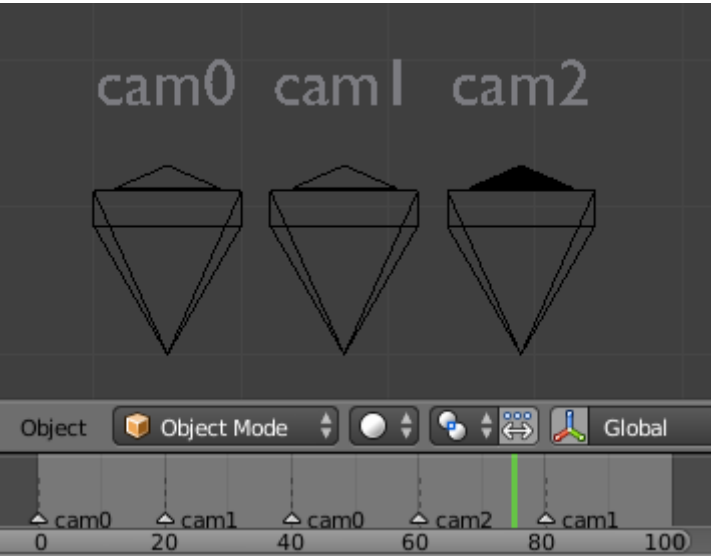# 8.10 Animation - Animating Camera

Animating Cameras

These are some basic tools and properties animators may use for the camera.

Switching Cameras

Switching cameras is done with the Timeline operator 'Bind Camera to Markers'.

The triangle above the camera will become shaded when active.

First in the Timeline, add a set of markers used to switch cameras. Press M to add marker, then `Ctrl M` to rename, duplicated markers should retain the same name.

1. In the 3D View, select the Camera the Markers will switch to.
2. In the Timeline, select the Marker(s) to switch to the Camera.
3. In the Timeline, press `Ctrl-B` to Bind Cameras to Markers.

Moving Cameras

Move Along a Path

Sometimes its easier to move objects on path, see *Moving Objects on a Path* for more info.

Fly/Walk Modes

Fly/Walk Mode can be used in conjunction with the timeline record option.

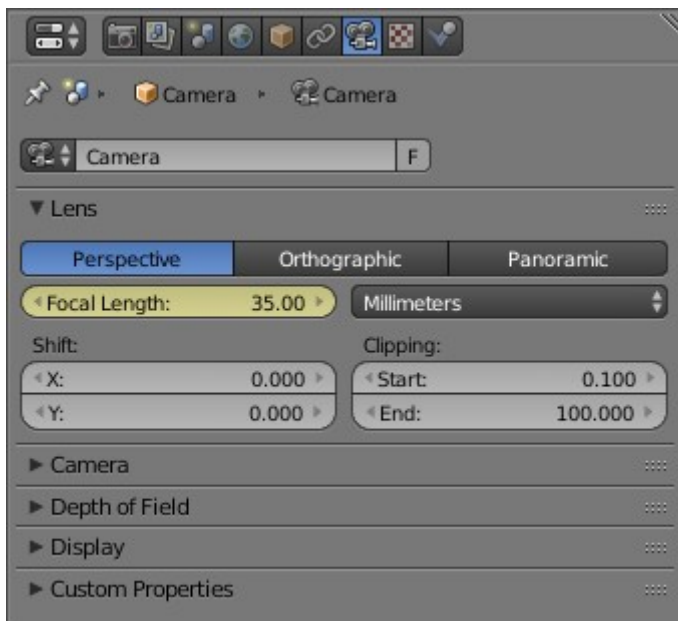To record your flight path as animation curves.

Lock Camera to View

Lock Camera to View can be used in conjunction with the timeline record option.

To record your view-port navigation as animation curves.

Dolly Zoom

The camera has a set of properties and tools via the *Properties Editor.*

While the camera is moving towards an object the *Focal Length* property can be decreased to produce a *Dolly Zoom* camera effect, or vice versa.

The video below demos the *Dolly Zoom* camera effect.

https://vimeo.com/15837189