

Camera

Aiming - Where is the camera pointing?

The camera is pointing wherever the Look-at point is aimed. The Look-at point is the crosshair icon inside the red square that indicates the part of the model that is visible in the camera's view.

You can click and drag the Look-at point to change the view of the camera. You can also click and drag the Look-at point to an object, and it will lock onto that object.

Another way to aim the camera is to use the Object panel of the Object Properties palette to select a Target object for the camera. In this way you can target any **named** object or shape in your model, and the camera will always be pointed at that object.

See Chapter 13 **Using Cameras** in the User Guide for more information.

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