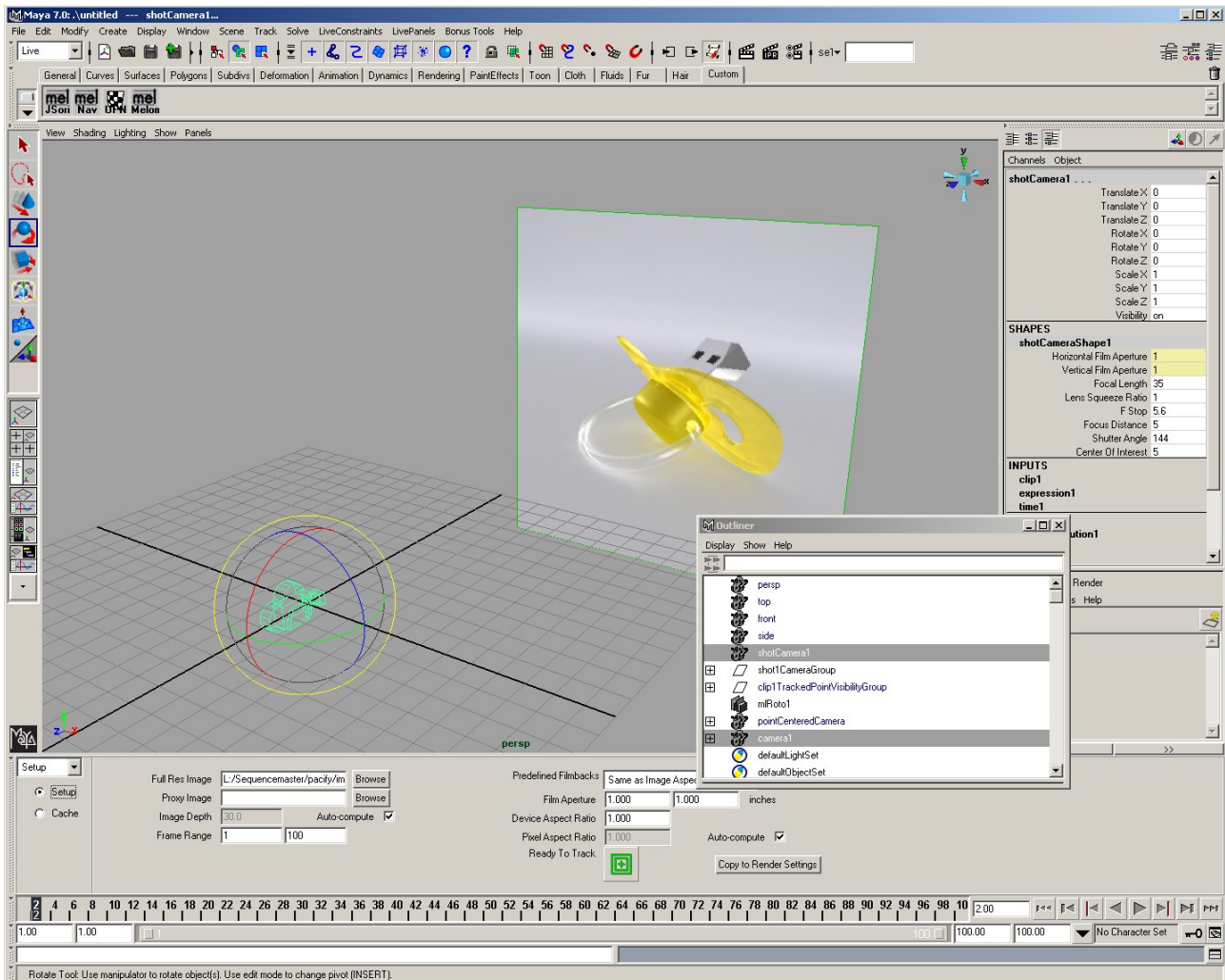


## Image Plane Performance tip

*If your image plane sequences are choking up your playback and timeline scrubbing and you have a copy of Maya unlimited try this...*

1. Set up your image plane in Maya live.
2. Change Cache setting to 100MB.

You should notice that Maya Live caches this quite nicely.



*Now we are going to point constrain shotCamera1 with the cached image plane, to our new camera, camera1:*

3. Create another camera and call it camera1
4. Select camera1 in the outliner
5. Shift select the new shotCamera1 in the outliner
6. Select constraint – point from the constraint menu

*Next the same process but we will orient constrain shotCamera1 to camera1:*

7. Select camera1
8. Shift select shotCamera1 in the outliner

8. Select constraint – orient from the constraint menu

*So now when you look through camera1 you will see the image plane from shotCamera1. Try moving camera1 around. You should see the image plane of shotCamera1 follow as though it was the image plane of camera1.*

*Now we need to match the Horizontal and vertical film aperture:*

9. Copy the Horizontal Film Aperture and the Vertical Film Aperture values in the cameraShape1 node in the channel box to be the same as shotCamera1.

*Set up the render globals for rendering:*

10. Set the render globals to match your image plane

11. Set camera1 to be renderable and shotCamera1 to not be renderable

12. Change Maya mode away from Live to loose the Live UI. (Top left of Maya UI)

*Now you should now find that you can scrub and play in real time.*

*N.B. You may want to change the camera1 overscan in the display options in the attribute editor of camera1 for clarity around the image plane when looking through camera1 in relation to the Maya UI.*

**Sequencemaster : Sequential Asset Management : [www.sequencemaster.com](http://www.sequencemaster.com)**

***What's in your workflow...***