

MEMO – Position Objects for the Library

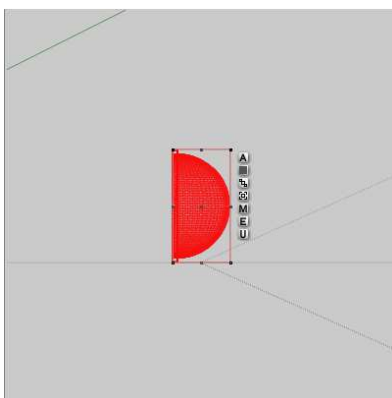
Problem / Task

There are objects that have to be set at a precise distance in front of the camera; a lens or a filter, for instance. It would be very handy if the camera could be set to the $X=Y=Z=0$ position and the object loaded from the Library would land exactly at the right spot.

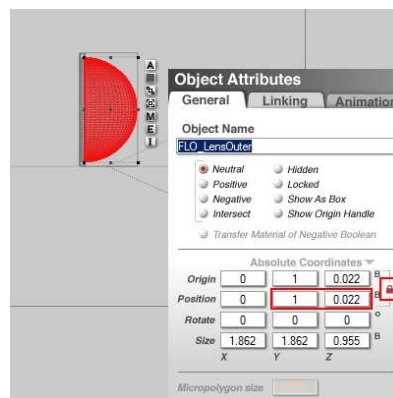
Solution

This can be accomplished by breaking the link between the position and the Origin Handle of the individual parts of the object and then move each of them to the desired position.

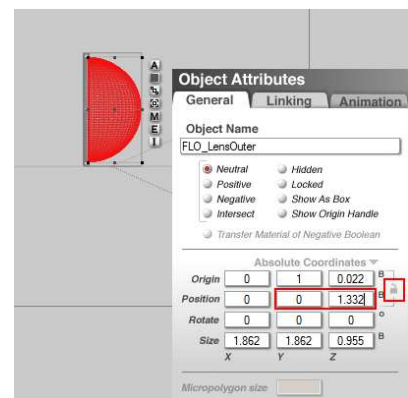
1. Position the objects group to the $X=Y=Z=0$ Position. Not mandatory but helpful: enable *Show Origin Handle* of group.
2. For each object in the group, determine at which distance from the camera it must be. Note these values for the Y and Z Position.
3. Select each individual part in the group. Break the link between *Origin* and *Position*. Enter the offset values for Y and Z into the *Position* fields.
4. Save object to the *Objects Library*. When loaded, it will appear exactly where it is supposed to.



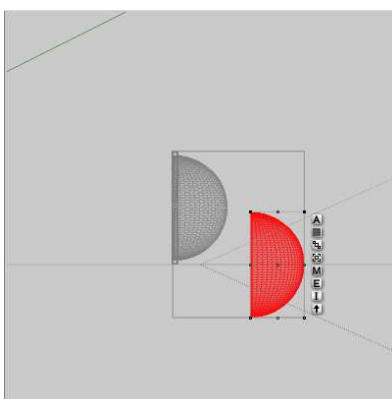
Grouped object



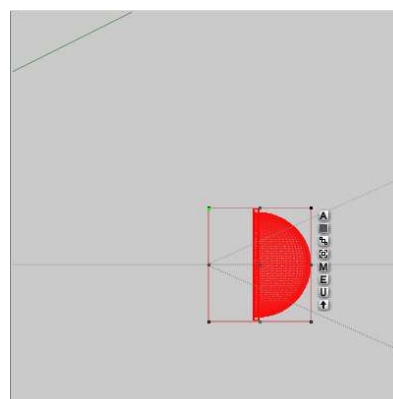
One object in group



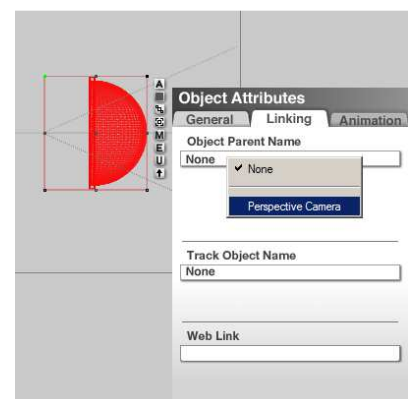
New position for object



One object in group moved



All objects in group moved



Object can be linked to camera