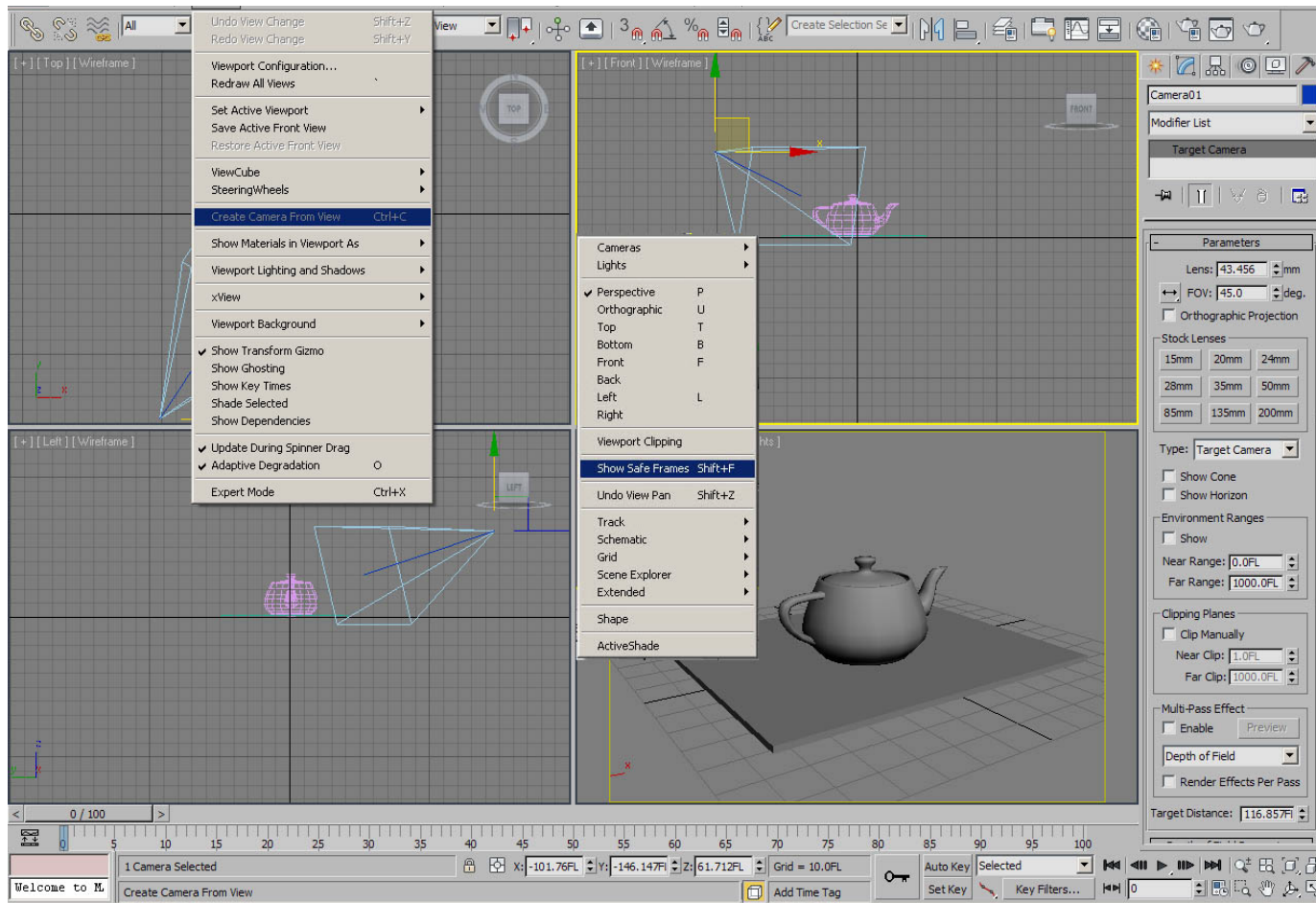


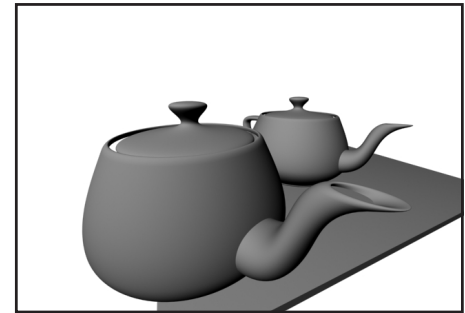
Cameras

Cameras allow you to control the look of your scenes and animations. Just as in real life, 3D Max has a variety of camera types, complete with different lens' and options.

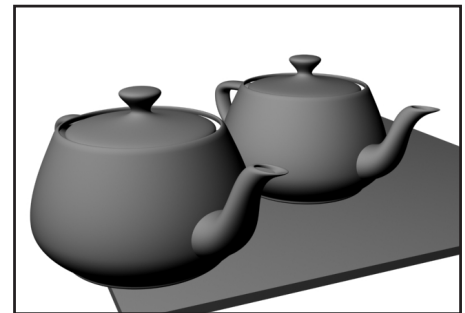
1. The fastest way to set up a camera is to go into the "Perspective" viewport and do rough set up of how you want the scene to be viewed.
2. Go to the "Views" menu and select "Make Camera From Viewport"



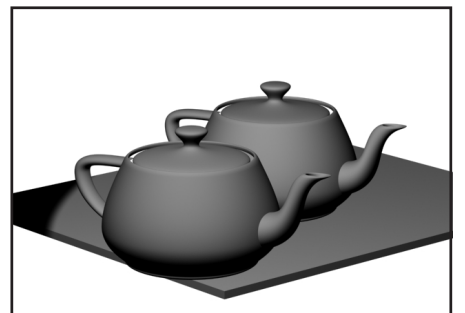
The same scene using three different camera settings



15mm



50mm



200mm

3. Don't forget to turn on "Show Safe Frames". This shows you the edges of the picture frame.

The camera, like any other object, can be selected and then modified in the "Modify" panel