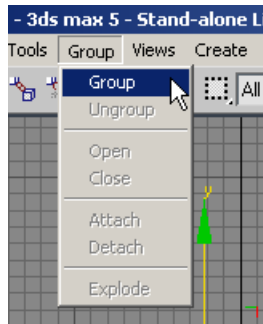
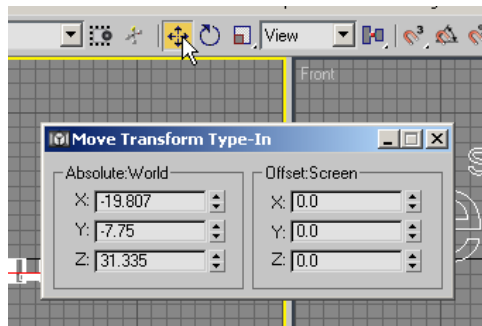


## Setting Up the Camera Rig

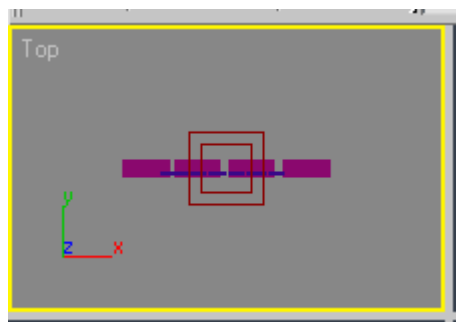
1. Make sure that your Logo is grouped by first selecting all of the objects that make up your logo and then go to the Group Menu and then select group



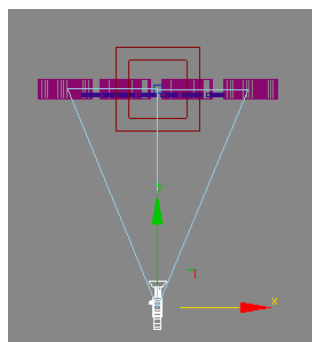
2. With the group selected select the Transform and Move icon and then right click on it so that the Move Transform Type-In window opens



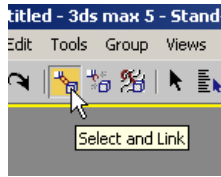
3. Change the x, y, and z coordinates to 0.0 so that the object is centered in the world.
4. Create a dummy object and then center it at 0,0,0. Use shift-scale to create a slightly larger one. Name the larger one dummy pan and the smaller inside one dummy tilt.



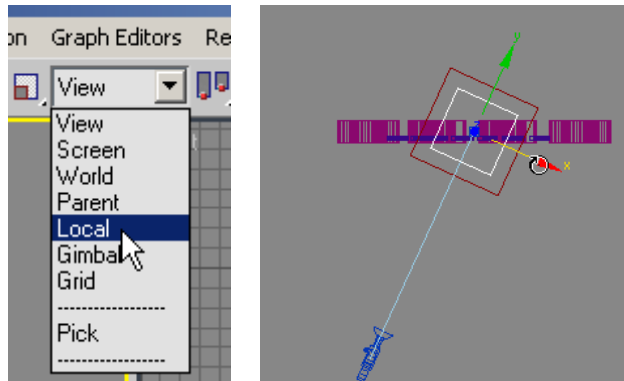
5. Working in the top view create a target camera and center the target at 0,0,0. Don't center the camera itself.



- Next select the Link icon and link the camera to the inner dummy and then link the inner dummy to the outer dummy.



- We use the outer dummy to pan around the object. While in the top view, select the pan dummy and rotate around the z-axis.
- When using the inner dummy you must use Local Coordinates when you rotate it. We only rotate the inner dummy on the x axis



- When we animate, we animate the dummies and not the camera itself. When the dummies move the cameras will follow because they are linked to it.