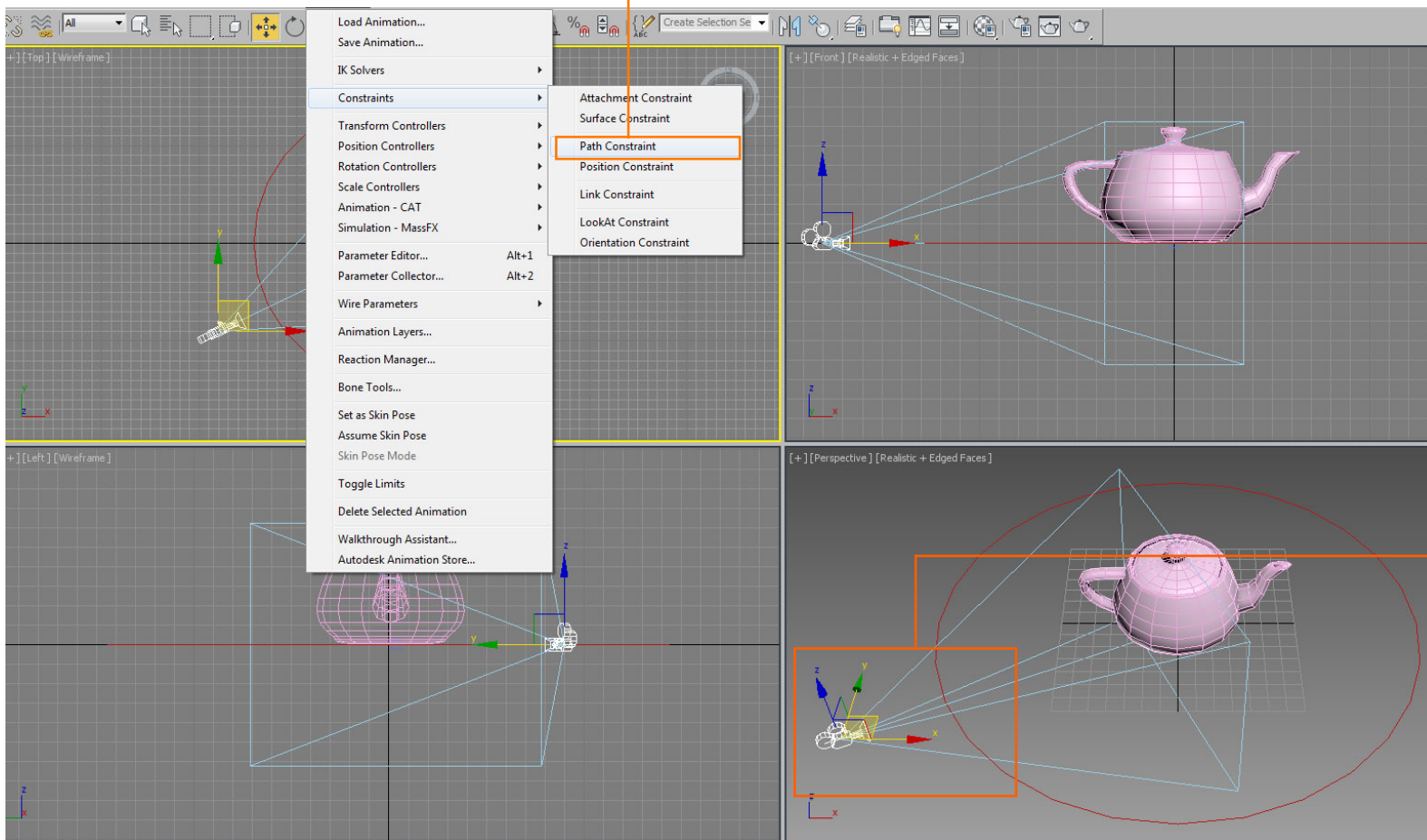Sometimes you might want to create an animation that has the camera rotate 360 degrees around your model. This is how.

1. Place your model in the middle of the grid.
2. Make a circle around the model.
3. Create a target camera that has it's target in the midle of your model.

4. Select the camera.
5. Locate "Path Constraint". It is under "Animation" - "Constraints".

6. Connect the camera to the circle.

The animation is automatically created and camera will follow the circle when played.

Adjusting the circles' parameters and position will in turn adjust the camera.