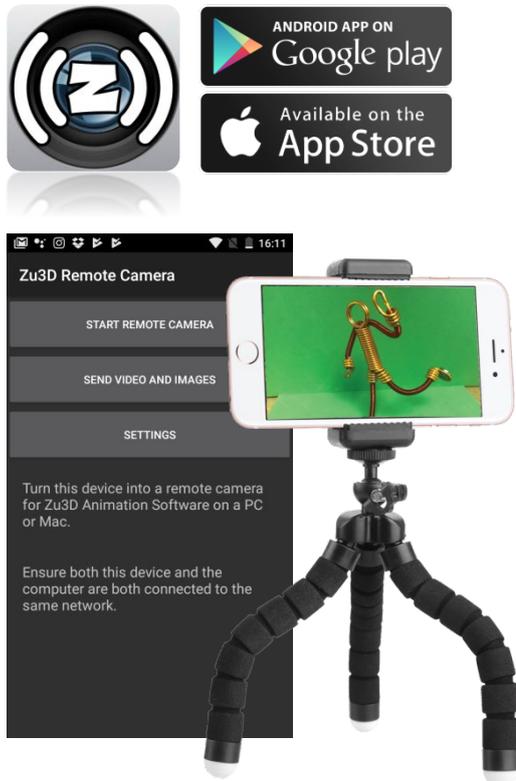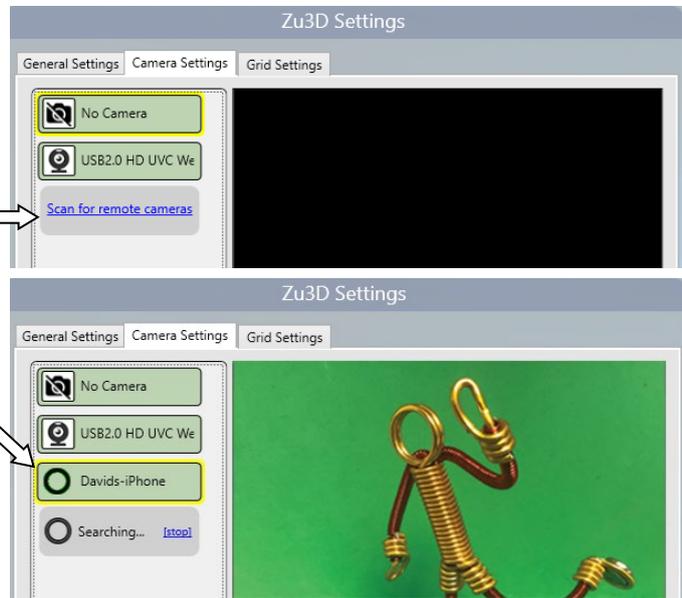To capture frames in Zu3D you can plug the webcam into your computer and go! If you want a higher resolution picture you can try using the Zu3D Remote Camera App on your mobile device (iOS or Android.)

Remote Camera Setup Detailed Instructions

1	Install the Zu3D Remote Camera App on a smart phone or tablet
2	Ensure your device is connected to the same network (e.g. home router / WiFi) as your computer
3	Configure the desired captured and live image sizes under settings. The live image is streamed continuously to your computer. When you take a frame, a higher resolution image is captured from the device into your film.
4	Tap on START REMOTE CAMERA
5	Position the device to view your scene

6	In Zu3D create a new project, then click on Windows: 'Settings' -> 'Capture Settings' Mac: 'Camera' -> 'Remote Camera'
7	In the dialog window that appears click on 'Scan for remote cameras'.
8	When your device appears in the list, click on it, and the live image will appear. Then click 'OK' to use this as your camera.
9	Press the red Capture button in Zu3D to capture frames from your device.

Troubleshooting

If your device doesn't appear in the list try the following steps:

- Ensure both the device and computer are connected to the same local network (e.g. home WiFi)
- Allow 'Zu3D' access through your local computer firewall
- Restart the remote camera app on your device
- Close the camera settings window in Zu3D and reopen it
- Restart your router
- Contact us for more help support@zu3d.com or +44 (0) 33 3344 5471