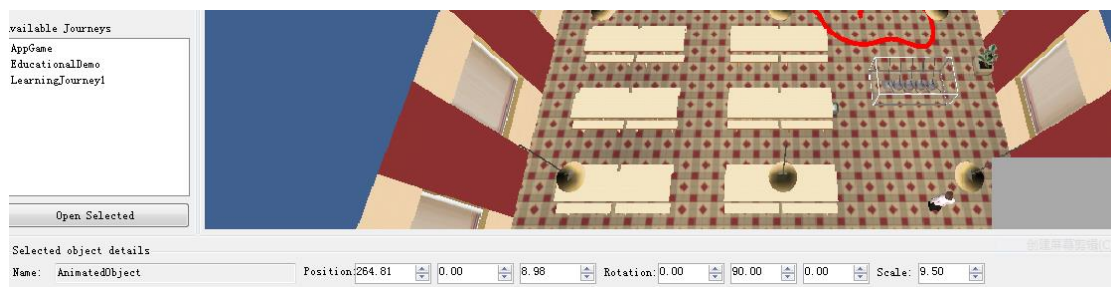


旋转场景



选中物体，设置位置、角度、大小



Position:左右、高度，前后（越小越靠前）

也可以点右键选择动作后鼠标直接操作，或选中对象后从工具条中点击动作、再直接鼠标操作



1. 选中对象
2. 点击工具
3. 拖动对象

镜头跟随物体移动

1. 加 Marker 和 Camera

Create/Marker or Caera

然后实体列表查看

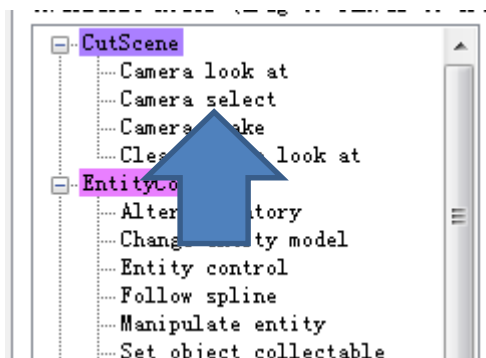


摄像机要高些，正对着物体，Marker 周围要空些，免得物体被遮挡

2. 选择 Camnera

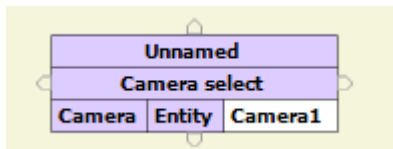
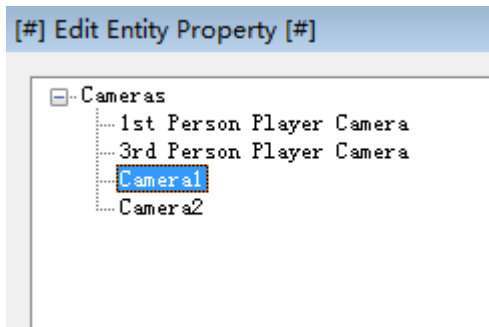
Scene Flow 创建 Camera Select 节点选择 Camera1

Scene Flow/CutScene/Camera Select



拖动 Camera Select 过去后，为其选择实体

选择前面创建的 Camera

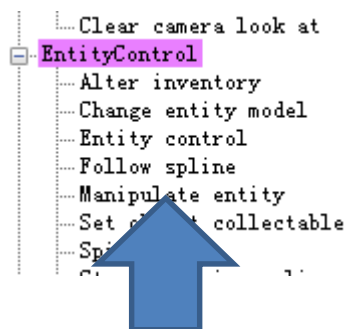


(以后适当的时候应该将 Camera 设置回 3rd Person Player Camera， 否则影响之后玩家的视角)

3. 创建移动节点

Scene Flow 创建 Manipulate entity 节点，设置实体花多久移动到 Marker

Scene Flow/EntityControl/Manipulate entity



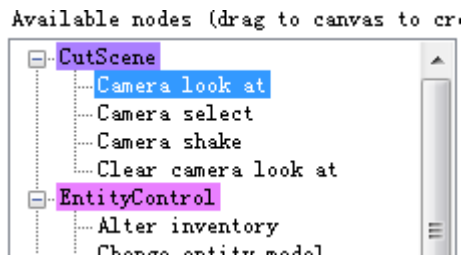
拖动过去后选择实体和 Marker,并设置实体要花多少秒移动到 Marker1

Unnamed		
Manipulate entity		
Entity	Entity	msg1
Marker	Entity	Marker1
Options	Selection	Over time
Duration (s)	Float	6.00

4. 设置 Camera 跟踪

Scene Flow 创建 Camera Look at 节点，设置 Camera1 跟踪哪个实体

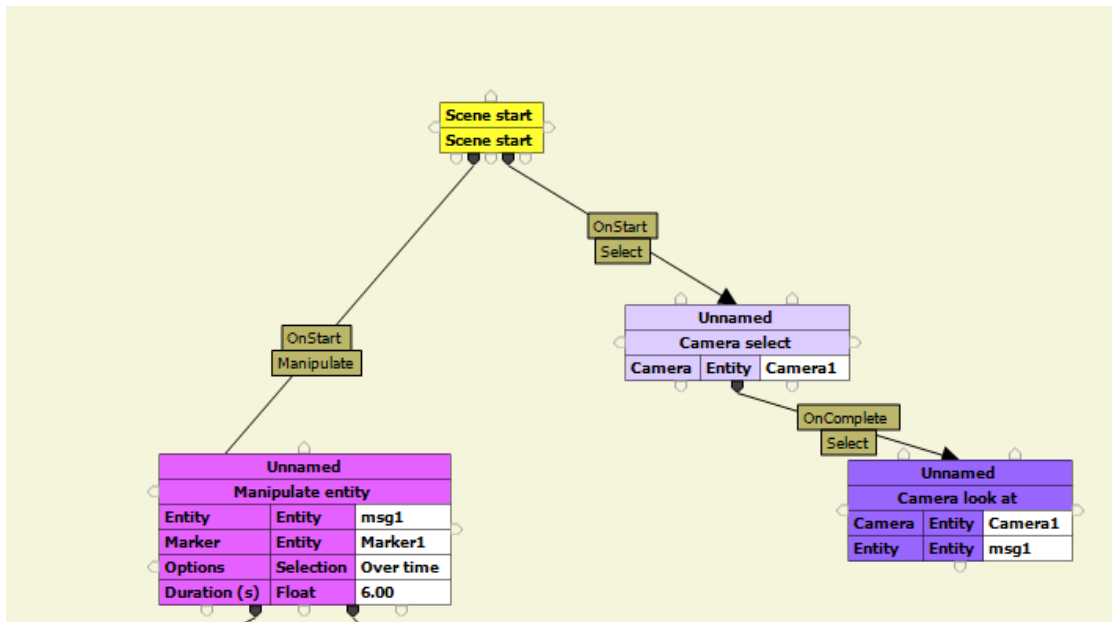
Scene Flow/CutScene/Camera Look at



设置 Camera1 观察 msg1

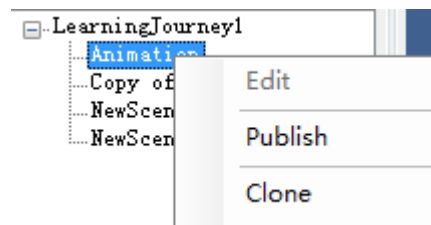
Unnamed		
Camera look at		
Camera	Entity	Camera1
Entity	Entity	msg1

5. 连线



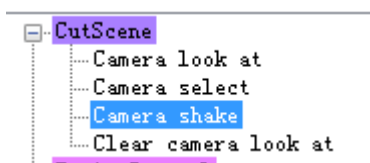
6. 发布，看效果

可以右键点击场景，只发布场景



7. 落地后晃动

Scene Flow/CutScene/Camera shake



选择 Camera1

Displacement 改为 1000

Unnamed		
Camera shake		
Camera	Entity	Camera1
Displacement	Float	1000.00
Speed	Float	4000.00
Damping	Float	0.80
Max Duration(s)	Float	5.00

Scene Flow/InputOutput/Play sound

InputOutput
Adjust volume
Custom HUD Control
Fade down
Fade up
Get Flash Variable
HUD control
Key watch
Log message
Open website
Pause Video
Play animation
Play sound
Play Video

选择爆炸声

Unnamed		
Play sound		
Sound Resource	Sound Resource	Explosion.ogg
Volume	Float	100.00
Loop	Selection	Off
Sound Clip	Variable	{None}

连线

