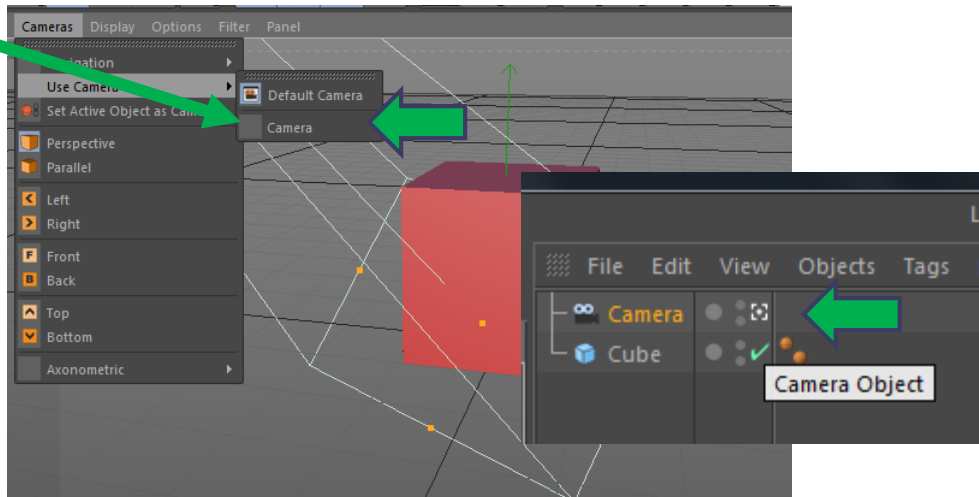
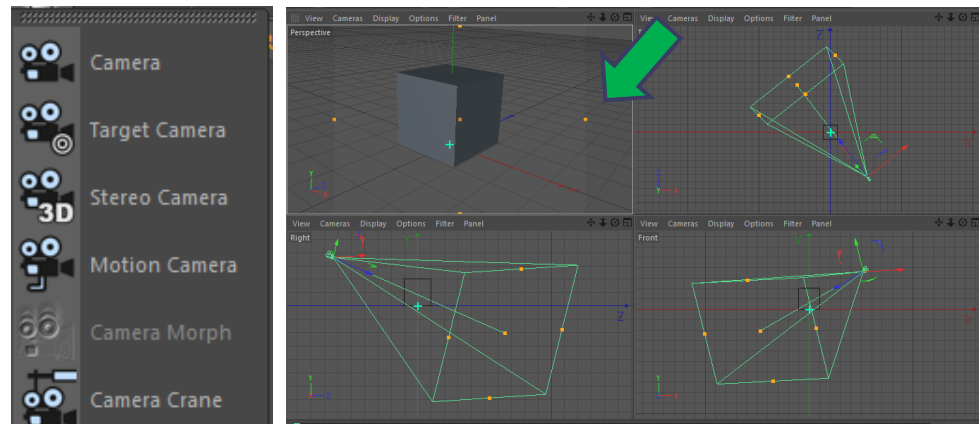


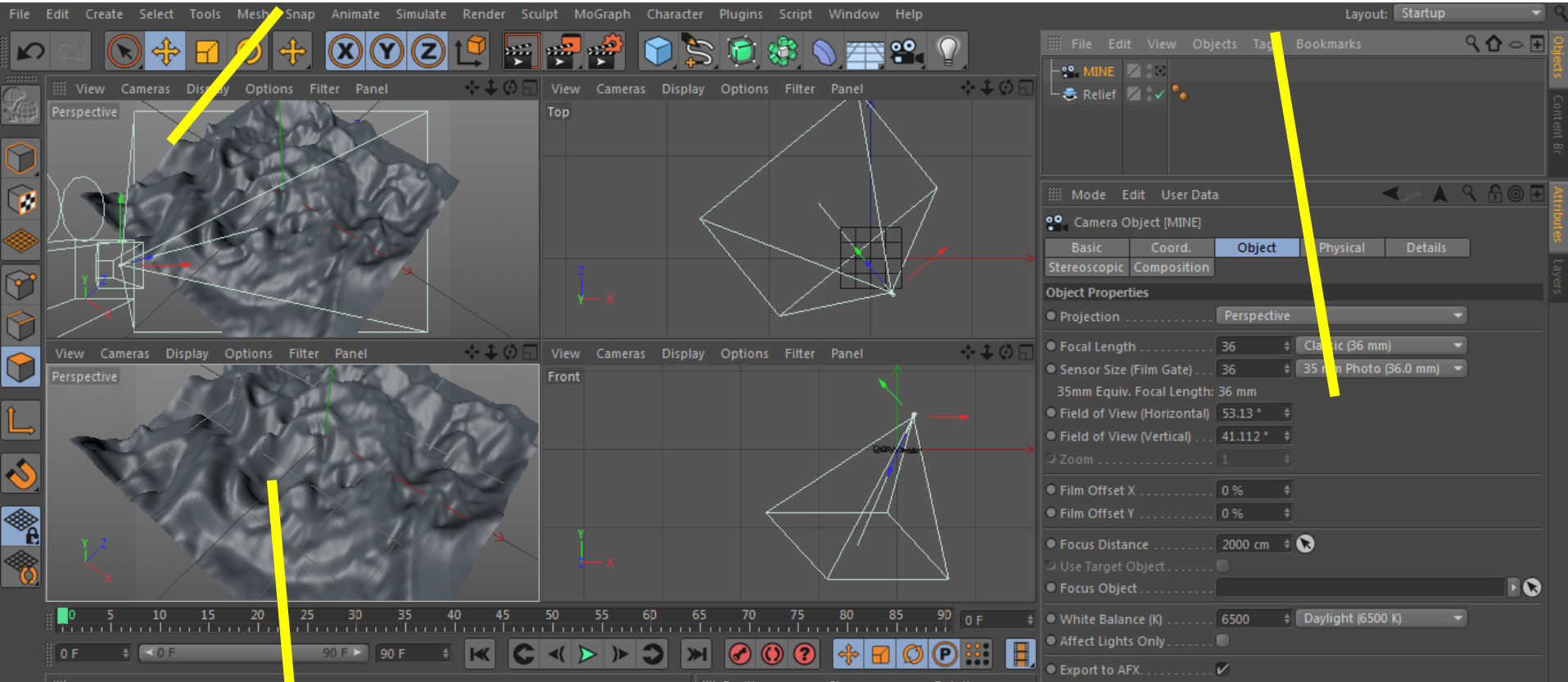
The Camera Object

- C4D allows you to create six types of cameras: Use
 - Camera (default)
- To create camera
 - Create Menu > Camera OR
 - Add Camera Object
- To view scene from camera
 - In Viewport → Cameras > Use Camera >



**Default
Perspective**

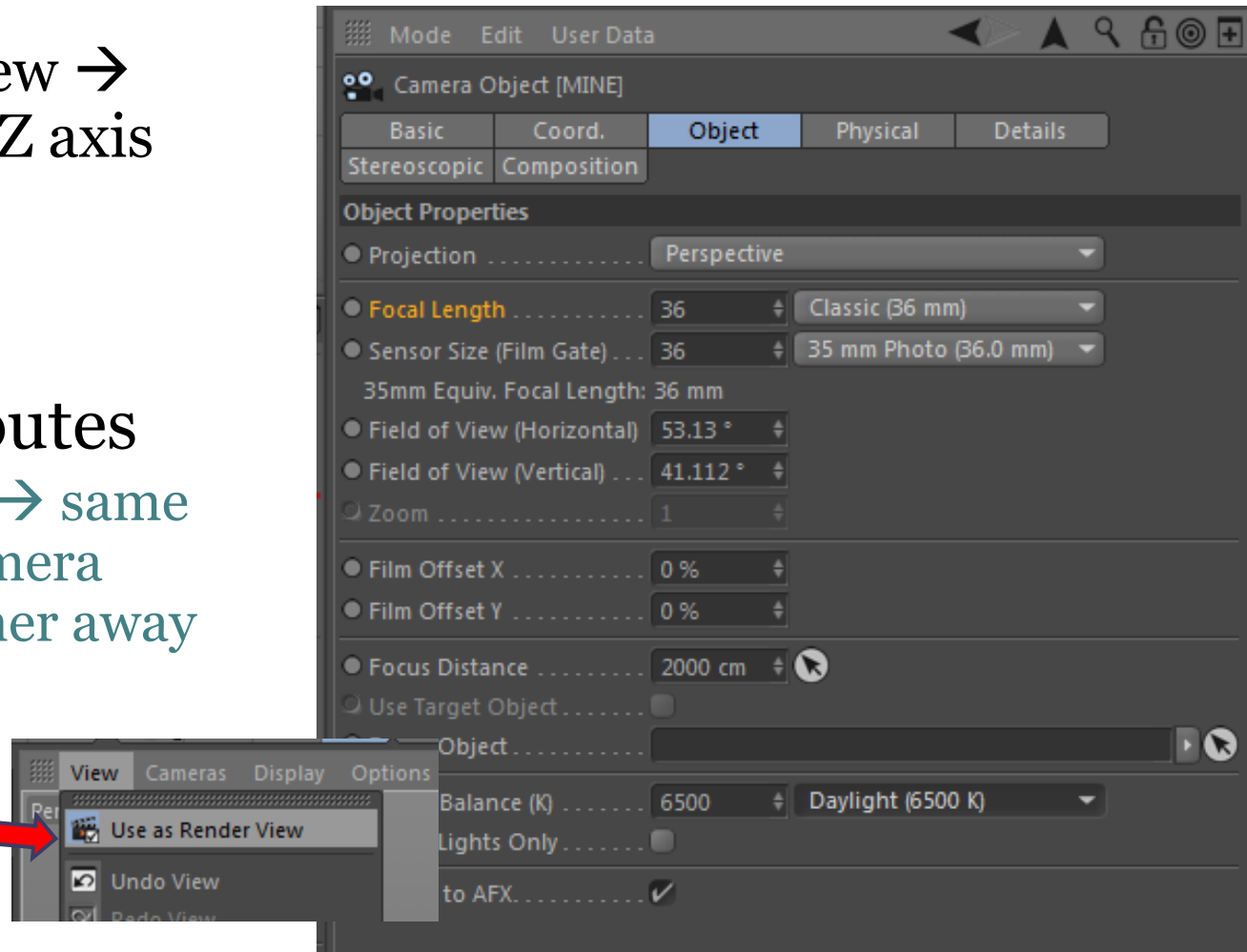
**Default
Camera
Properties**



**Perspective
From Camera**

Camera Attributes - Animation

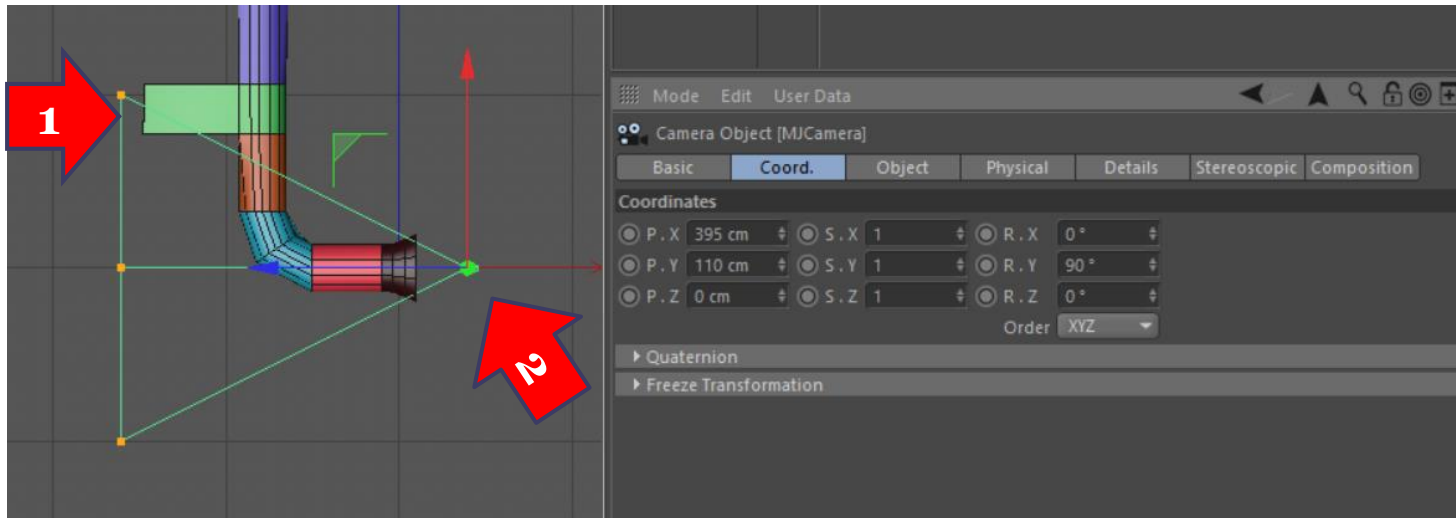
- Direction of view → defined by the Z axis
 - Move
 - Rotate
 - NOT scaled!
- Object Attributes
 - Focal Length → same as moving camera closer or further away of object
- For animation
 - In Viewport

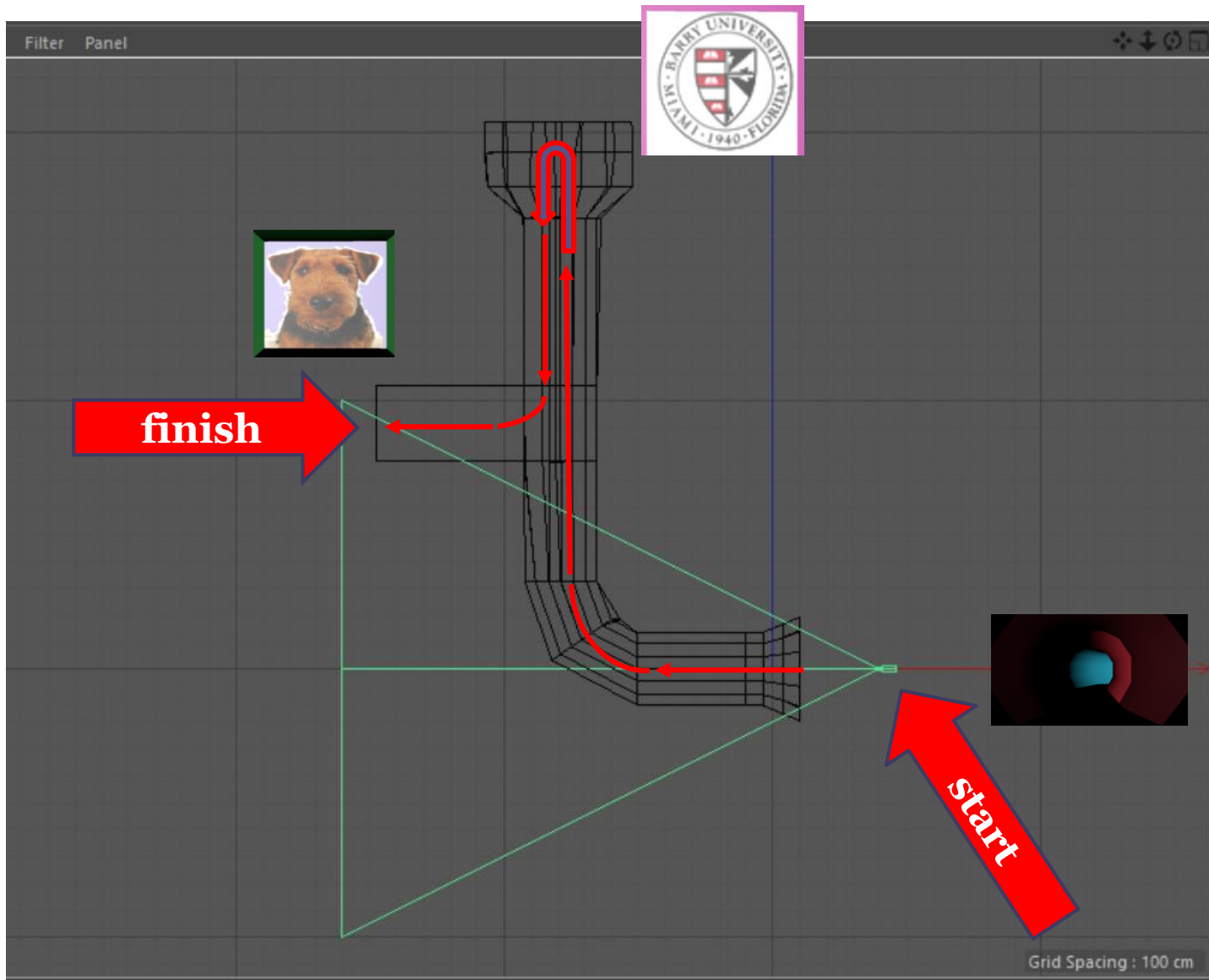


#8 - Camera Animation

Download *camera_animation.zip* and extract

1. Check the scene and add your picture to the object's face still in grey
2. Add a camera with the attributes shown below:



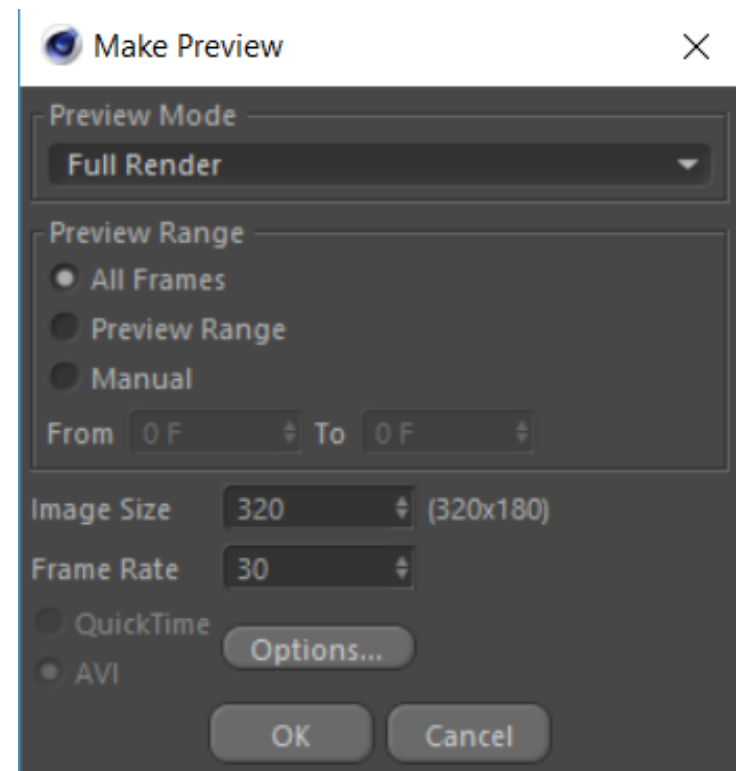


1. Animate your Camera object so it goes slow. Remember, the more frames within keyframes, the slower the animation.
2. Let the Camera "stand" at least 3 seconds in front of the logo and your picture
3. Once you have the Camera animation, fine-tune using f-curves so the Camera follows a smooth path

ALWAYS Preview your animation before rendering!

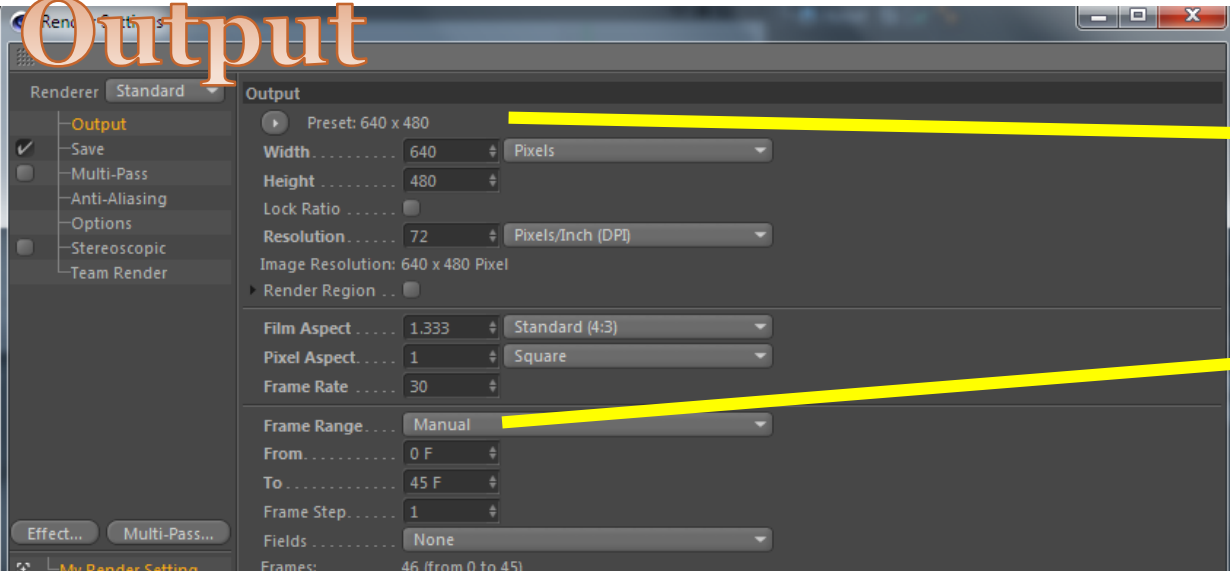
To Preview (NOT render) your animation:

1. In Viewport → View Menu > Use as Render View
2. ALT + B
3. Check All Frames
4. Image Size to 640
5. AVI (if available)
6. Click OK
7. Check Preview file before rendering



Render Settings for Animation

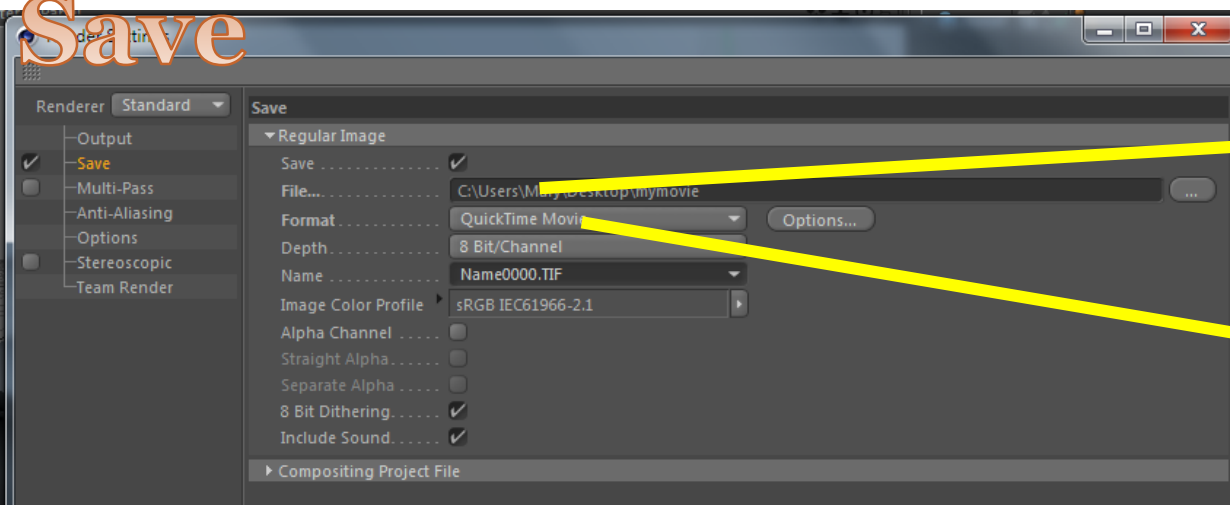
Output



**Preset: Screen
640x480**

**Frame Range: All
Frames OR Manual
From/To**

Save



**File Path (picture
formats)**

**Format: AVI Movie –
(.avi)**