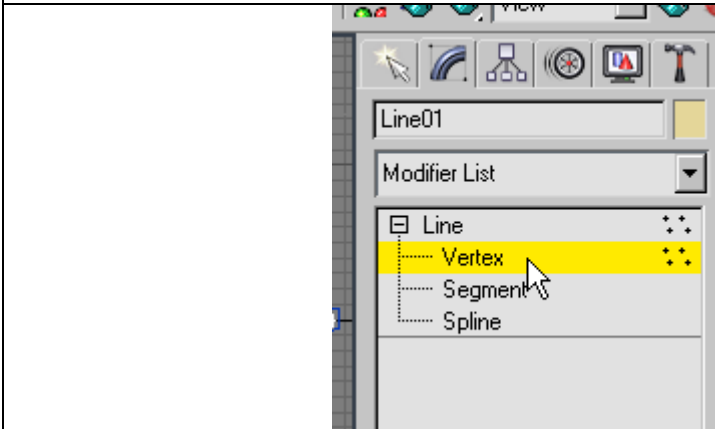
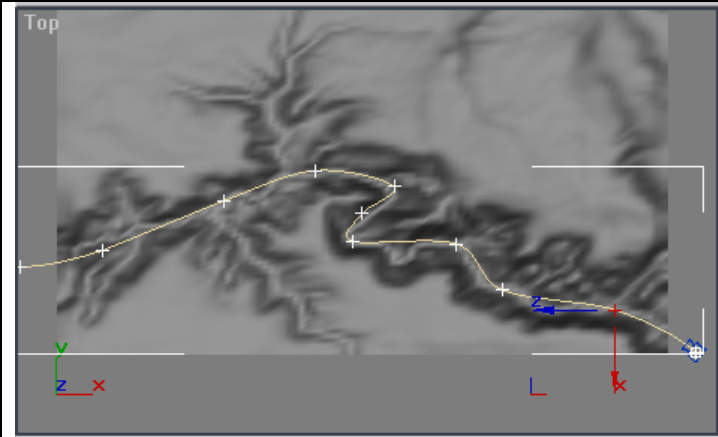


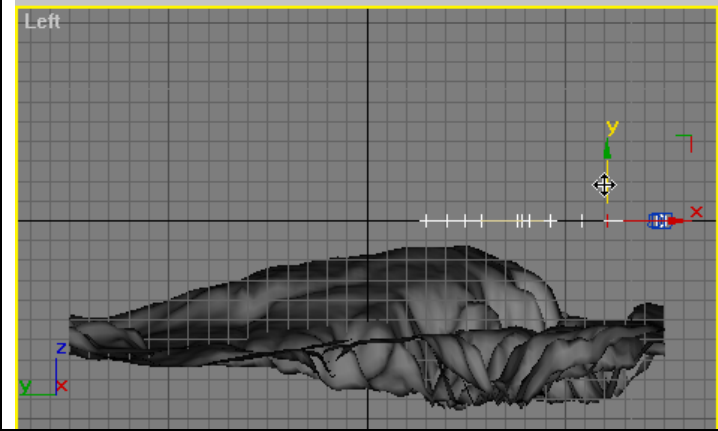
Now we are ready to adjust our Path

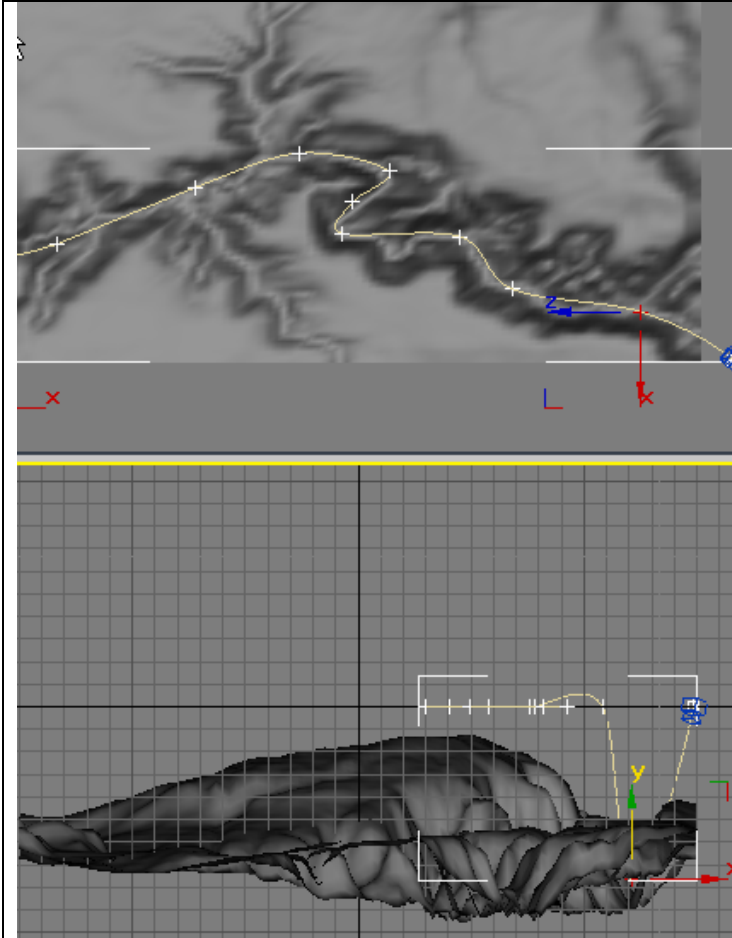


Select the line and Lets edit it at the Vertex level



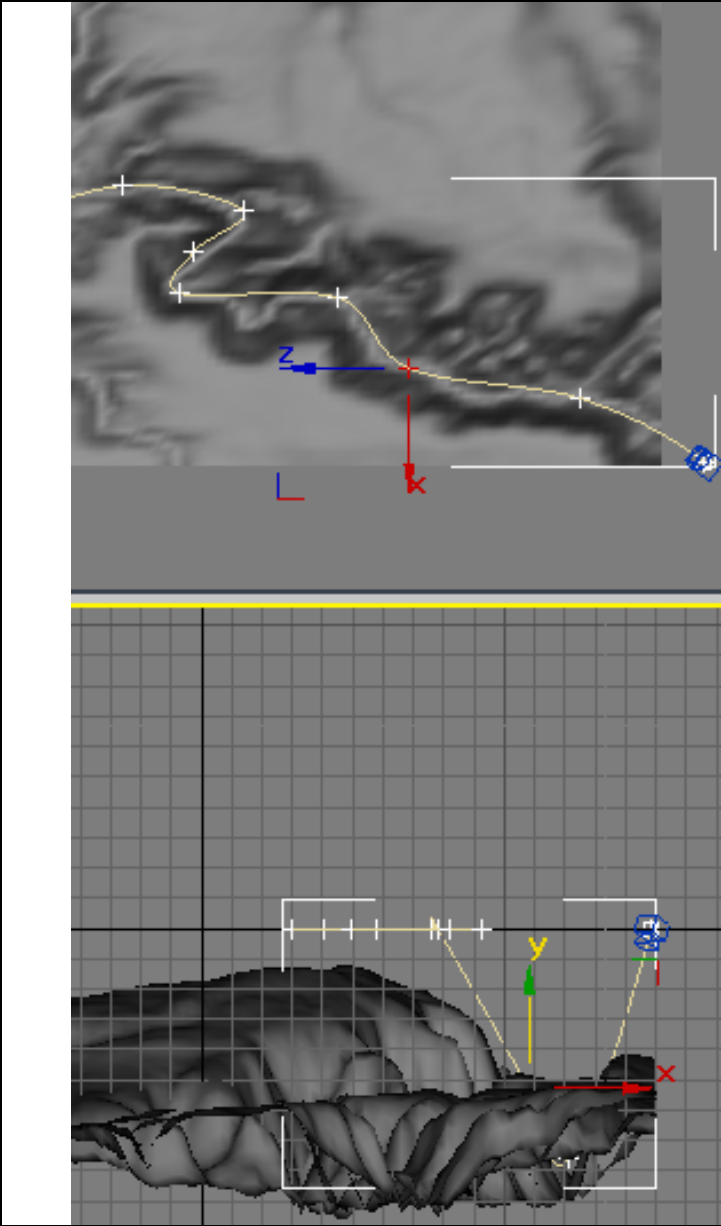
Lets start with the second vertex. Select it in the Top View



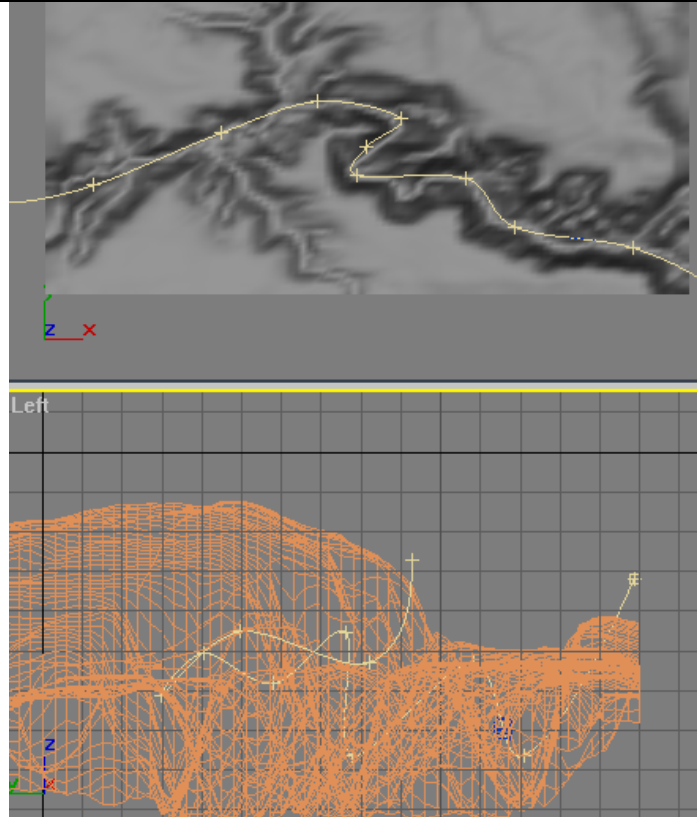


We want our camera to fly inside the valley so we need to drag the vertex down.

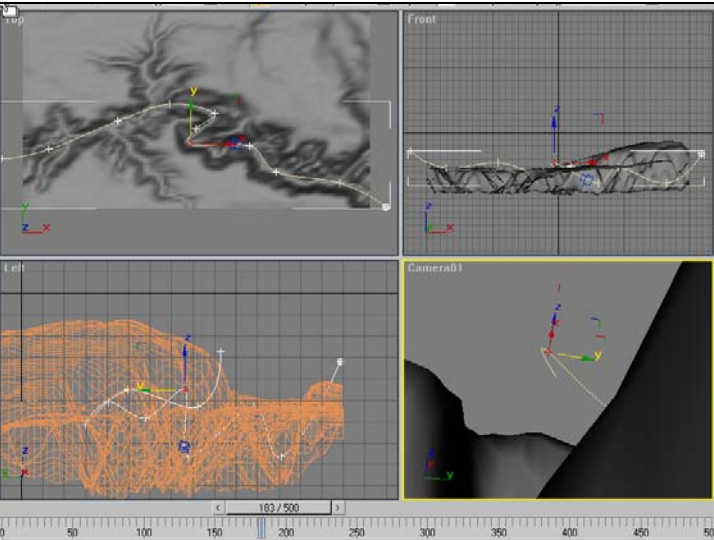
Here's a good way to do it: With the vertex selected, work in the Left view and drag it down **while** looking in the Top View. Keep moving the vertex downwards in the Y direction until it just disappears in the **Top** view and then raise it slightly. We want our camera to be close the valley floor but not flying beneath it



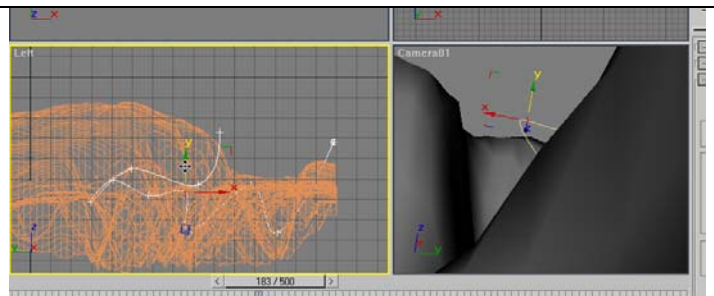
Pick the third vertex and repeat the same procedure



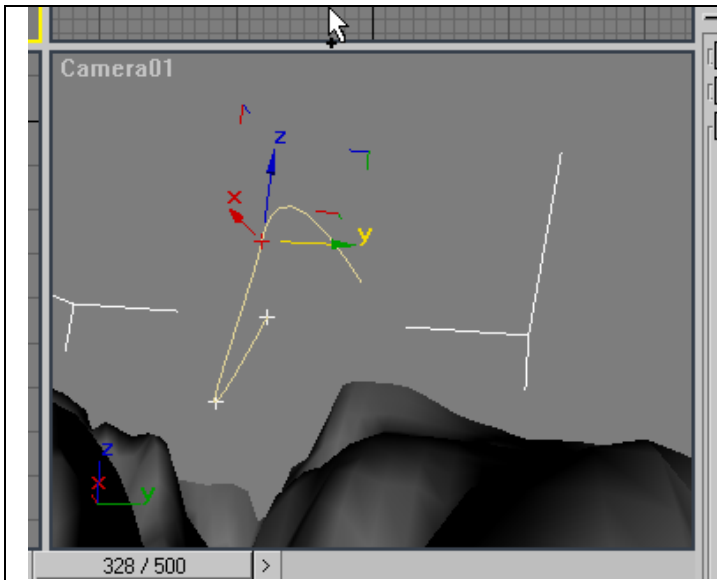
Continue moving every vertex down including the last one. Then go back and move down the first vertex.



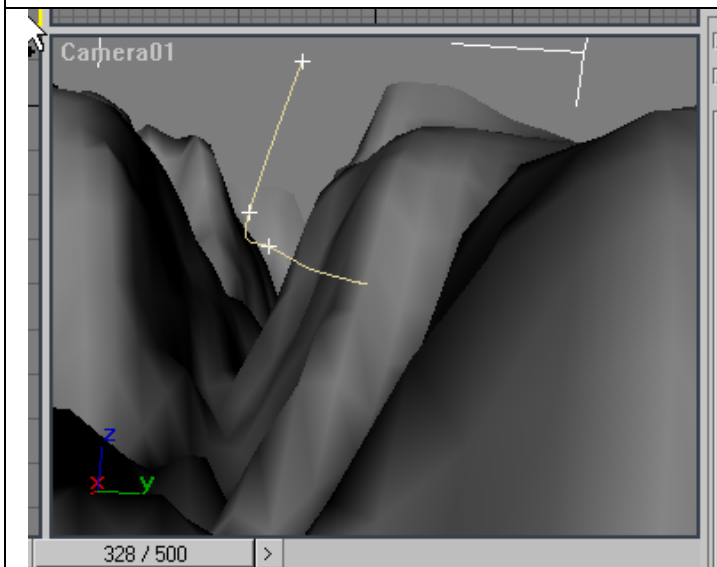
When you have moved all of vertices down, move the time slider and watch the flight through the Camera 01 View. We will probably have to do some fine tuning



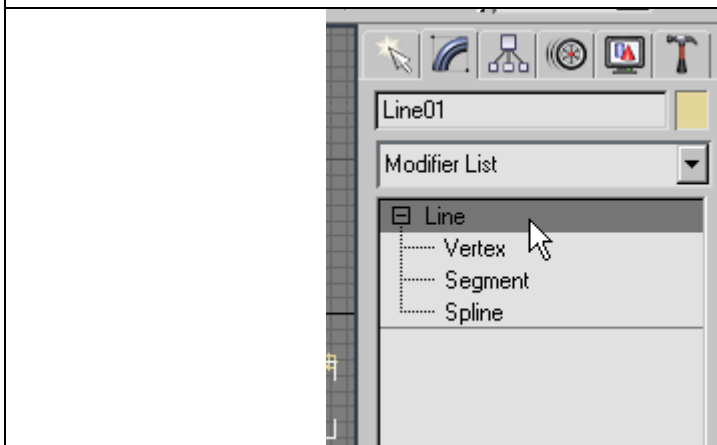
Move the slider slowly and fine tune each vertex as you come to it. Here, I select them in the Camer 01 view as I come to them and then move them down in the Left view **while** watching through the camera



Here, we can see the vertex is much too high and our camera will be pointing directly into the air when it reaches it. Move it down as shown in the next picture



Much better! Keep tweaking the path, you'll need to do a few passes to get it just right



When we are finished, get out of edit mode by double clicking on Line until it turns gray