

Using Tracker – auto tracking

This document assumes you have worked through *Analysing linear motion using Tracker* and can set axes, change the quantities displayed on graphs etc.

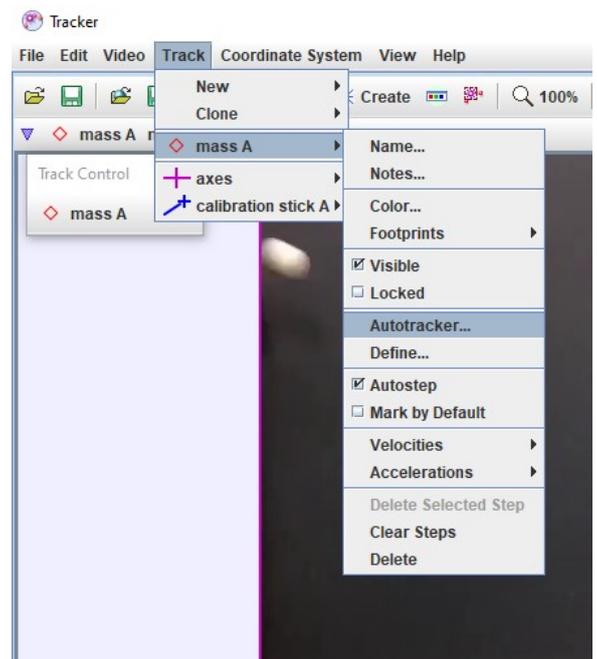
With autotracking, provided that you have a plain object moving across a contrasting plain background, you can get Tracker to ‘follow’ the object, depriving you of all the shift+clicking fun.

Follow the steps in the document *Using Tracker – motion analysis (linear)* but import the video *Projectile for autotrack.mp4*. Keep going right up to and including the point where it says:

Now click **Create** and select **Point Mass**.

Now go to **Track**.

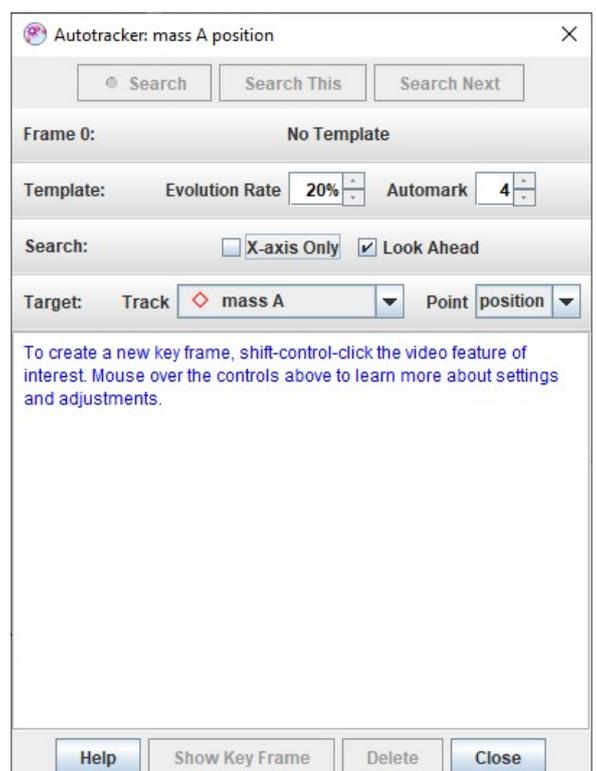
Move to **mass A** and then to **Autotracker**.



This panel appears. When it says ‘the video feature of interest’, it means ‘the thing you want to track’.

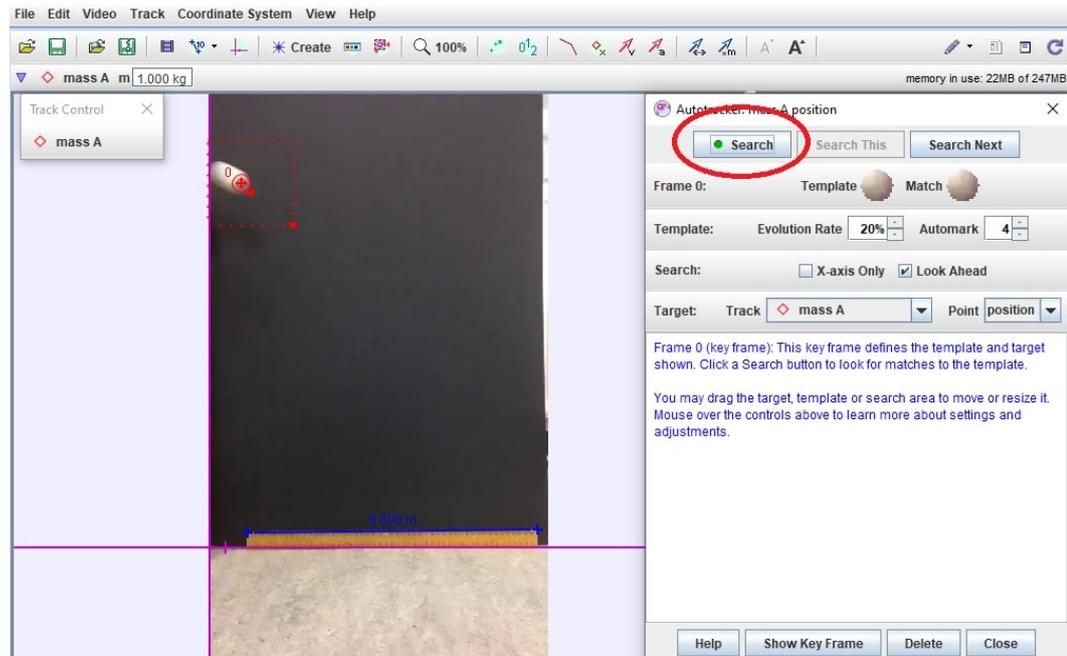
Hold down shift **and** ctrl and click on the image of the ball.

You must hold down ctrl as well as shift or you’ll just be manually tracking the ball as before.



If you've been successful, a marker will appear and a dotted square will show the area in which Tracker will search for the next image of the ball.

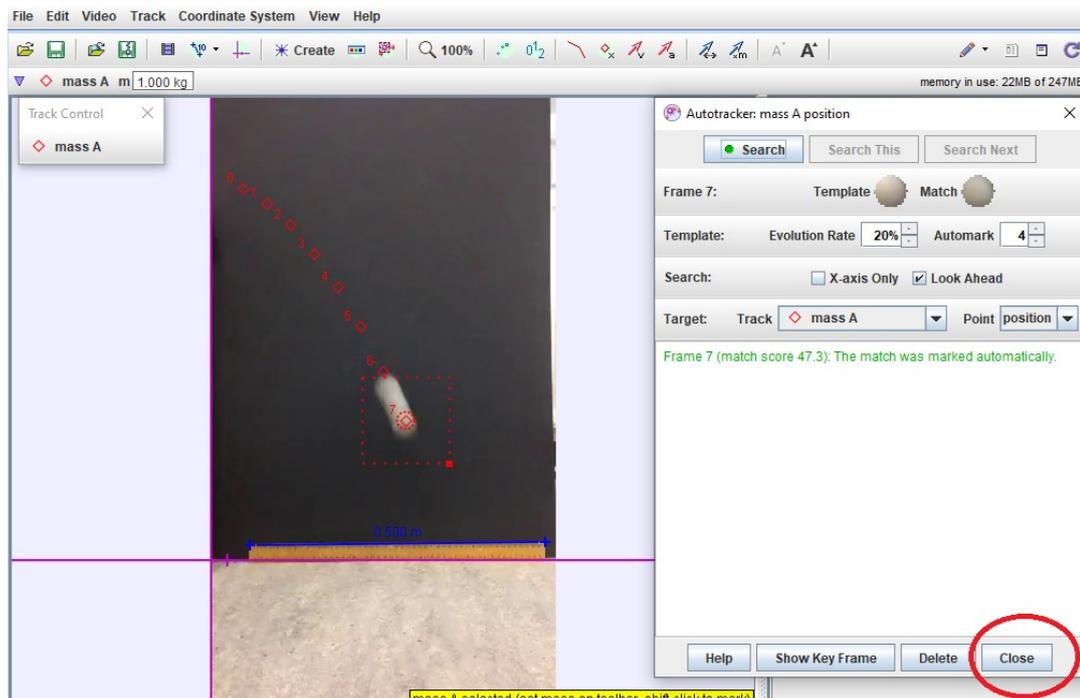
Click **Search** to make it do this.



All being well, Tracker will now automatically track the ball. This is a short video with only 7 frames.

Once it has done this, click **Close**.

You can now analyse your results on the graph as before.



You might be wondering why we used this video and not the full projectile video where the ball bounces. The answer is that we did try, but where the ball bounces, Tracker loses it. This isn't insurmountable – you might like to give it a go and see if you can literally get it back on track.