Cameras are the windows into your shots. Let’s have a look at how they work in Blender in this video.

****Notes:****

* Blender 4.2.2
* If the shortcut for the Walk Navigation (Fly mode) doesn't work, in the 3D Viewport, click View > Navigation > Walk Navigation to enable it.

****Timestamps:****

* 00:00 - Intro
* 00:26 - Adding Camera
* 01:17 - Camera Properties
* 02:04 - Depth of Field
* 03:16 - Fly Mode

****Shortcuts:****

* ****Shift + A**** | Add menu
* ****Shift + ˜**** | Walk Navigation