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 - Camera Move
* 00:50 - Secondary Camera Movement
* 01:50 - Camera Shakify Addon
* 02:50 - Using Noise Modifier

****Links:****

* [Camera Shakify add-on by Ian Hubert](https://github.com/EatTheFuture/camera_shakify" \t "https://academy.cgboost.com/courses/master-cinematic-storytelling-in-blender/lectures/_blank)

<https://github.com/EatTheFuture/camera_shakify>