DF5 "Making Of" Feature

Dragonframe 5 includes a new "Making Of" feature, to allow you to easily capture a "making of" video as you animate.

Let's set it up!

Set up the Camera

First, you need to add an additional camera. (This is the most common usage. However, you could actually shoot from the primary camera if you'd like.)

Open Scene | Cameras via the Scene menu, or the Capture menu (Configure Additional Cameras.).

Add a second camera, and check the "Exclude from Alternate Video Assist List".



Set up the Exposure

Once you add that second camera, Dragonframe will add an exposure for it. Click the "Exposures" tab in the same window you have open:



You can rename it "BTS" or whatever you want. But click the "Making of" checkbox.

At this point, you can choose "Capture | Capture Making of" at any point, and it will capture your making-of exposure. If you do it a second time before capturing your actual frame, it will simply rewrite the previous one for that frame.

Set up Preferences

Open Preferences | General and see the new "making of" settings:



You can experiment with the "motion-detection" option.

It will look for motion on your primary camera, and capture a making-of image if you haven't already shot one. The idea is you could step into frame, pose a little ;), and it would capture the image automatically. It puts a little countdown on the screen and plays a special sound, so you can hear it coming.

Set up a Hot Key

If you aren't going to rely on motion detection, you should probably set up a hot key.

Preferences					? ×
General Tools Playback	To change a hot key, dick on the Hot l	Key and type new key.			Restore Defaults
Naming	Action	Hot Key	Alt 1	Alt 2	Alt 3
Sounds	Shoot	Return	Enter	NUM Enter	Not Set
Undates	Shoot 2 Frames	Q	Not Set	Not Set	Not Set
Capture Messaging Open Sound Control Advanced	Shoot 3 Frames	W	Not Set	Not Set	Not Set
	Shoot 4 Frames	E	Not Set	Not Set	Not Set
	Test Shot		Not Set	Not Set	Not Set
	Delete	Del	Not Set	Backspace	
	Play	NUM 0		Space	Not Set
	Step Back	Left	NUM 1		Not Set
	Step Forward	Right	NUM 2	2	Not Set
	Live	NUM 3		Not Set	Not Set
	Home	Home	Not Set	Not Set	Not Set
	LING	End	Not Set	Not Set	Not Set
	Toggle Camera	M	Not Set	No. Set	Not Set
	Capture Making Of		NUM *	No Set	Not Set
	Reference Layor Togale	1	Not Set	Not Set	Not Set
	Reference Layer Toggle #1	Not Set	Not Set	Not Set	Not Set
	Reference Layer Toggle #2	Not Set	Not Set	Not Set	Not Set
	Reference Layer Toggle #3	Not Set	Not Set	Not Set	Not Set
	Reference Layer Toggle #4	Not Set	Not Set	Not Set	Not Set
	Reference Layer Opacity Up	K	Not Set	Not Set	Not Set
	Reference Layer Opacity Down		Not Set	Not Set	Not Set
	Toggle X-Sheet/Guide Layers	G	Not Set	Not Set	Not Set
	Drawing Toggle	D	Not Set	Not Set	Not Set
	Drawing Toggle #1	Not Set	Not Set	Not Set	Not Set
	Drawing Toggle #2	Not Set	Not Set	Not Set	Not Set
	Drawing Toggle #3	Not Set	Not Set	Not Set	Not Set
	Drawing Toggle #4	Not Set	Not Set	Not Set	Not Set
	Show/Hide Hidden Frames	H	Not Set	Not Set	Not Set
	Add Hold	R	Not Set	Not Set	Not Set
	Remove Hold	ALTR	Not Set	Not Set	Not Set

I set it up to use the asterisk on the numpad.