In this lesson we’ll have a look at two simple ways to animate your cameras.

****Notes:****

* Blender 4.2.2

****Timestamps:****

* 00:00 - Intro
* 00:06 - Simple Camera animation
* 01:30 - Parenting Camera to Empty
* 04:25 - Record Camera animation

****Shortcuts:****

* ****Ctrl + TAB**** | Switch from Timeline to Graph Editor
* ****T**** | Set Keyframe interpolation menu
* ****Ctrl + P**** | Parent Objects
* ****Ctrl + C**** | Copy Attributes