

Maya
2024
Session#3
Camera Animation

Keyframe the camera

Open a scene you have already made.
Or quickly make a new scene with something moving around

In Persp window,,,
>View >Select Camera
Look at Channel Box
(usually at far upper right of screen)
There are many parameters for the Persp camera

In Timeslider drag to frame 0
With Persp camera still selected,
Hit **s** key
This keyframes all the values for the Persp camera
There is a red line at f0 in the Timeline

Drag Timeline cursor to frame 100
Move the camera
Alt + mouse left/right || up/down = camera “track” || camera “crane”
Mouse middle wheel = camera “dolly in-out”
Hit **s** key to save that camera keyframe

Play your animation
The camera moves as the animation plays

Change to Camera Cuts

Make sure your Persp camera is still selected.
In Graph Editor
>Tangents >Stepped

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This creates a camera “cut”

The values do not interpolate gradually.
Instead they abruptly change

Delete the camera animation

To delete all your camera animation,
Make sure Persp camera is still selected
In menu at very top of screen,
>Edit >Delete by Type >Channels

The animation on your Persp camera is deleted
But the animation on your object remains.

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N.B.

It is very easy to get some camera animation.
It is extremely difficult to get good camera animation.