

Camera

Animating - What's the best way to animate a camera? I'm having trouble with this.

Animated camera behavior is usually far more predictable if you put a small construction object into the scene, and target it in the camera's Object Properties.

Then you can animate the construction object, or keep it stationary. Cameras can track targeted objects much more reliably than they track the look-at point with no target.

For more information see the User Guide, and this thread on the StrataCafe: [Animating Cameras.](#)

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