Point Convert Functions

Point Convert
-Appears in the 3D Viewport toolbar on the screen left side (hotkey: T)
-Contains a file browser, image sequence checkbox, Import button, Convert button, and Link Track Data button

File Browser
-allows user to select the image or image sequence they wish to import, once selected the file name will appear in the window
-note: if user is importing an image sequence, they only need to select one file from the sequence

Image Sequence Checkbox
-check this box if importing multiple images
-this checkbox tells the plugin that the user is importing multiple images and sets the scene up accordingly
-plugin detects how many images you are importing and sets render frame range and timeline to appropriate frame range
-note: user can select any image in sequence as long as images are numbered sequentially

Import
-imports image or image sequence and sets scene up for stereoscopic conversion
-places image on a plane and locks camera to it for proper projection
-constrains image plane to scale to camera in Z space
-multiple layers can be imported, but camera projection size and aspect ratio is based off of first import

Convert
-user creates vertices on the image plane, using Blenders modeling tools
-vertices need to remain on the plane in order to convert points properly
-all vertices will on plane will be converted into control points
-control points are represented by circles (empties) around all vertices created by the user
-each control point has 3 new properties (X, Y, Z), located in the bottom of the properties panel, on the screen right side of the 3D viewport (hotkey: N)
-X and Y represent the corresponding xy location on the image
-Z represents the control points place in Z space in the scene, starting placement is 1.001
-XYZ are keyable using Blenders built in animation toolset including the graph editor
-note: user must be in object mode and have image plane they want converted selected before attempting to convert
-note: user can not control the movement of the control point using the 3D manipulator in the 3D viewport, they must control XYZ in the bottom of the screen right properties panel

Link Track Data
-allows users to link track data to control points from Blenders built in motion tracker in the Movie Clip Editor
-select the control point you would like to link the the track data to, before performing this function
-note: plugin currently only supports data from one motion tracker (first tracker created)