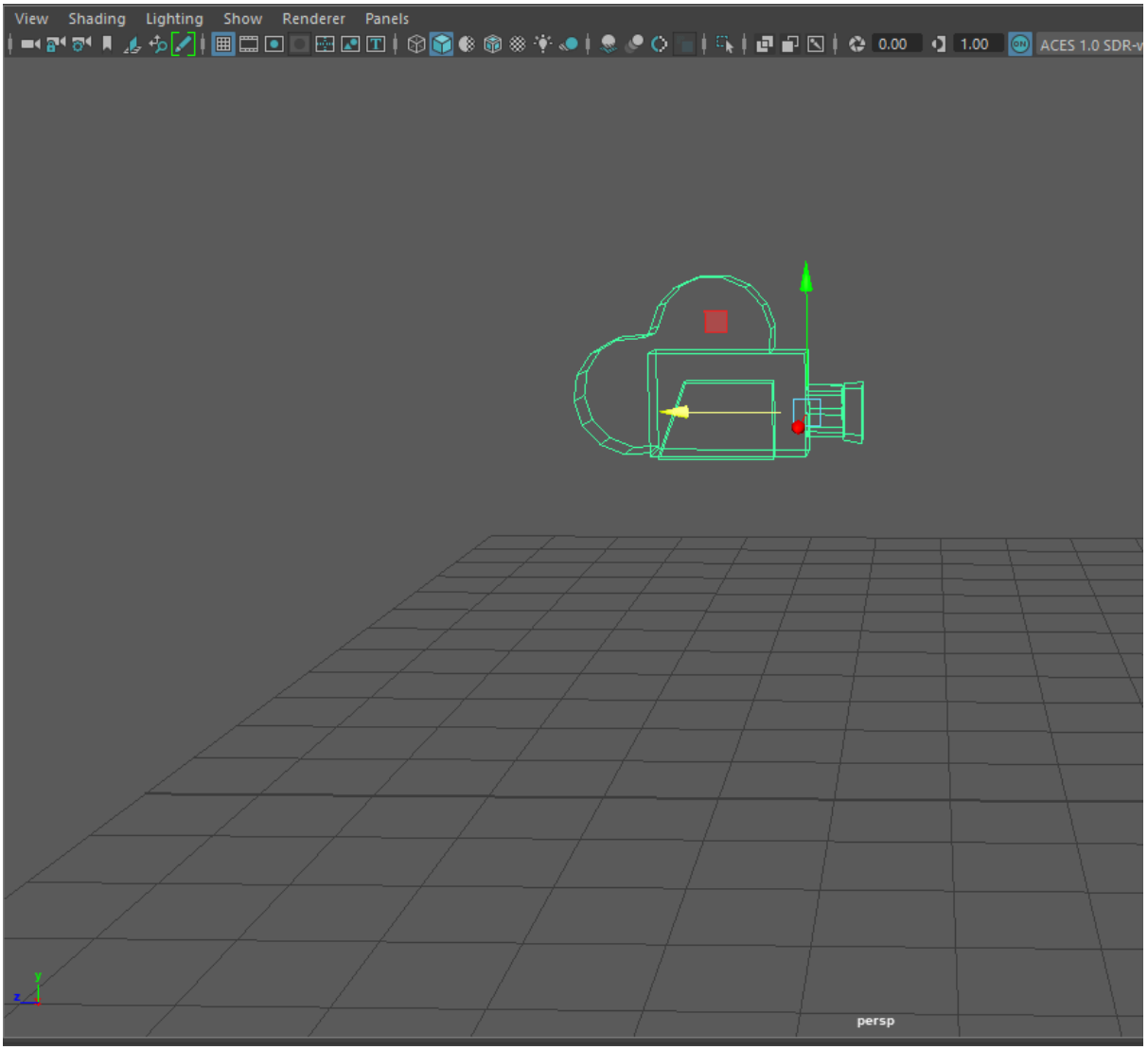
Week 9 - Cameras

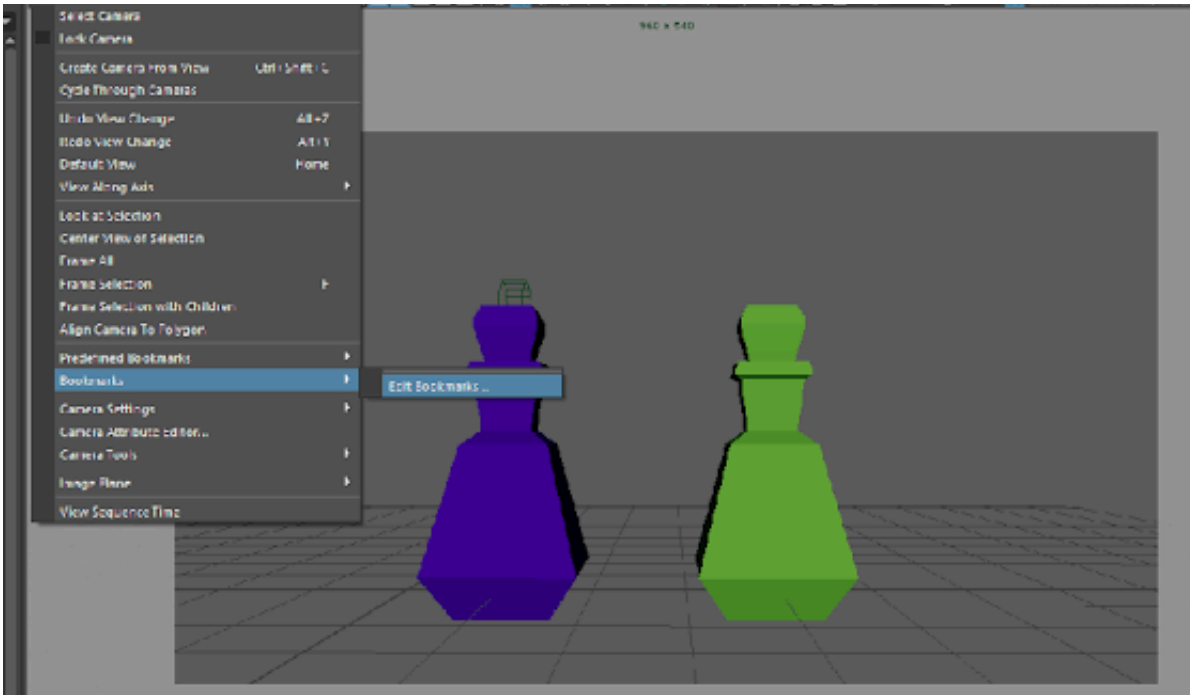
During week 9 we learnt about the camera's you could add in Maya to not only showcase your scene but to focus on a model that you were working on. Multiple cameras could be added to the scene so you could either keep track of them by naming the actual cameras or bookmarking them so even if you moved to another spot in Maya you can always find the specific spot you have a camera or bookmark them.



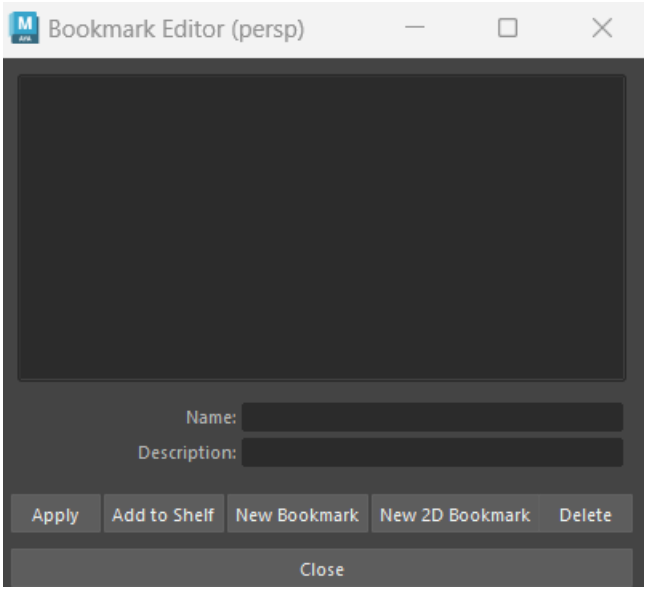
This is a picture of the camera on Maya and you can move it around and point it in any direction so you can get a proper close up to a Model.

Bookmarks

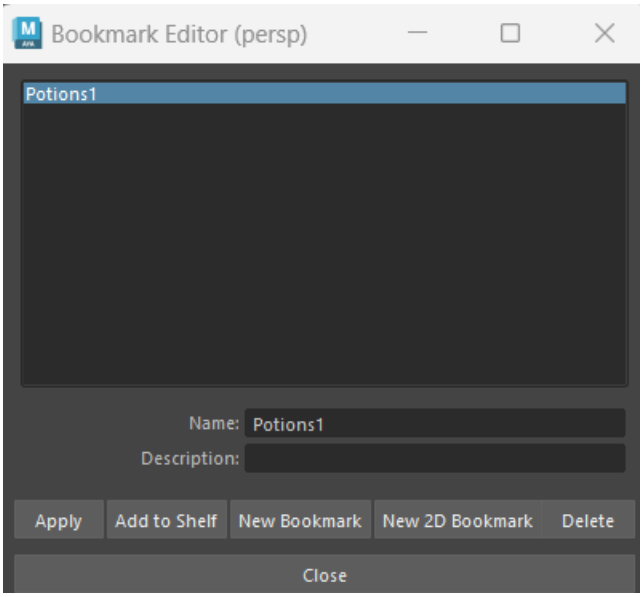
We also learned what bookmarks were in Maya and how to use them. You can create new bookmarks and save them so you can remember were the camera view was positioned.



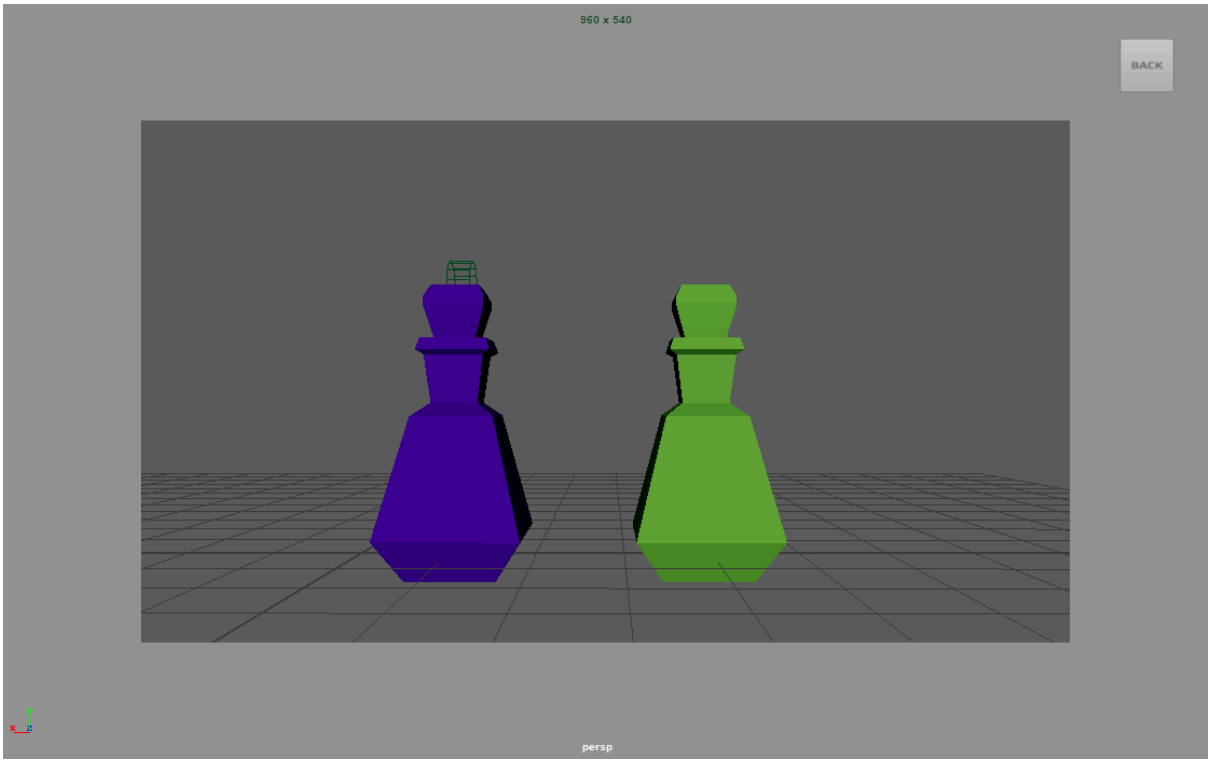
You go onto the view menu and go to bookmarks to begin saving them



This is the box that then pops up for the Bookmark Editor



I then clicked new Bookmark and called it ‘Potions 1’. Also you can then click Add to Shelf so then it appears on the Menu for Maya and you can find it easily if you move away from the bookmark.



This is the particular bookmark I saved on my Potions asset.