In this lesson, we explore foundational camera movement types, and create them in Blender.

****Notes:****

* Blender 4.0.0

****Timestamps:****

* 00:00 - Intro
* 00:38 - Static Shot
* 01:28 - Pan
* 02:43 - Tilt
* 03:24 - Push In / Pull Out
* 04:29 - Zoom In / Out
* 05:15 - Dolly Zoom
* 07:20 - Tracking Shot
* 08:03 - Boom Shot
* 08:56 - Arc Shot
* 09:28 - Handheld
* 10:02 - Outro