ANIMATING CAMERA SELECTIONS

Introduction
The most intuitive way to set up jumps between camera angles is to have several cameras in your scene, render the whole scene from each one, and make your jumps in the Video Editor by selectively cutting between channels. It’s intuitive, reversible, and non-destructive. But if you want to make your cuts entirely in the 3D window there is another way ...

When is an active camera not active?
The word “active” camera has two meanings in Blender. Blender generally uses the word active to mean the last object selected in a set, the one outlined in yellow. But when it comes to cameras it also means the camera with the filled triangle above it, the one which will render an image. That “active camera” can also be unselected. So a camera can be active and not active at the same time! I’m going to use the word “live” in this case to mean the camera which is used for rendering.

Two ways to select a camera
Here are two cameras in a scene. The one on the left is live. The one on the right is selected. To make the right hand camera live simply press Control-0 on the keypad. The camera will become live - and immediately the 3D window view will become that camera’s view. That’s not always convenient.

If you don’t want to waste time seeing through the newly live camera you can select it this way.
Go to the Scene tab in Properties (generally the third from left) and select the camera from the drop down list. The live camera will change without affecting the 3D window's view of the scene.

**Animating which camera is live through a scene**

You can change the live camera in animation using markers in the Timeline and then binding the cameras to them. Let's start with our two camera scene.

With the cursor hovering over the Timeline (remember key shortcuts in Blender do different things depending where the cursor is) hit M. A marker is placed at frame 1. The orange highlight shows that it is selected.
You can see it’s called F_01. Hit Control-M and rename it cam-1.

Select the main camera in the scene - it doesn’t matter if it’s live or not - and then with your cursor hovering over the Timeline again hit Control-B. This binds the selected camera to that marker. A confirmation appears in the left hand fly-in.

Now move the playhead along the timeline, say to frame 100. Add a second marker with M and name it cam-2 with Control-M. You’ll notice it’s now selected and the previous marker is deselected.

With the second marker still selected, go up to the 3D Window and select the second camera. It doesn’t have to be live - the triangle can be unfilled - just selected in orange. Move the cursor down to the Timeline again and use Control-B to bind that camera to the second marker. Notice how the second camera becomes live.

Scrub the timeline cursor back and forth past the second marker and see how the live camera changes from the first to the second.
Now you can edit your camera selection. Move the markers along the timeline by selecting them and using G, just as you do for objects in the 3D window. You can also duplicate a selected marker with Shift-D and then move that, so that rendering can be swapped between cameras any number of times in a scene.

Preview your movie by changing the 3D window to Camera view.

Moving camera position, focal length, targets, and rendering control gives you a great deal of intuitive control over your animation before you ever need to go to the Video Editor.

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