In this lesson we learn how to use the camera rig for pans, tilts, dolly shots, smooth bezier curves, and Aim empties to create realistic cinematic camera movements.

****Notes:****

* Blender 4.0.2

****Timestamps:****

* 00:00 - Intro
* 00:10 - Animating Pan
* 00:50 - Animating Dolly Move
* 01:42 - Animating Fly Through
* 03:05 - Animating Boom Shot
* 04:36 - Animating Dolly Move with Aim
* 05:14 - Animating Arc Shot