

# Camera Solver Constraint

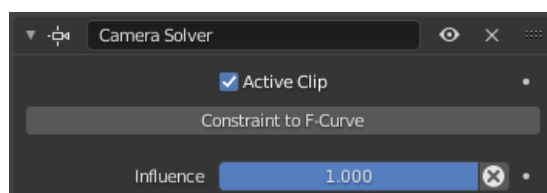
The *Camera Solver* constraint gives the owner of this constraint, the location and rotation of the “solved camera motion”.

The “solved camera motion” is where Blender reconstructs the position of the physical, real-world camera, when it filmed the video footage, relative to the thing being tracked.

## Note

This constraint only works after you have set up a minimum of eight markers and pressed [Solve Camera Motion](#) (Movie Clip Editor ▶ Toolbar ▶ Solve ▶ Solve Camera Motion).

## Options



Camera Solver Constraint panel.

### Active Clip

Receive tracking data from the scene’s [Active Clip](#). If unchecked, an option appears to choose from the other clips.

### Constraint to F-Curve

Applies the constraint, creating Keyframes for the transforms.

### Influence

Controls the percentage of affect the constraint has on the object. See [common constraint properties](#) for more information.

[Previous](#)  
[Motion Tracking Constraints](#)

[Copyright](#) © : This page is licensed under a CC-BY-SA 4.0 Int. License

[Next](#)  
[Object Solver Constr](#)

Made with [Furo](#)

Last updated on 2025-05-10

[View Source](#)  
[View Translation](#)  
[Report issue on this page](#)