

-Create a Camera in Maya and animate it

-Run ExportCameraTrack.mel, this will open the camera export window and automatically create a Camtracklocator.

-Parent the animated camera to the Camtracklocator

-Run the script again to open the export window and export the camera. (The camera is created as a script file in nextgen\scripts\Camera_Tracks)

-Create a trigger in the Worldedit and give it a name. You don't need any other parameters, only the trigger's name. The camera sequence will start once Lara hits this Trigger.

-Open - Tools-Scripts, Click on New: and put the aggregate name for the trigger you just created as Name. Now a notepad window for the script will open.

-Delete any text already there and replace it with:

File(space)=(space)Z\nextgen\scripts\Camera_tracks\Camera name (This is the name you gave the camera when you exported from Maya)

-Save the notepad file and close the script window in worldedit