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".
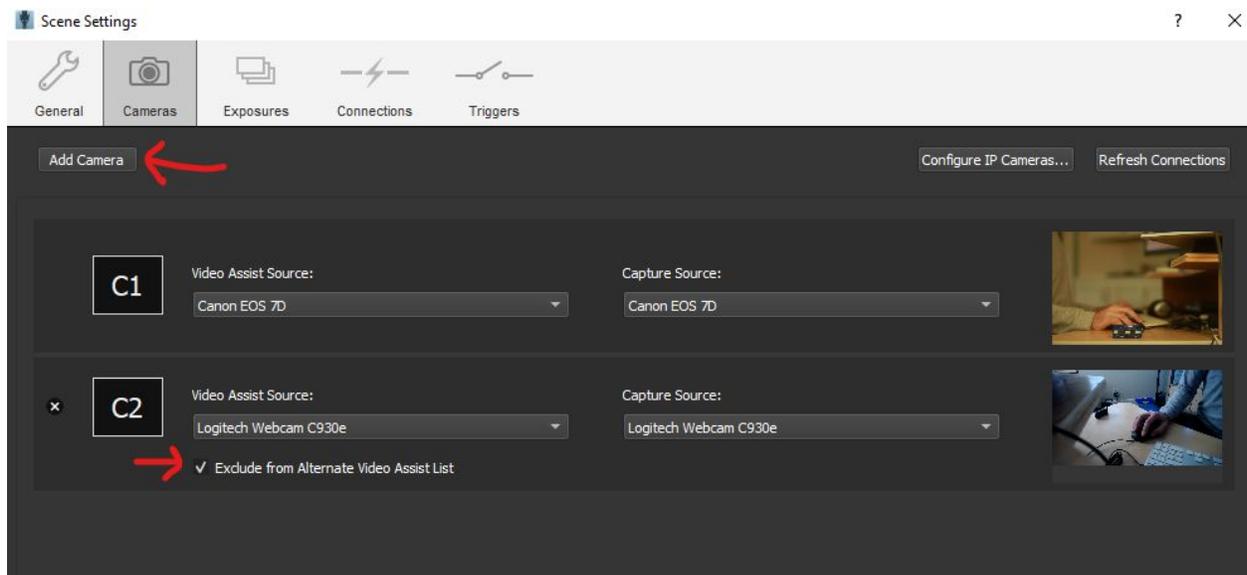
Set up the Exposure

Once you add that second camera, Dragonframe will add an exposure for it.
Click the "Exposures" tab in the same window you have open:
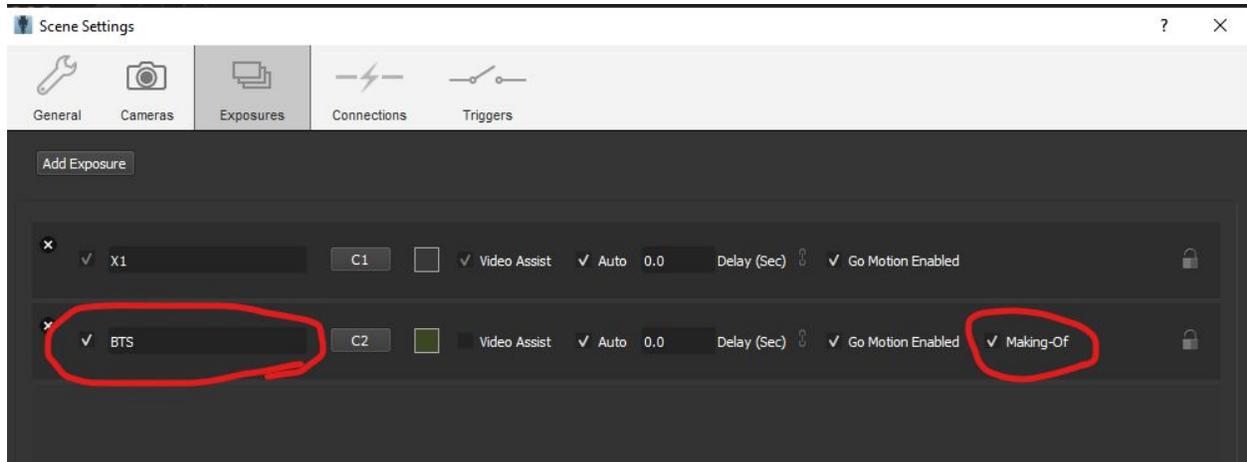
You can rename it "BTS" or whatever you want. But click the "Making of" checkbox.

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:
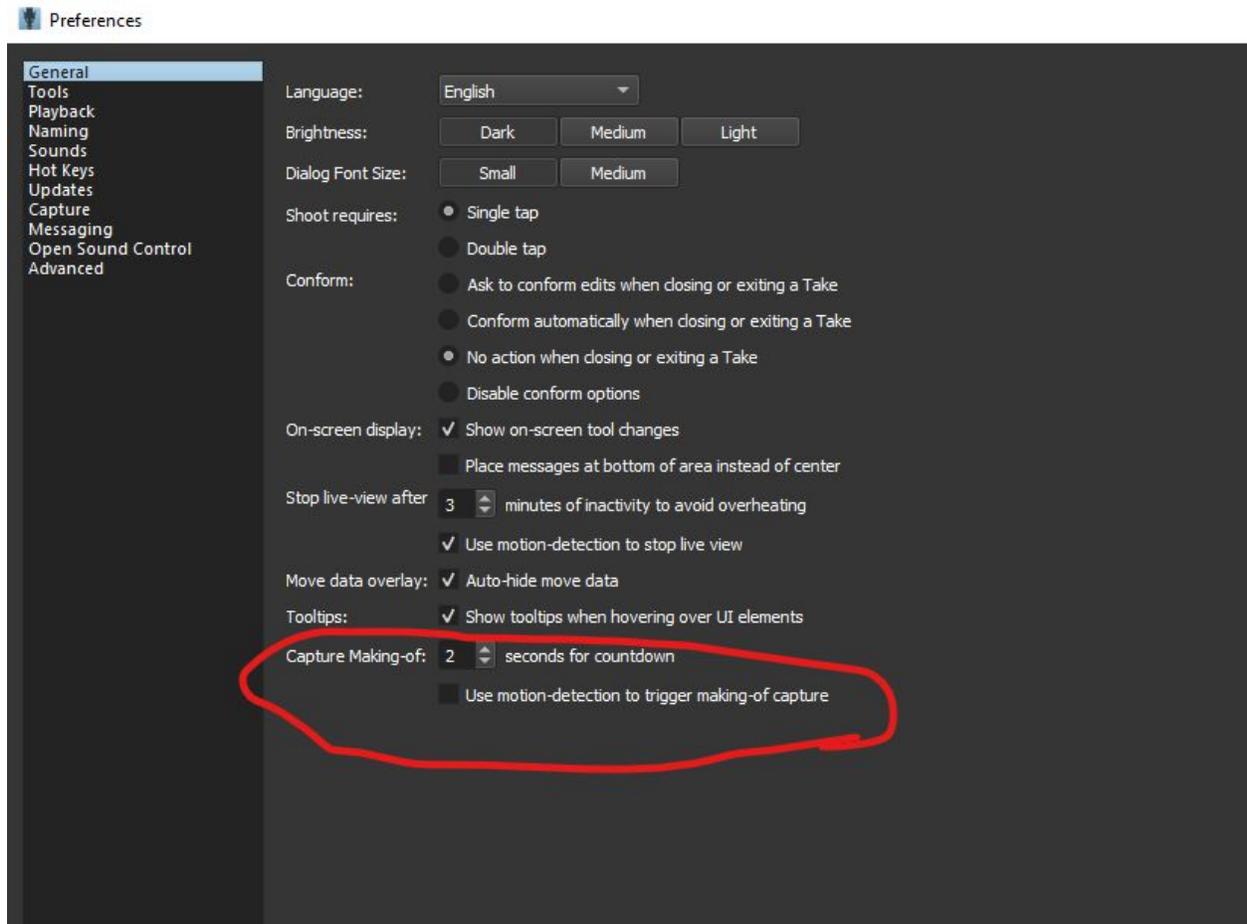
You can experiment with the "motion-detection" option.
It will look for motion on your primary camera, and capture a making-of image if you haven't already shot one. The idea is you could step into frame, pose a little ;), and it would capture the image automatically. It puts a little countdown on the 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.
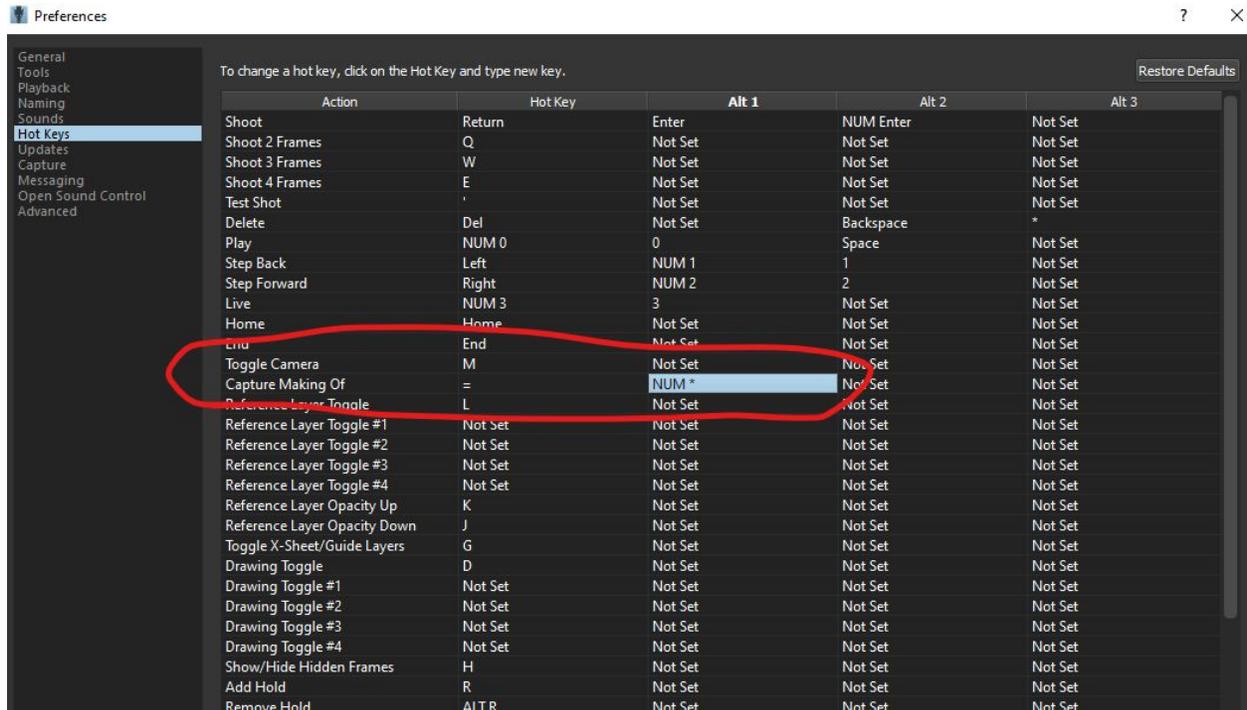
I set it up to use the asterisk on the numpad.