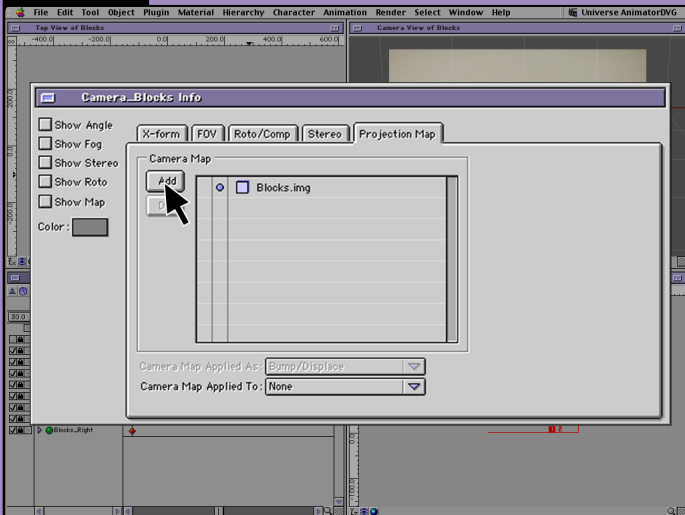
Return to the Project window. Select all of the block objects. Repeat the steps you performed previously to create the Background set, except name this set "Blocks".





If we were to do a test render right now, we would get nothing but black. Why? If you remember, we deleted the light from our scene. Even if we were to throw a light in, we would see only bland looking shapes. Where are our camera maps? We need to add them and then define what objects will receive the maps. We will use the selection sets we have just created.

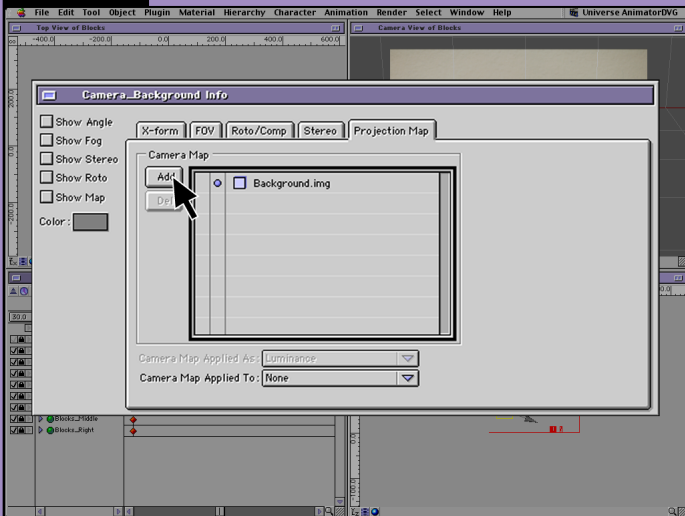




In the Project window, **[DBL-CLK]** on Camera_Blocks to bring up its Info window.

Go to the Projection tab, **[CLK]** ADD and load in the map called “Blocks.img”

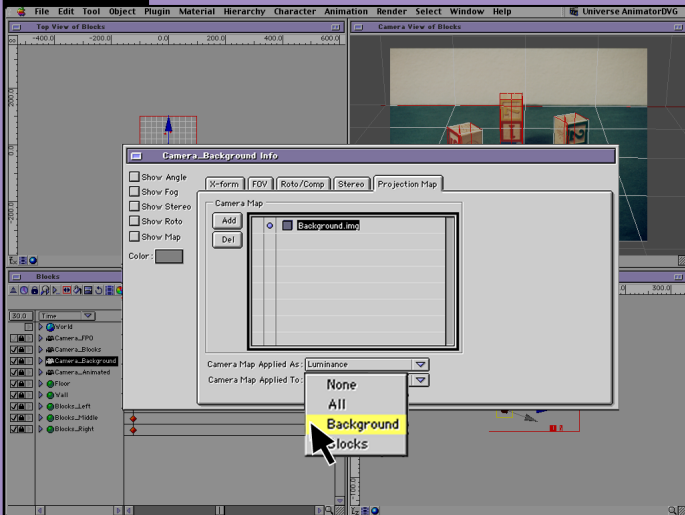




In the Project window, **[DBL-CLK]** on Camera_Background to bring up its Info window.

Go to the Projection Map tab, **[CLK]** ADD, and load in the map called "Background.img".

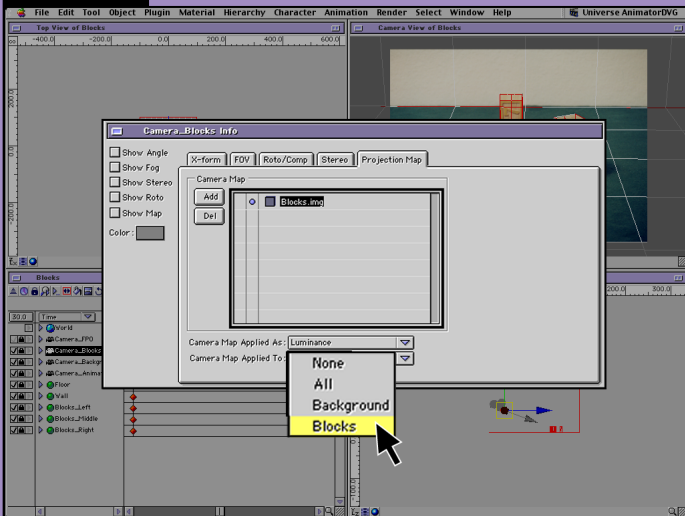




Highlight "Background.img" by **[CLK]**ing it once. Under "Camera Map Applied To" menu, set it to "Background". This is the selection set that you made previously.

Note: Also, make sure this map is "Applied As" a luminance map. It should initially be set to this by default.



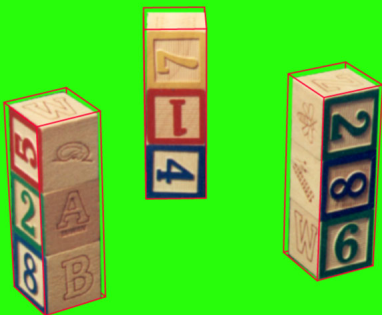


In the Project window, **[DBL-CLK]** on Camera_Blocks.

In the Projection Map Tab, the map called “Blocks.img” should already be added. Highlight this map.

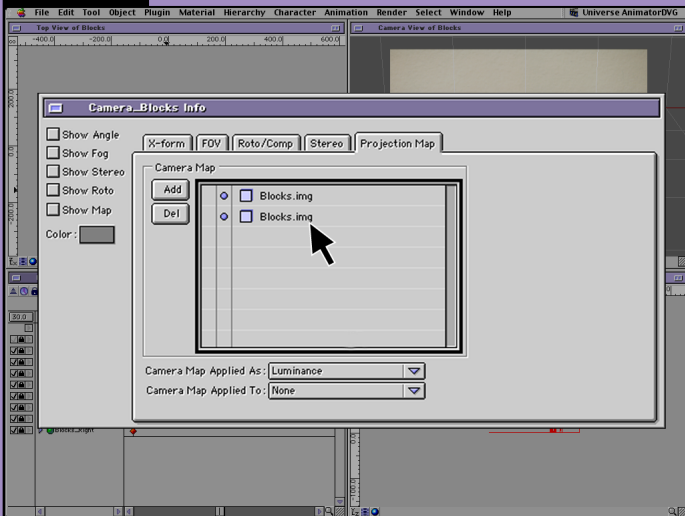
Under “Camera Map Applied To”, set it to “Blocks”. This is the other selection set that you made.





If you remember back in the Photoshop step, we created an alpha channel for our “Blocks.img” file. In order for us to use it, we will be adding another copy of the file to the “Blocks” camera. We will do this because the first map is being used as a luminance map, and we want this second map to be used as a clip map. A clip map will affect the geometry that it is applied to. Where the map is black, it will not render the geometry. This will create a more accurate effect even if the geometry doesn’t quite match the image.



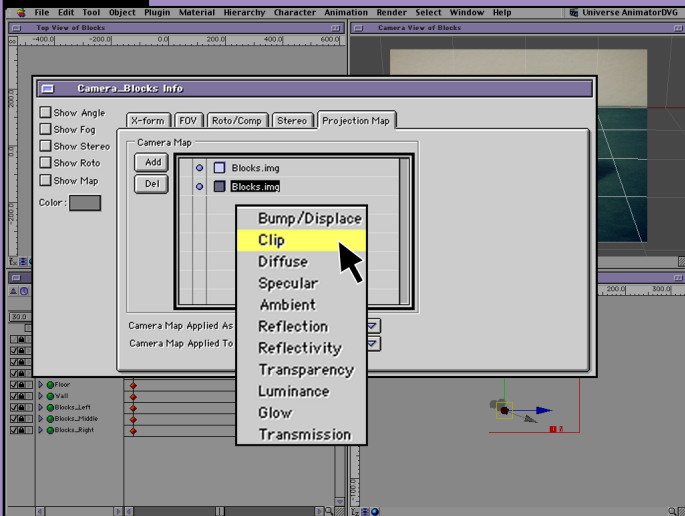


In the Project window, **[DBL-CLK]** Camera_Blocks.

In the Projection Map tab, select the Blocks.img file.

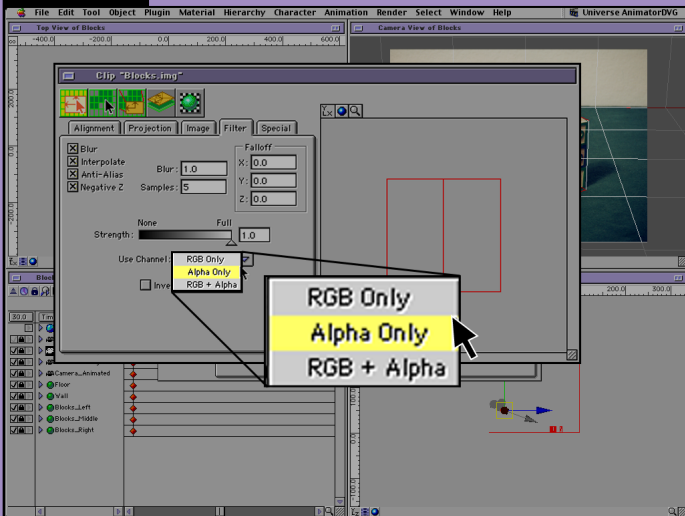
Hit **[CMD/CTRL+C]** to copy the file, then hit **[CMD/CTRL+V]** to paste it. We should now have two Blocks.img files in our Projection Map tab.





Select the second Blocks.img map and change the “Camera Map Applied As” selection to a “Clip” map.



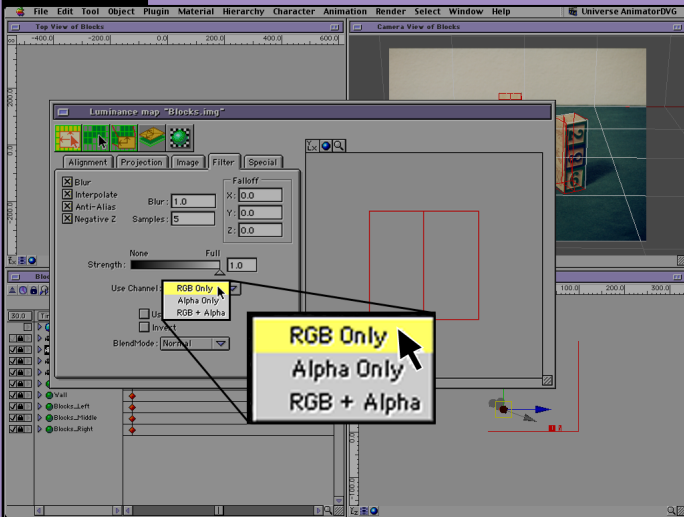


[DBL-CLK] on the “Blocks.img” that we have designated to be the clip map. This will bring up the Map Settings window.

Go to the Filter tab and change the “Use Channel” setting to “Alpha Only”. Close this window.

Note: The Use Channel menu will only appear if the map has an alpha channel.





Go back to the Camera_Blocks Info window's Projection Map tab ([DBL-CLK] on Camera_Blocks in the Project window if it's not open).

[DBL-CLK] the first copy of the Blocks.img file which is being used as the luminance map to bring up the Map Settings window. Go to the Filter Tab and change the "Use Channel" menu to "RGB only".

Next, we'll apply animation to our Camera_Animated.

