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**Q: What are the three methods for adding a camera to Houdini SideFX?**

**A:**

* Using the Camera Node
  + In the network editor pane of the object level, right-click and add the camera node
  + The scene view will be added with a new camera.
* Using the “Lights and cameras” shelf tool
  + Select the "Lights and cameras" section from the shelf toolbar.
  + Select a camera type from the drop-down menu, such as Camera, Stereo Camera, VR Camera, or Gamepad Camera.
  + Click the camera to add it to the scene view.
* Using scene view, the New Camera option
  + In the top right corner of the scene view, we see “no cam” by default which can be changed by clicking and choosing the “New camera” option.
  + The scene view will be added with a new camera.

