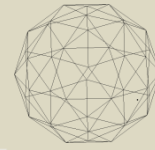


Basic 3D animation using Blender

SKANI101x



Camera setup

Dr. Sameer Sahasrabudhe

Nitin Ayer and Sneha Sanglikar

IIT Bombay

Outline

- Camera basics
- Camera in Blender
 - Aligning camera to view

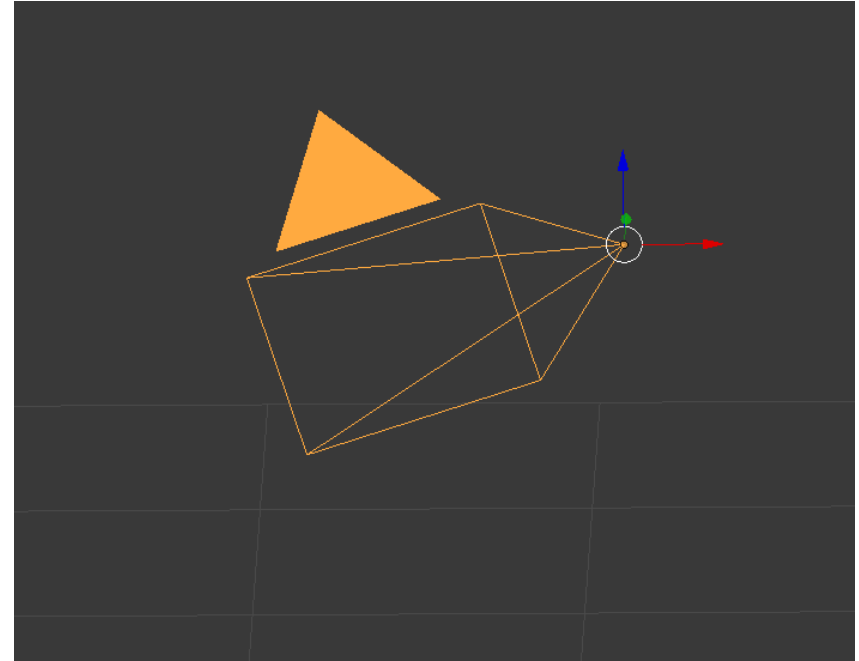
World and camera

- Camera provides the option to select the contents of the frame
- It also facilitates to eliminate other contents, which are NOT required

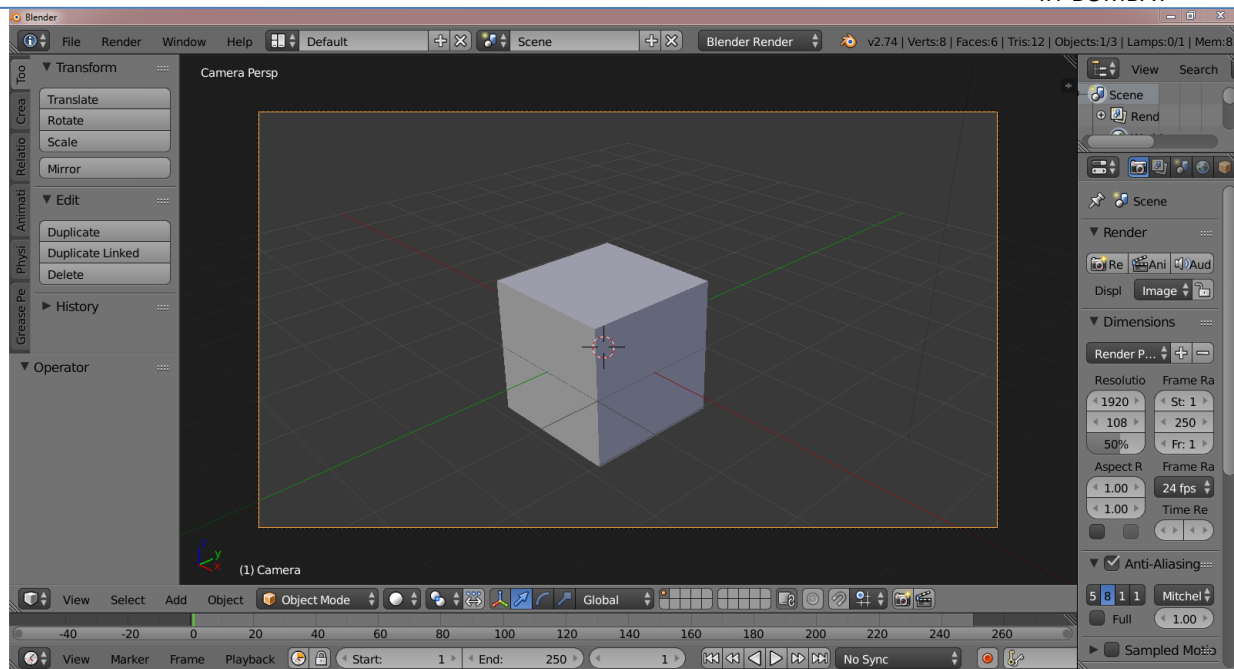


Camera

- 3D world inside Blender is infinite
- Cannot take entire 3D world as output
- Camera is used to define the portion (of the world) to be captured
- Blender has multiple cameras, lenses and options to choose



Blender camera view



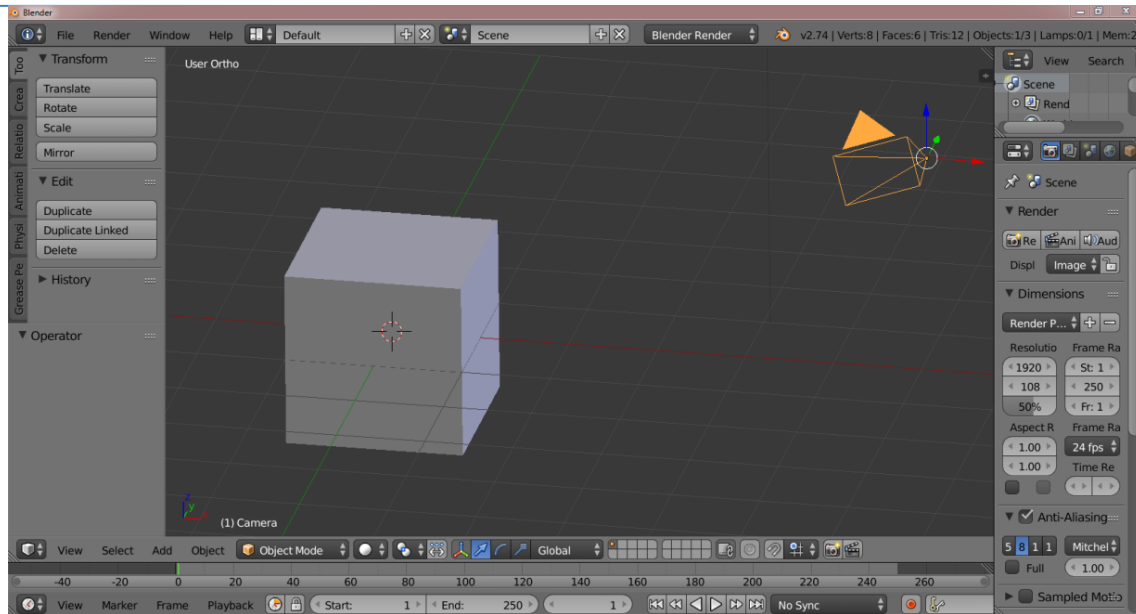
Note: Shortcut numpad 0 is a toggle to go into camera view
and to come out of camera view

Align camera to view

Changing camera position for different angle

Adjusting 3D view

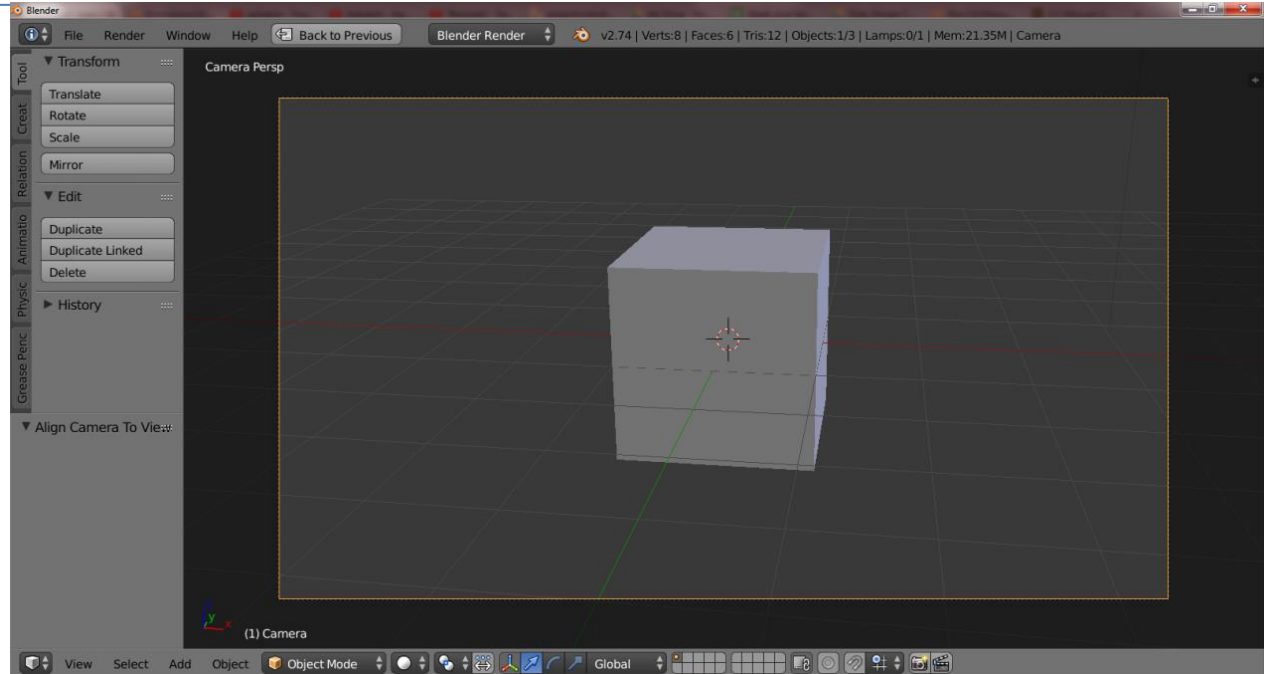
- Use mouse actions and numpad shortcuts
 - zoom in, zoom out,
 - pan, rotate
- Set your 3D view window at the desired position



Align camera to view

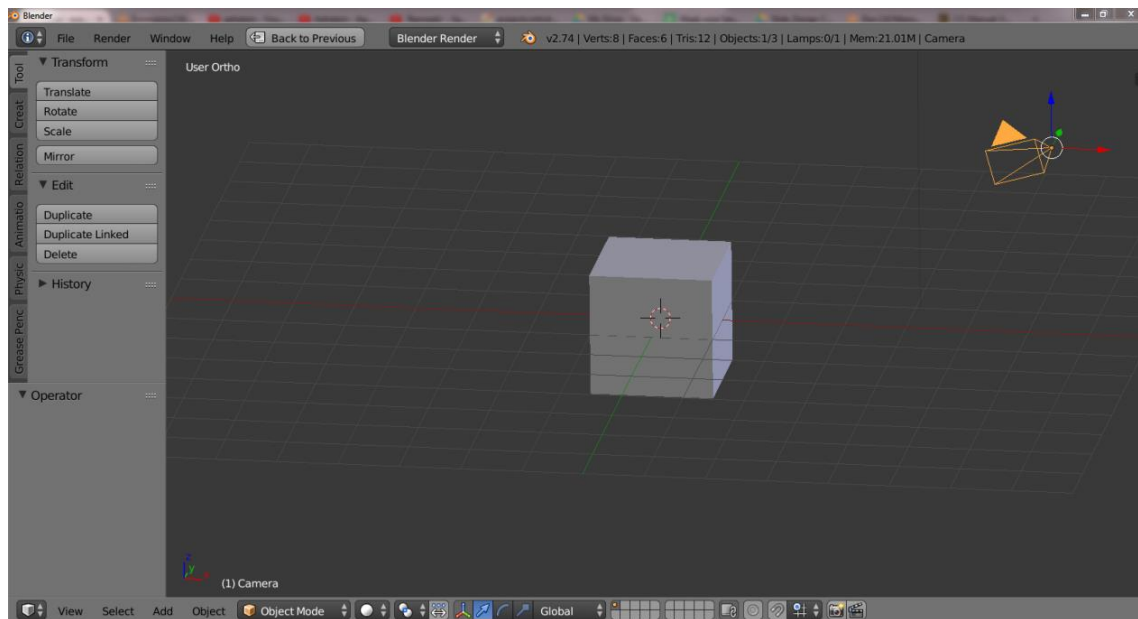
 **Alt + CTRL + O**

Align Active Camera
to View





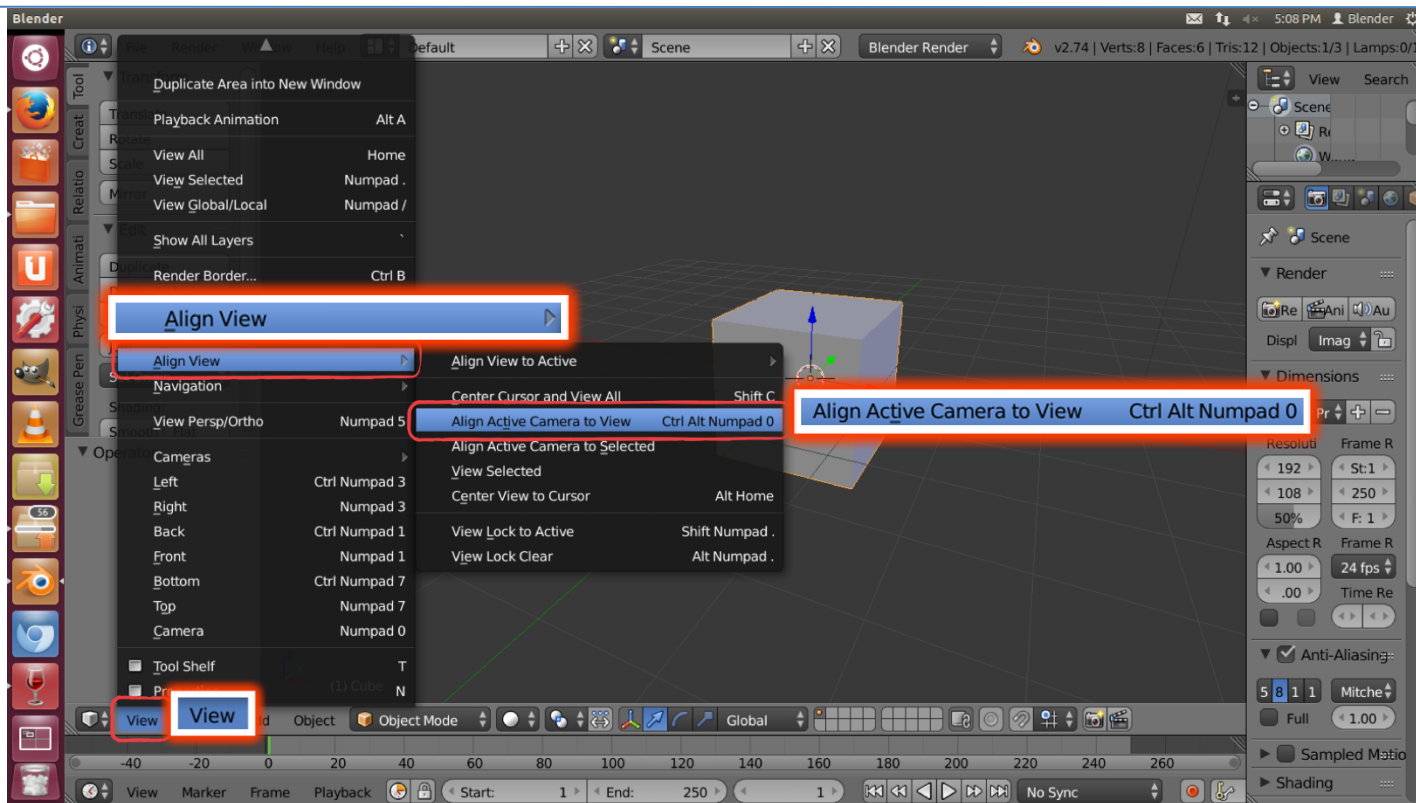
While adjusting 3D view port for a particular angle of the object, make sure the object is at center of 3D view window



Align camera to view – Linux



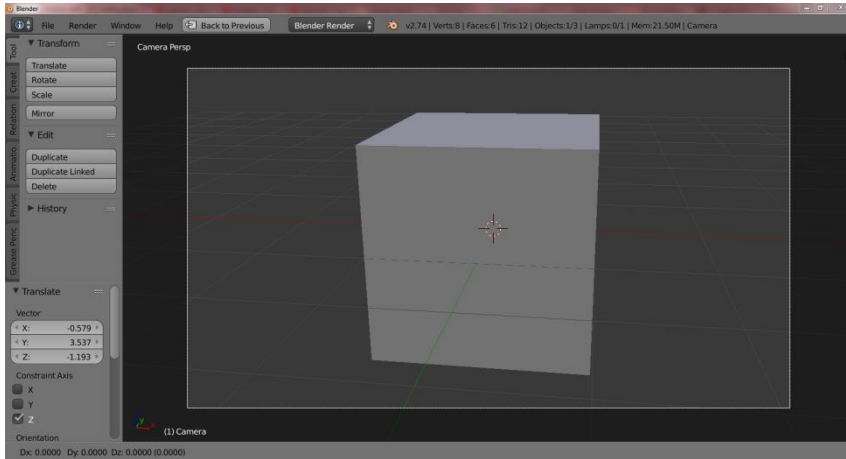
IIT BOMBAY



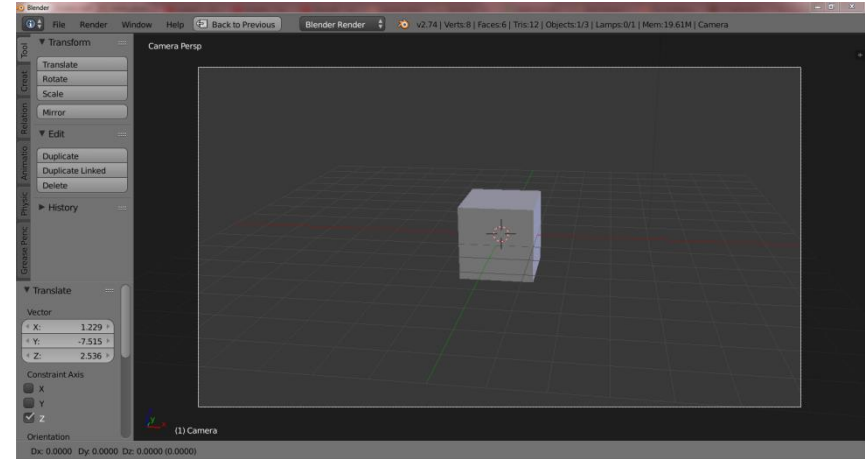
Fine adjustment – Camera zoom

Keyboard / Mouse

G + Scroll button



Zoom in

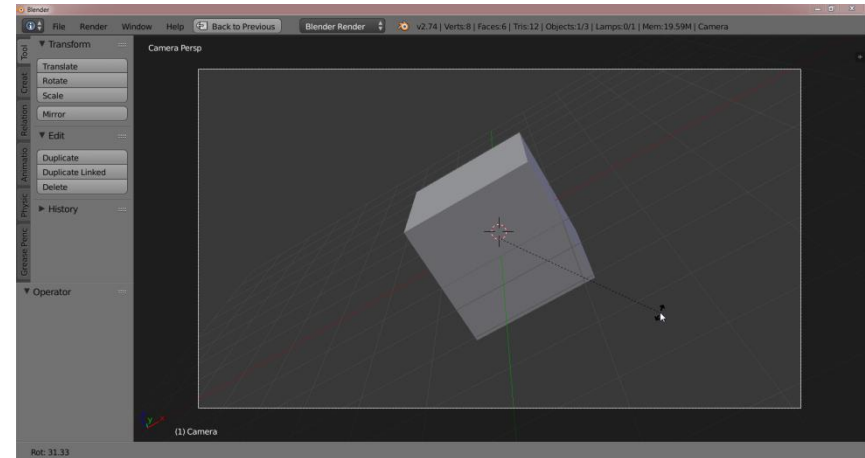
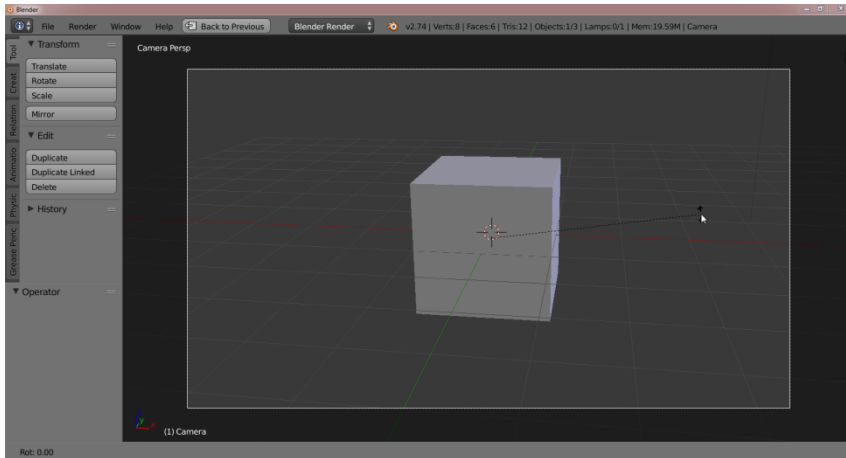


Zoom out

Camera rotate

Keyboard / Mouse

R + Move mouse



Next session

Render setup