

# Camera Menu

In this Panel, the user can create keyframes camera animations and use predefined camera animation functions.



## Camera Animation Group

### Capture Keyframe

Captures the current view in the 3D area with an animated camera, and creates a keyframe at the current location on the animation timeLine.

### Director Record

Director camera gives the user the ability to create animations that combine views from multiple animated cameras/views in a scene. Clicking the Director Record button will create a new camera named director camera and adds it to the Object Tree. The director camera will start recording the views from the existing camera in the active view.

## Predefined Motions Group

### Round Table

This function creates a camera animation, for the whole scene, that rotates 360 degrees around the global Z axis. By default, this animation starts at frame 0 and ends at the last

frame of the animation.

## Helical

Creates an animation that rotates the camera 360 degrees around the global Z axis, with translation from the current elevation of the camera to the ground ( $Z = 0$ ), suitable for showing high buildings.

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