

GLASSBOX



DRAGONFLY FOR UNREAL

QUICK START GUIDE

ABOUT

DragonFly is our off the shelf cross platform (Unreal, Unity, Maya) virtual camera solution, your window into a virtual world. Visualize complex virtual sets/environments and virtual performances. DragonFly supports tracking solutions such as Optitrack and ARKit.

SYSTEM REQUIREMENTS

- Windows 10, 64-bit
- Intel i5 7th Generation CPU or above
- 8 GB RAM or above
- NVIDIA GeForce GTX 1060 or above
- Unreal Engine 4.21 / 4.22
- DragonFly iPad App (download via Testflight: <https://testflight.apple.com/join/T0lbESdg>) or Optitrack setup.

INSTALL DRAGONFLY

1. In Windows File Explorer, from your project folder, open the **Plugins** folder. If your Project does not yet contain a folder named 'Plugins', create it.
2. In the **Plugins** folder, paste the **DragonFly** plugin folder.
3. In the Unreal Engine, on the top menu bar, click **Edit** and then click **Plugins**.
4. In the **Installed** section, for the **DragonFly** plugin, select the **Enabled** check box.
5. You're prompted to restart Unreal Editor, click **Restart Now**.

OPEN THE SETUP PANEL

The DragonFly panel is the plugin's central hub for all controls that are frequently used during recording.

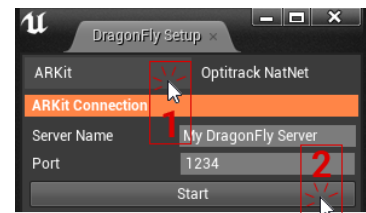
1. On the Unreal toolbar, click the **DragonFly** icon and then click **Setup**.



CONNECT MOTION TRACKING

Perform the following steps to connect to an iPad using the DragonFly iOS app. Alternatively, you can use an Optitrack system. For more information on connecting to an Optitrack server, see the [DragonFly User Guide](#).

1. On the **Setup** panel, go to the **ARKit** tab.
2. In the **ARKit Connection** section, click **Start**.
3. On your iPad, open the **DragonFly** app and tap the name of your sever.



SWITCH THE VIEWPORT TO DRAGONFLY VIEW

- In the top left corner of the Viewport, click **Perspective** and then click **Virtual Camera Viewport** to display the **DragonFly Viewport**.



If your viewport does not display the **Perspective** menu, you might already be displaying the **DragonFly Viewport**. If that's the case, you can switch back to Unreal's viewport by clicking the house icon in the top right corner.



OPEN THE OPERATOR MAIN PANEL

The DragonFly panel is the plugin's central hub for all controls that are frequently used during recording.

1. On the Unreal toolbar, click the **DragonFly** icon and then click **Operator Main**.



SELECT A MASTER SEQUENCE

If your scene contains animations, you can include them in your shots, as long as they are contained in a single master sequence.

- In the **Shot/File Name** section of the **DragonFly** panel, click the **Master Sequence** selector and select your master sequence.



USING DRAGONFLY

- In the **Recording** section of the **Operator Main** panel, click **Record** to start a recording.
- The **Camera** section gives you access to a variety of camera settings that allow you to emulate the visual behavior of a real world camera.
- At the top of the **Operator Main** panel, click **Review** to replay or export your recordings.