

## Chapter 6- Lighting and Cameras

### Cameras:

By default, your scene already has one camera and that is usually all you need, but on occasion you may wish to add more cameras. You add more cameras by hitting "Shift-A", like creating all other objects discussed up until now. To change which camera is active, you need to select that camera and press "Ctrl" and number pad "0". This changes the active camera.

Like all other objects in Blender, you can adjust the camera settings as well. With the camera selected, click on the **Camera button**. Here are some of the settings options you have:

**Perspective/Orthographic-** Used to set the camera from showing a true-life perspective view to an orthographic view.

**Lens (Focal)-** Set-up a lens length much like a real camera. 35mm is a good, safe setting, but wide and tight angle setting work for different needs.

**Panorama-** Changes camera view to reflect a cylindrical camera.

**Shift-** Pushes the view left, right, up, down from actual camera view, without changing perspective.

**Clipping-** Start and End- How close and how far an object can get to the camera and still be seen. In very large scenes, this needs to be set higher or things "disappear" from view.

**DOF-** (Depth-of-field)- Used with nodes to blur foreground and background objects. This will be discussed in the "Working with Nodes" chapter.

**Limits-** Draws a line in the scene to help you visualize the camera's range.

**Size-** How big to draw the camera on the screen. You can also control size with scale.

**Show Mist-** Used to give you a visual display of how far the camera sees if using Mist (discussed in Chapter 5).

**Title Safe-** Displays the inner dashed box to help with placement of objects and text.

**Name-** With all objects, the name of the object or camera can be displayed on the screen, but this will display the name in the camera view.

**Passepartout-** Shades the area on the screen outside of the camera's view. You can control the darkness of the shaded area with the **Alpha** slider.

