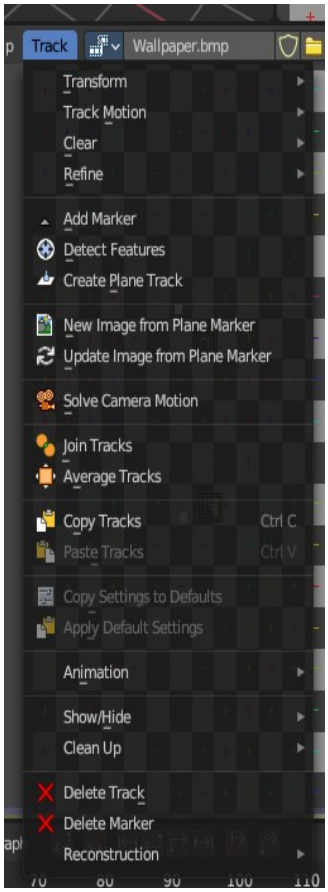
15.1.6 Editors - Movie Clip Editor - Header - Tracking Mode - Clip Submode - Track Menu

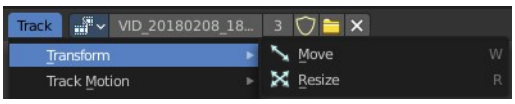
Table of content

Track Menu

Contains tracking functionality. Note that lots of this content is currently a double entry to the content in the tool shelf. The tool shelf content will most probably vanish in the future, in favour of a tool shelf with buttons like in the 3d view.



Transform

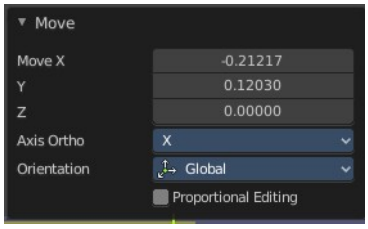


Track navigation.

Move

Move the selected track(s).

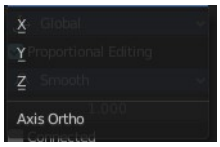
Last Operator Move Last



Move X Y Z

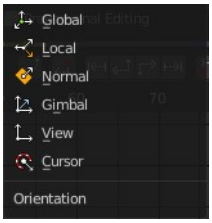
The transform values. Set x and y position of the track. Z value has no influence.

Axis Ortho



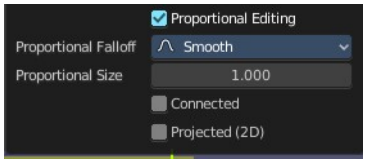
Defines the other axis of an imaginary shear axis plane.

Orientation



Choose the orientation for the shear action.

Proportional editing



Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.

Proportional Size

See and adjust the falloff radius.

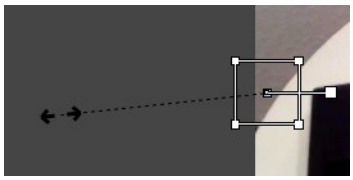
Connected

The proportional falloff gets calculated for connected parts only.

Projected(2D)

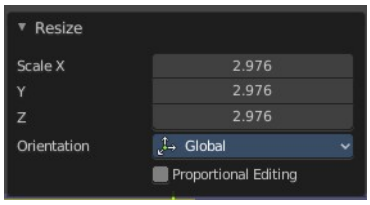
The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Resize



Resize the selected track(s).

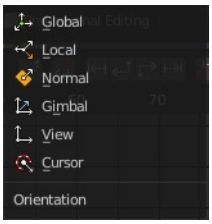
Last Operator Resize Last



Resize X Y Z

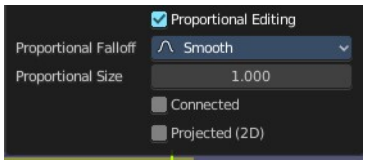
The transform values. Set x and y position of the track. Z value has no influence.

Orientation



Choose the orientation for the shear action.

Proportional editing



Enables proportional editing. Activating proportional editing reveals further settings.

Proportional Falloff

Adjust the falloff methods.

Proportional Size

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Connected

The proportional falloff gets calculated for connected parts only.

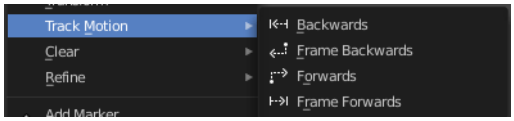
Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

Reconstruction

This menu once contained nothing but double menu entries that can be found in the panels. It is part of the Blender menu structure. And a add-on may add an entry here. So it remains for compatibility reasons.

Track Motion



Backwards

Track backwards the whole range.

Frame Backwards

Track backwards frame wise.

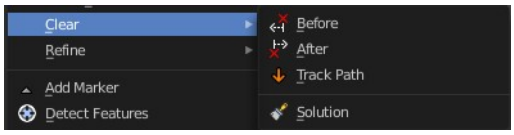
Forwards

Track forwards the whole range.

Frame Forwards

Track forwards frame wise.

Clear



Before

Clears track paths before the current position.

After

Clears track paths after the current position.

Track Path

Clears the currently active Track Path.

Solution

Clears all calculated data.

Refine

Backwards

Refine selectet marker positions forwards.

Backwards

Refine selectet marker positions forwards.

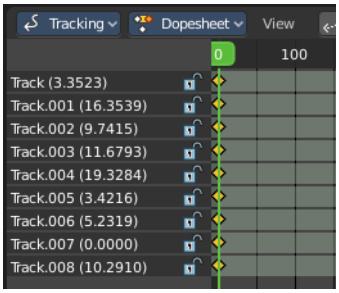
Add Marker

Add a marker. The marker will appear under the mouse, and stick until you click.

Detect Features

Adds automatically markers at the current movie position, and tries to detect marcant areas in the current frame that are useful for tracking. It also sets keyframes at this position.

When enough marcant areas are available then it adds up to eight markers that way.

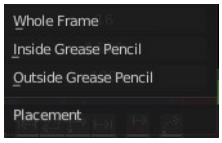


Last Operator Detect Features

Placement

Placement is a drop down box where you can limit the placement of the markers.

Whole frame
The markers can be at every position of the current frame image.



Inside Grease Pencil
The markers have to be inside the Grease Pencil.

Outside Grease Pencil
The markers have to be outside Grease Pencil.

Margin

Gives a margin to the border of the frame image. Markers have to stay away from the border by the given amount.

Threshold

The threshold level to consider the current position of the marker as good enough for tracking.

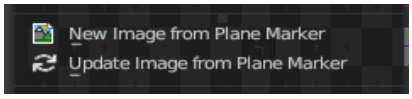
Distance

The minimum distance between two markers.

Create Plane Track

Creates a plane track. A plane track can be used to map an image or a movie at an area in your clip. The Plane track.

New Image from Plane Marker



Create new image from the content of the plane markerfrom the pixels of the movie clip that the plane marker “sees” at the current frame. This allows you to create and impose an un-warped texture of any flat surface in the footage.

To use, create and select four tracking points then create a Plane Marker. Once you’ve selected the Plane Marker, create the new image - then edit the image in the Image Editor.

Update Image from Plane Marker

Update current image used by plane marker from the content of the plane marker. This updates the pixels of the active Plane Track’s image.

Allows you to update the texture of any flat surface in the footage.

Solve Camera Motion

Starts the calculation for the camera motion to match the track motion.

There should be at least eight common tracks on the both of the selected keyframes.

There should be noticeable parallax effects between these two keyframes.

The average re-projection error is reported to the information space and to the clip editor header. Re-projeciton error means the average distance between reconstructed 3D position of tracks projected back to footage and original position of tracks. Re-projection error below 0.3 means accurate re-projection, (0.3 - 3.0) means quite nice solving which still can be used. Values above 3 means some tracks should be tracked more accurately, or that values for focal length or distortion coefficients were set incorrectly.

Join Tracks

Joins selected tracks.

Copy

Copy selected tracks to clipboard.

Paste

Pastes selected tracks from clipboard.

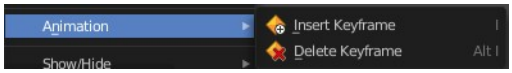
Copy Settings to Defaults

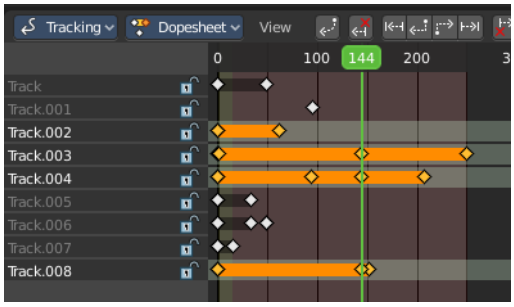
Copies track settings from active track to default settings.

Apply default settings

Copy tracking settings form active tracks to selected tracks. You need to select the source track first, then hold down shift, then select the target track. Then perform copy track settings.

Animation





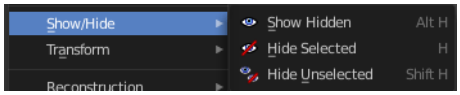
Insert Keyframe

Inserts a keyframe at current position in spreadsheet sub mode panel.

Delete Keyframe

Deletes keyframes at current position in dope sheet sub mode panel.

Show/Hide



Show or hide tracks.

Show Hidden

Show all hidden tracks.

Hide Selected

Hide the selected tracks.

Hide Unselected

Hide the unselected tracks.

Last operator Hide Tracks

Unselected

Hide selected or unselected tracks.

Clean up

Clean Tracks

Clean tracks with high error values or few frames.

Filter Tracks

Filter out tracks that has weird looking spikes in motion curves.

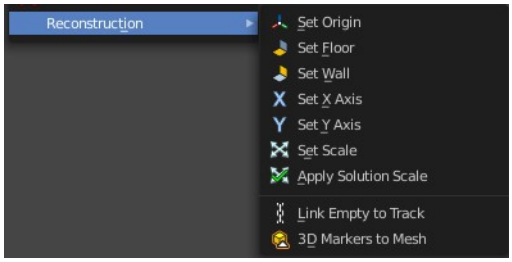
Delete Track

Delete the selected track.

Delete Marker

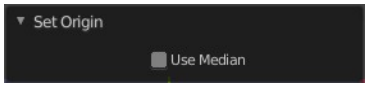
Delete the selected marker.

Reconstruction



Set Origin

Set active marker as origin in 3D space.



Last Operator Set Origin

Use Median
Set Origin to Median Point of selected bundles.

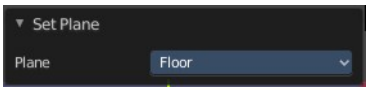
Set Floor

Set plane in the 3D space as a Floor plane, based at three selected markers. You need to have three markers selected. Or you will get an error message.

Set Wall

Set plane in the 3D space as a Wall plane, based at three selected markers.

Last Operator Set Plane



Plane
A drop down box to choose if you want to set the selected markers as plane or as floor.

Set X Axis

Set X axis rotation in 3D space, based at the selected marker. You need to have one marker selected. Or you will get an error.

Set Y Axis

Set X axis rotation in 3D space, based at the selected marker. You need to have one marker selected. Or you will get an error.

Last Operator Set Axis

Axis
A drop down box to choose if you want to use the axis to X or to Y

Set Scale

Set scale of scene by scaling camera, based at two selected markers. You need to have two markers selected. Or you will get an error.

Last Operator Set Scale

Distance

The distance between two bundles used for scene scaling.

Apply Scale

Apply scale to solution.

Last operator Apply Solution Scale

Distance

The distance between two bundles used for scene scaling.

3D Markers to Mesh

Creates a vertex cloud using the coordinates of the reconstructed tracks.

Link Empty to Track

Creates an Empty which will be copying movement of active track.