

Cameras present a scene from a particular point of view. You can add a Camera from the RollupBar. It's available in **Objects > Misc**.



This section provides you tutorials and documentation regarding the use of cameras in CRYENGINE.

- [Animating the Camera by Moving the Viewport](#)
How to animate the camera by navigating the viewport.
- [Making the Camera Point at a Target](#)
Creating Target Cameras that view the area around a target object.
- [Camera Blending](#)
How to properly blend Cameras in and out of Camera controlled events.
- [Depth of Field](#)
Explains the proper setup and usage of Depth of Field in CryENGINE 3.
- [Aligning the First Person Camera](#)
How to setup a First Person Camera and fitting it to First Person animations.
- [Creating Orbiting Cameras](#)
How to setup an orbiting camera that follows an object.
- [Camera Shake in Track View](#)
Demonstrates adding camera shakes to your cutscenes.