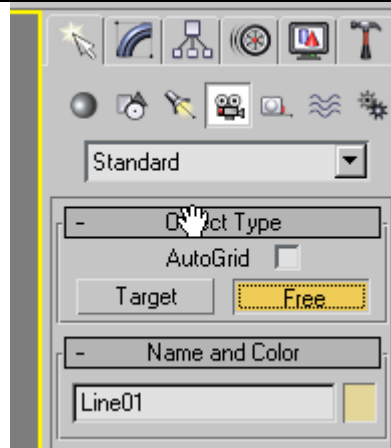


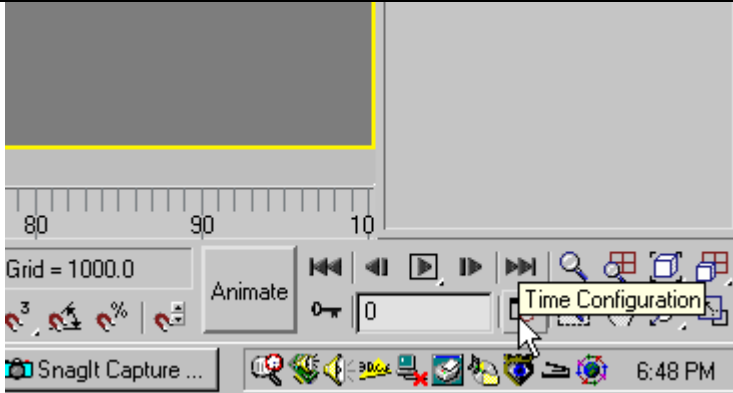
We have added our path, now we want to go back and edit its shape. It looks ok in top view but in the left view we can see that it is too far above the terrain. Before we edit the path, let's add a camera to the path



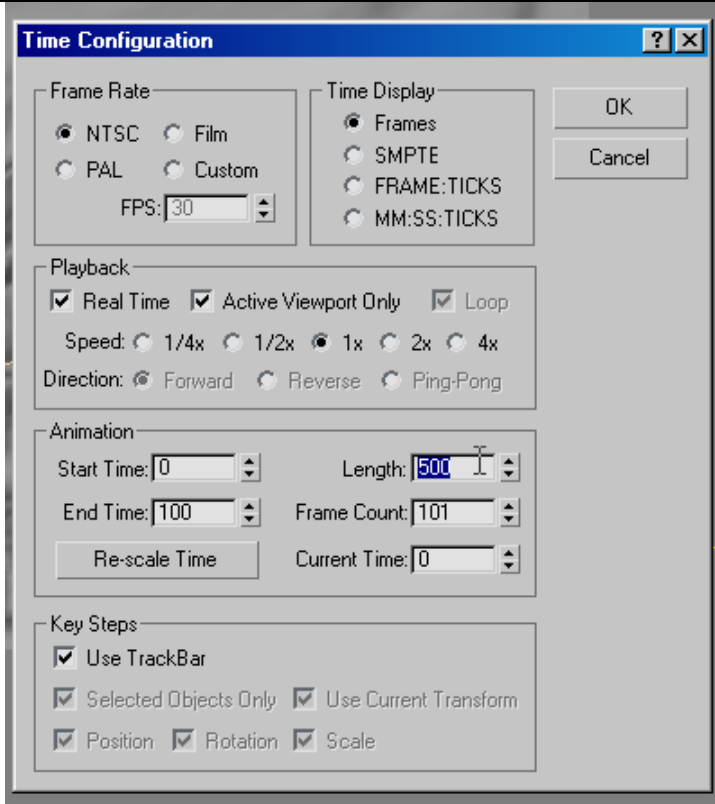
Under cameras. Select Free camera



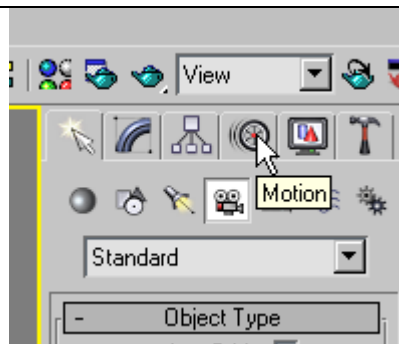
In the top view, click once near the beginning of the path to create a camera



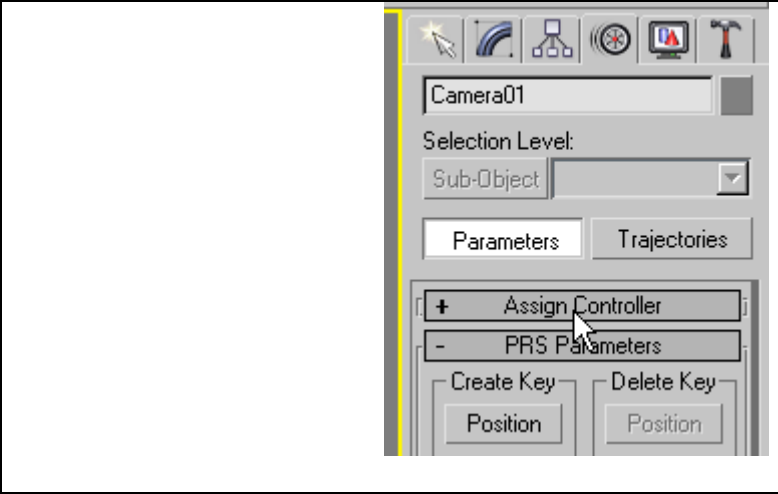
Next, we need to change the length of time for our animation. The default setting is 100 frames which is 3 1/3 seconds, our camera would be moving much too fast so we need to slow it down by adding more frames. Near the lower right corner of the screen, click on the Time Configuration icon



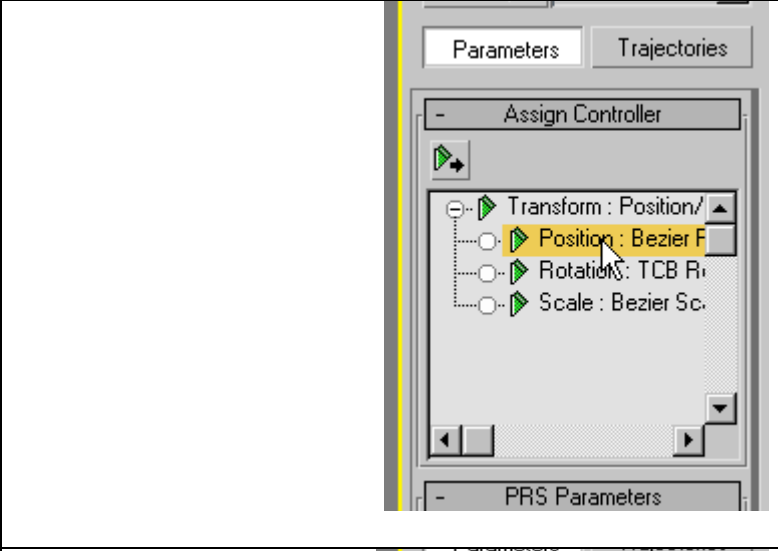
Change our Length to 500



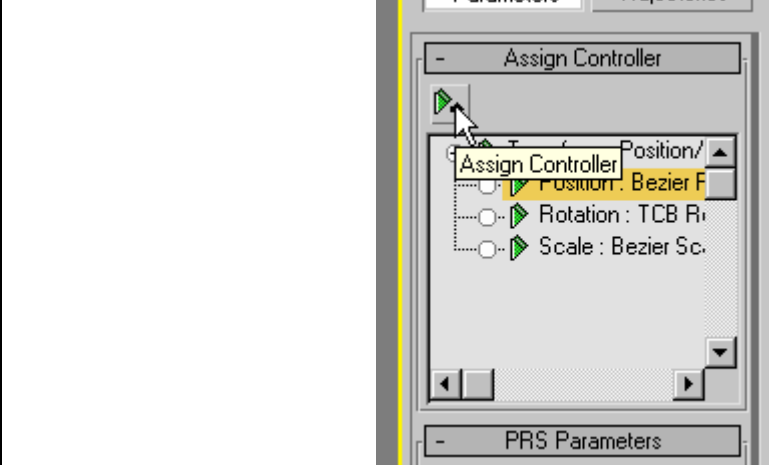
Make sure that our camera is still selected and click on the Motion icon in the Command Panel



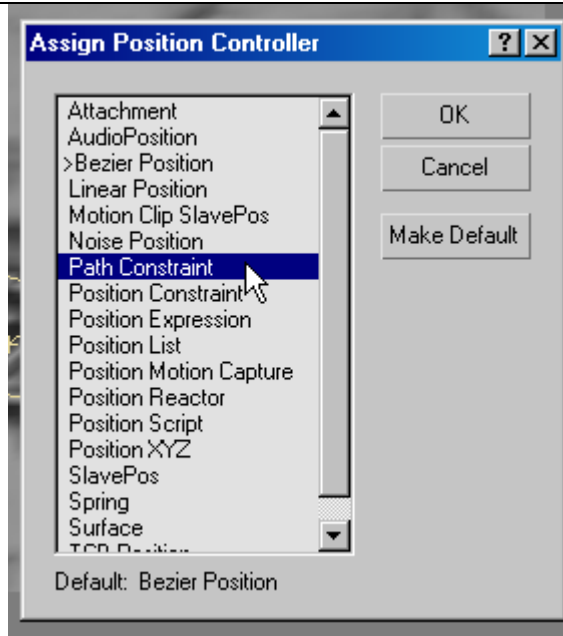
Then open the Assign Controller Rollout



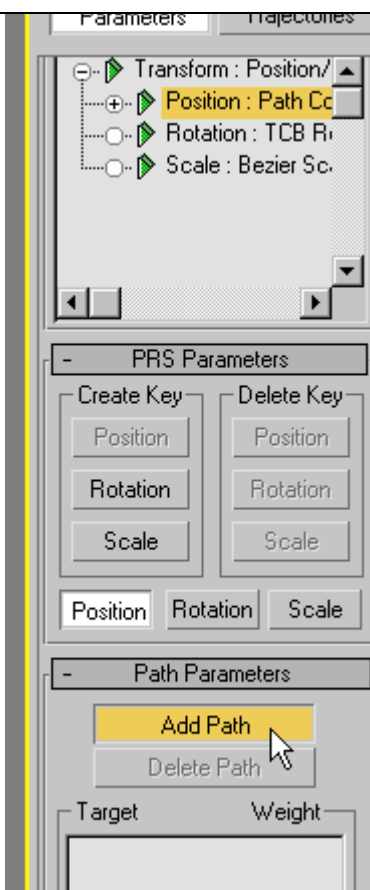
Click on Position to highlight it



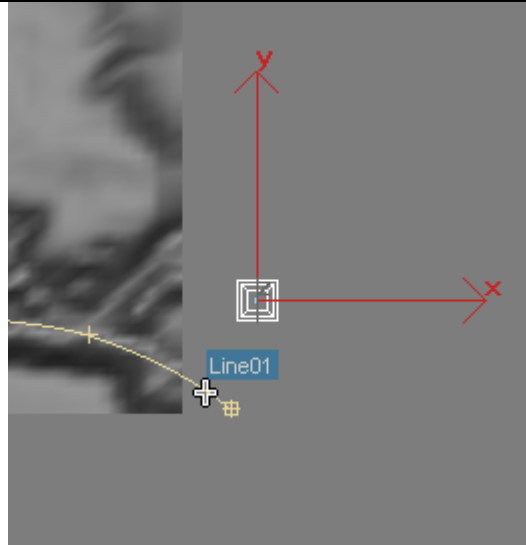
Then Click on Assign Controller



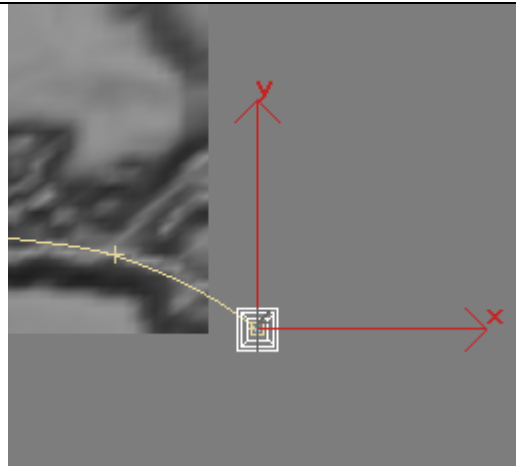
We want to add a Path Constraint to our camera. Click on Path Constraint then OK to close this dialog box



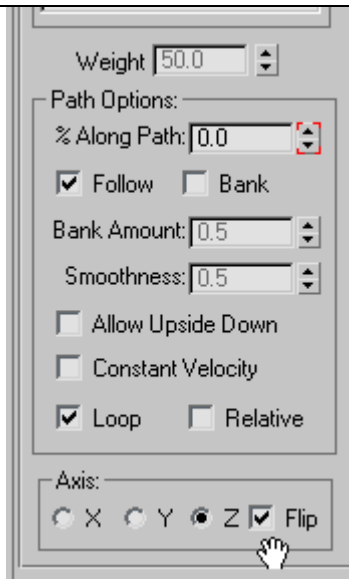
Next click on Add Path



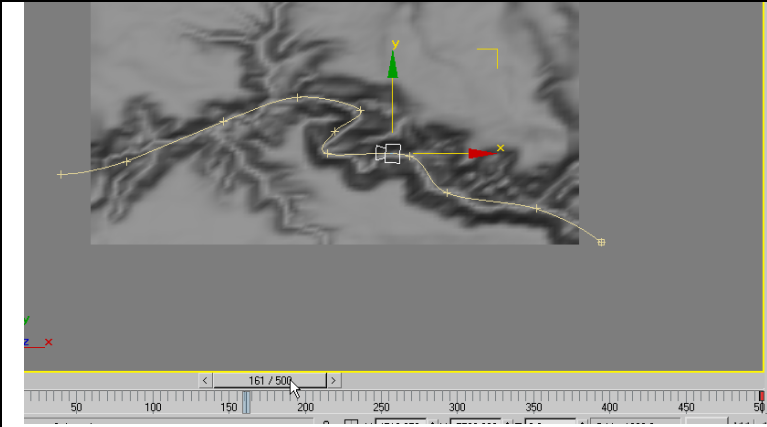
Then click on the our line in the Top view



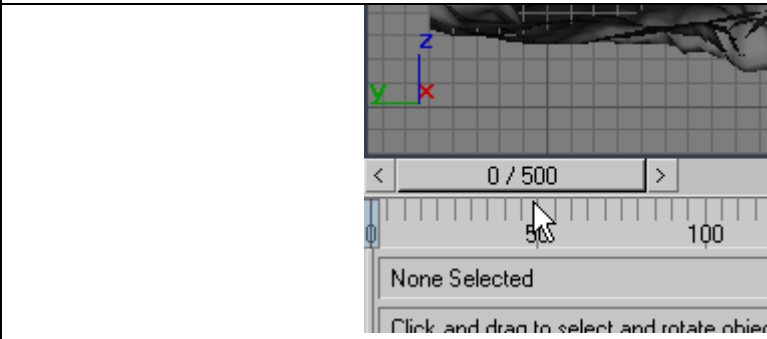
If done correctly, the camera should jump to the beginning of the path



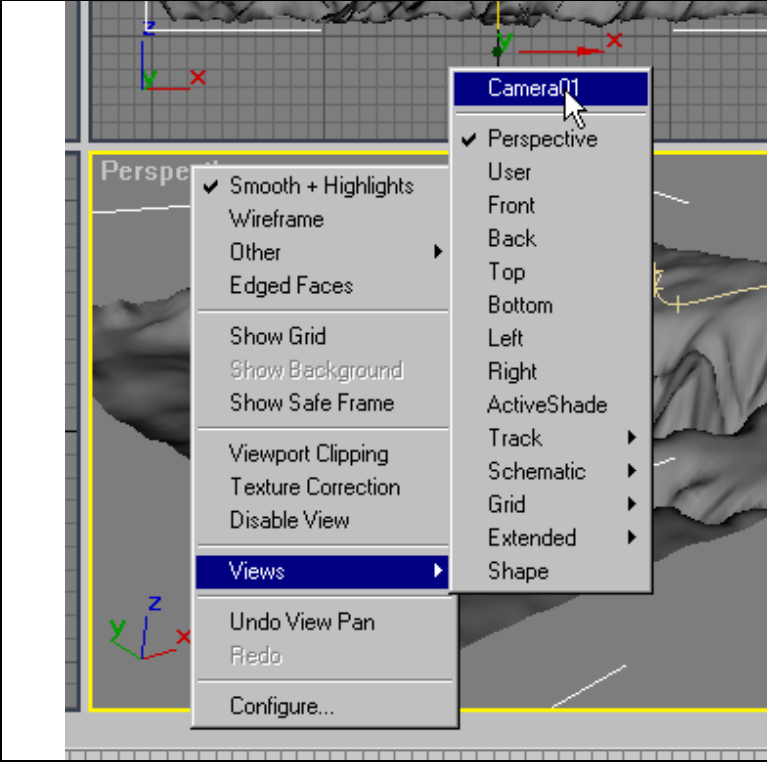
Our camera is pointing in the wrong direction, it is facing straight up. First make sure the Follow box is checked. Then, under Axis, make sure the Z and Flip radio buttons are selected



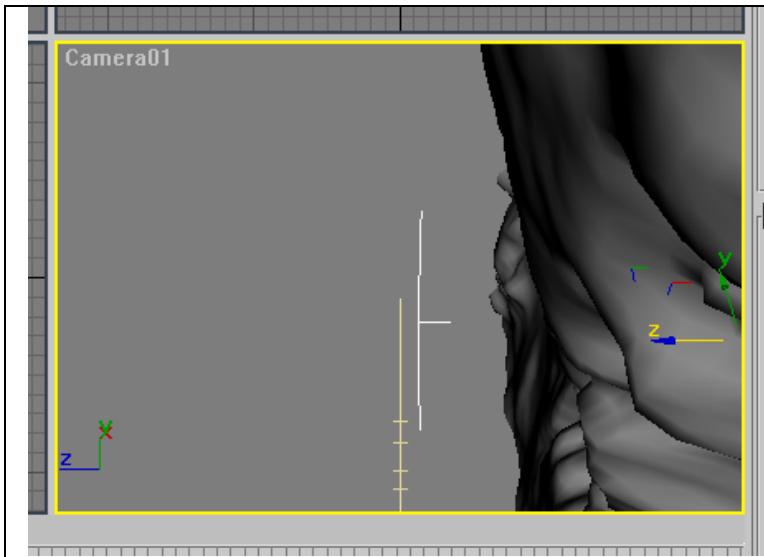
When we drag our time slider, we should see the camera traveling along our path



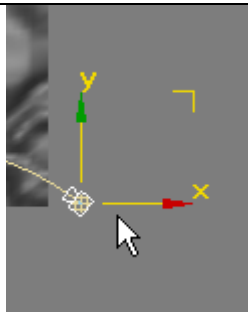
Drag the time slider back to frame 0



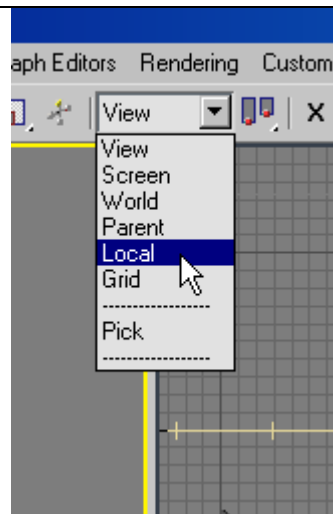
Lets change the perspective window to Camera 01 so that we are looking through our camera



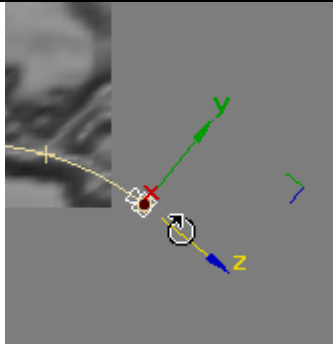
Oh no! Our camera is turned on its side.



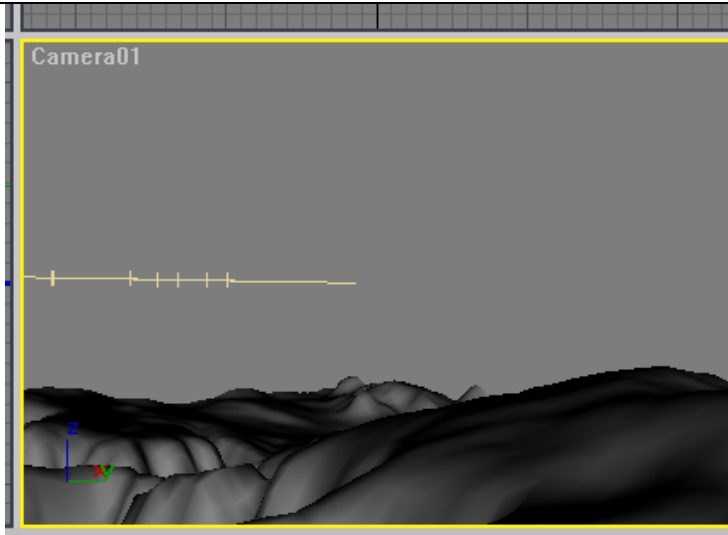
Select the Camera so that we can rotate it. Notice our the axes are not aligned with the direction of the camera. If we try to rotate it now it will rotate to an undesirable direction



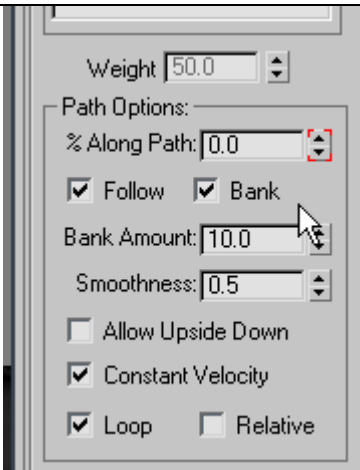
We can change the orientation of the axis by selecting Local under the View rollout along the top of the screen



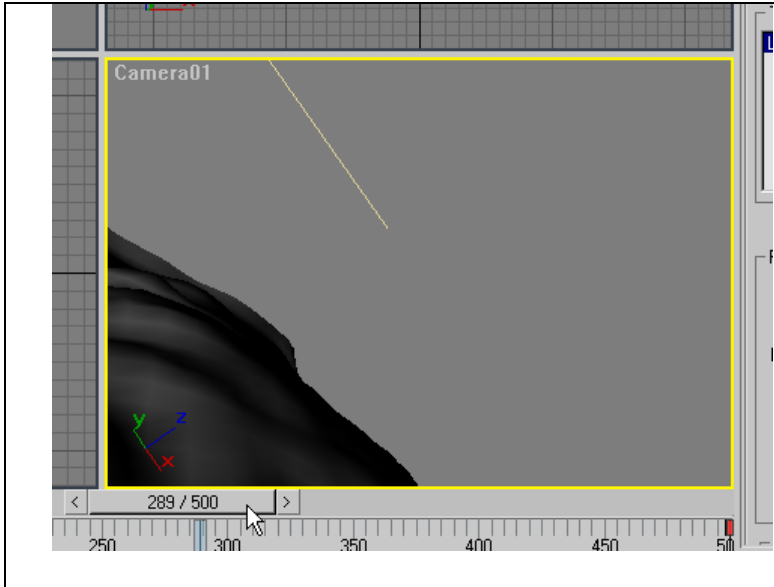
Now compare the orientation of the axes to before. If we rotate now along the Z axis, the camera will still face forward but will be upright. Rotate **and** watch in the Camera 01 view at the same time to correctly align the camera



Now, the camera is upright



Under Path Options, place checks in Follow, Bank and Constant Velocity. Change Bank Amount to around 10.



We drag the time slider the camera will move along the path and bank as it goes around curves in the path