Moving the Camera

Camera Controllers

At the bottom edge of the scene view are three sets of camera navigation controls. The most common use of navigation controls is to set the camera's initial point of view for best effect in animation.



- A click-and-hold on an arrow will move or turn the camera as implied by the arrow-icon.
- Clicking and dragging in the direction of the arrow will speed up move or turn action.
- You can also click and drag in a direction between two arrows, which will combine the actions of the two navigation arrows



Using Camera One-shots

- 1. Select Camera in the **Object Menu** of the **Properties Panel**.
- 2. From the one-shots menu, select procedures
- 3. From the list of procedures, select the procedure you wish the camera to execute

	0		one shots V
			this.camera: Properties
	(<u>camera</u>) move ⊑ <i>m</i>), ≡ <i>m</i>	►	Procedures
	(<u>camera</u> moveToward < <u>₹₹₹₹</u>	►	Revert original state
	Camera moveAwayFrom (777), 2777	►	Pecities - (v: 0.00 v: 1.56 v: 7.85)
	(<u>camera</u> turn = 1777), = 1777)	►	Position = (x; 0.00, y; 1.56, z; -7.85)
3	(<u>camera</u> roll ⊑777), ≡777)	►	Object Markers (0)
Ч	Camera moveTo (777)	►	Camera Markers (0)
	Camera moveAndOrientTo (???)	►	
	Camera moveAndOrientToAGoodVantagePointOf (777)	►	
	Camera place (2007), (2007)	►	
	Camera turnToFace (???)	►	
	Camera pointAt (117)	►	
	Ccamera orientToUpright		

Using Camera Coordinates – Advanced Technique

It is possible to set the X, Y, Z coordinate position of the camera, but this is a more advanced technique,

- 1. Select Camera in the **Object Menu** of the **Properties Panel**.
- 2. Enter the X, Y, Z Position values in the appropriate text boxes

1	Camera
	one shots 🔻
	this.camera's Properties
	(SCamera) camera <= (new(SCamera))
	Vehicle =
2	Position = (x: 0.00 , y: 1.56 , z: -7.85)
\smile	