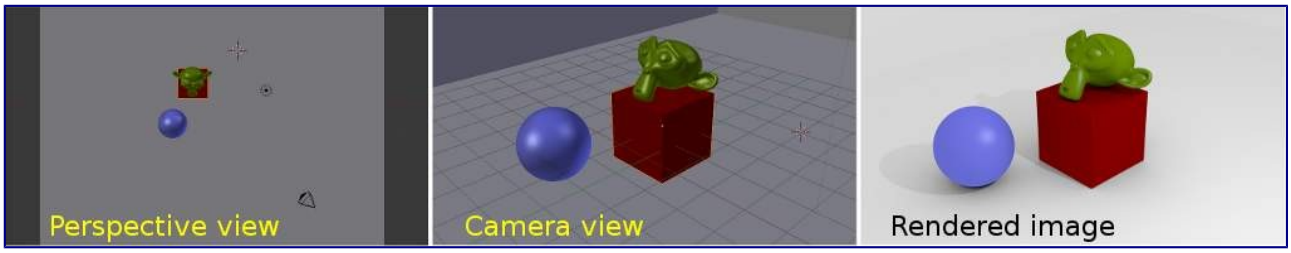
3.2.2.3 Editors - 3D View - Navigation - Camera View

Camera View

Reference
Mode: All modes Menu: View ‣ Camera ‣ Active Camera Hotkey: `Numpad0`

Cameras View can be used to virtually compose shots and preview how the scene will look when rendered. Pressing `Numpad0` will show the scene as viewed from the currently active camera. In this view you can also set the *Render Border* which defines the portion of the camera view to be rendered.



Camera view provides a preview for the final rendered image.

There are several different ways to navigate and position the camera in your scene, some of them are explained below.

Camera Navigation

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Note
Remember that the active “camera” might be any kind of object. So these actions can be used, for example, to position and aim a lamp.

Move Active Camera to View

Reference
Mode: *Object* mode

`Hotkey: Ctrl-Alt-Numpad0`

This feature allows you to position and orient the active camera to match your current view-port.

Select a camera and then move around in the 3D view to a desired position and direction for your camera (so that you're seeing what you want the camera to see). Now press `Ctrl-Alt-Numpad0` and your selected camera positions itself to match the view, and switches to camera view.

Camera View Positioning

By enabling Lock Camera to View in the View menu of the View Properties panel, while in camera view, you can navigate the 3d view-port as usual, while remaining in camera view. Controls are exactly the same as when normally moving in 3d.

Roll, Pan, Dolly, and Track

To perform these camera moves, the camera must first be *selected*, so that it becomes the active object (while viewing through it, you can `RMB` -click on the solid rectangular edges to select it). The following actions also assume that you are in camera view (`Numpad0`)! Having done so, you can now manipulate the camera using the same commands that are used to manipulate any object:

Roll
: Press `R` to enter object rotation mode. The default will be to rotate the camera in its local Z-axis (the axis orthogonal to the camera view), which is the definition of a camera "roll".

Vertical Pan or Pitch
: This is just a rotation along the local X-axis. Press `R` to enter object rotation mode, then `X` twice (the first press selects the *global* axis - pressing the same letter a second time selects the *local* axis - this works with any axis; see the *axis locking page*).

Horizontal Pan or Yaw
: This corresponds to a rotation around the camera's local Y axis... Yes, that's it, press `R`, and then `Y` twice!

Dolly
: To dolly the camera, press `G` then `MMB` (or `Z` twice).

Sideways Tracking
: Press `G` and move the mouse (you can use `X` twice or `Y` to get pure-horizontal or pure-vertical sideways tracking).

See also

Fly/Walk Mode
: When you are in walk/fly mode, navigation actually moves your camera:

Lock Camera to View
: When enabled, performing typical view manipulation operations will move the camera object.