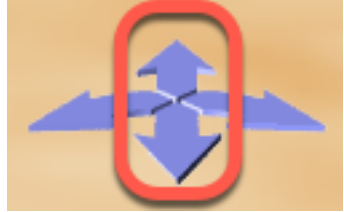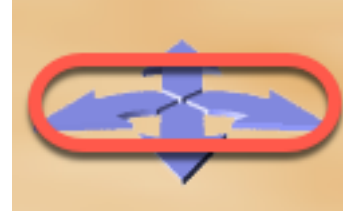# Moving the Camera

## 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.*
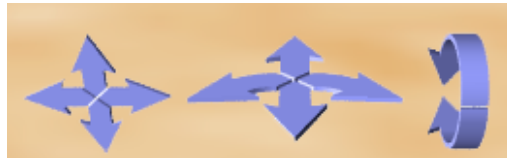


- *A click-and-hold on an arrow will move or turn the camera as implied by the arrow-icon.*
- *Clicking and dragging in the direction of the arrow will speed up move or turn action.*
- *You can also click and drag in a direction between two arrows, which will combine the actions of the two navigation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

| Move Camera Left, Right, Up, Down | Move Camera Forward, Backward | Turn Camera Left, Right | Turn Camera Forward, Backward |
|---|---|---|---|

## 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*
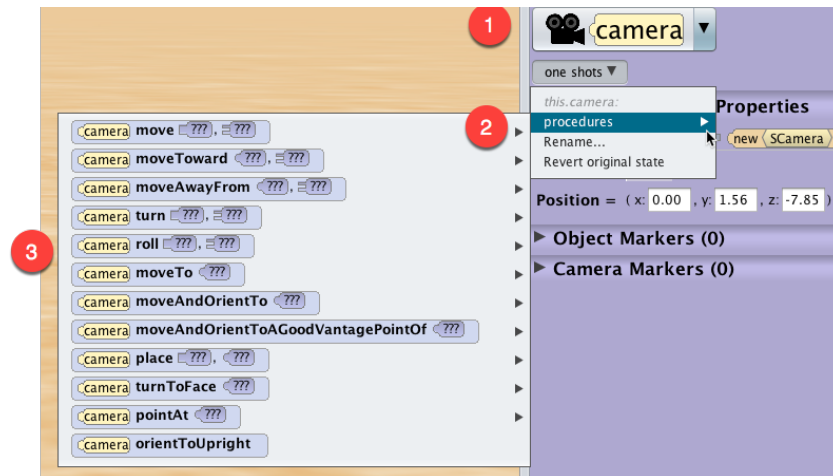
## Using Camera Coordinates – Advanced Technique

*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*