



PicHUD is a tag that you can attach to any object (usually, a camera is the best choice) and it will allow you to display a non-renderable movie in the editor, as a reference for animation or modeling.

The files that can be used are **.mov** or **.avi** movies and sequences of images in the following formats: **.jpg**, **.png**, **.gif**, **.tga**, **.tif** and **.psd**.

Movie files (**.mov** or **.avi**) include **fps** (frames per second) information that may be important. But they are slower to process.

Image sequences are faster but require the manual insertion of suitable **fps** information.

Show - Turn on and off the display of the animation frame, in the editor.

Behind - When turned on, instead of displaying the animation from on top of the objects in the editor, the animation frame is shown behind them.

Active View Only - When turned on, the animation frame is only displayed in the active view.

Movie File - This is where the path to the movie file or image sequence is set (just press the (... button). For image sequences, all the images should be on the same folder and the first frame should be selected from the **Open...** dialog.

Info - This is for display only. It provides information about the movie or image sequence.

Start Frame - Defines the frame in the document where the animation frame will start playing.

FPS - Sets the frames per second that are applied to the animation frame.

Reset (button) - Sets the **Start Frame** to 0 and the **FPS** to the native fps if a movie is loaded or to 25 if an image sequence is loaded.

From Document (button)- Fills the **Start Frame** and **FPS** fields with the correspondent values from the current document.

Loop - Is turned on, the movie/image sequence will play in loop (after the last frame, it starts over from the first frame). If turned off, the last frame will remain for the remaining frames.

Match - When set to **Seconds**, each second of the animation (movie/image sequence) will match accurately with each second of the document timeline, even if the fps don't match. When set to **Frames**, each frame of the document will play a frame of the animation.

Location - Dragging the crosshairs sets the location of the frame within the viewport. For finer placement, it is better to adjust the X and Y fields.

Scale - Adjusts the size of the animation frame. A value of 100% will fill the whole viewport.

Opacity - Adjusts to opacity of the animation frame, so that it is not so visually distracting.

Mirror - When turned on, will flip the animation frame horizontally.