



The Virtual Camera

You can make your cinematic masterpieces even better by zooming in and out on your figures, panning and rotating the scene, or even setting the depth of field. This can all be achieved using the virtual camera.

Tap this button on the Animation Screen
to open and close the
virtual camera

TOPICS

[Zooming In and Out](#)

[Panning](#)

[Rotating](#)

[Depth of Field](#)

[Undoing Changes](#)

[Resetting the Virtual Camera Settings](#)

[Previewing](#)



Zooming In and Out

1. **Make sure that the virtual camera is turned on by pressing the  button.**

Whenever the virtual camera is turned on, a grid will be displayed and the virtual camera button will flash

2. **Use two fingers to zoom in and out**



You may also press the 'Zoom' button at the top-right corner of the screen to manually adjust the level of zoom:

The image shows a 'Camera Adjustment' window with a dark header bar. On the left of the header are three icons: a green checkmark, a red 'X', and a blue checkmark in a square. The title 'Camera Adjustment' is centered, and 'Zoom: 145.39%' is on the right. The main area shows a scene with two knights in armor. A semi-transparent 'Adjust Zoom' panel is overlaid in the center, featuring a numeric keypad with digits 0, 1, 4, 5, 0, 0, 0 and a '+' button on the left. Below the digits are pairs of '-' and '+' buttons for each digit. A callout points to the '+' button: 'Toggle this button to zoom in or out by the currently selected percentage'. Another callout points to a button with a square icon and a crosshair: 'Press this button to manually adjust the zoom'. A third callout points to a button with a reset icon (two arrows forming a square): 'Press this button to reset the zoom level to 0%'. A fourth callout points to the '-' and '+' buttons: 'Use the +/- controls to adjust the zoom level'. At the bottom of the interface, there are three sections: 'Depth of Field' with a toggle switch (OFF) and a slider; 'Rotate' with a circular gauge showing 0.000°; and a list of four 'Tween' options: 'movement', 'rotation', 'zoom', and 'depth of field', each with a blue toggle switch.

Press this button to manually adjust the zoom

Zoom: 145.39%

Camera Adjustment

Toggle this button to zoom in or out by the currently selected percentage

Press this button to reset the zoom level to 0%

Adjust Zoom

Use the +/- controls to adjust the zoom level

Depth of Field

Depth of field is OFF

Rotate

0.000°

Tween movement

Tween rotation

Tween zoom

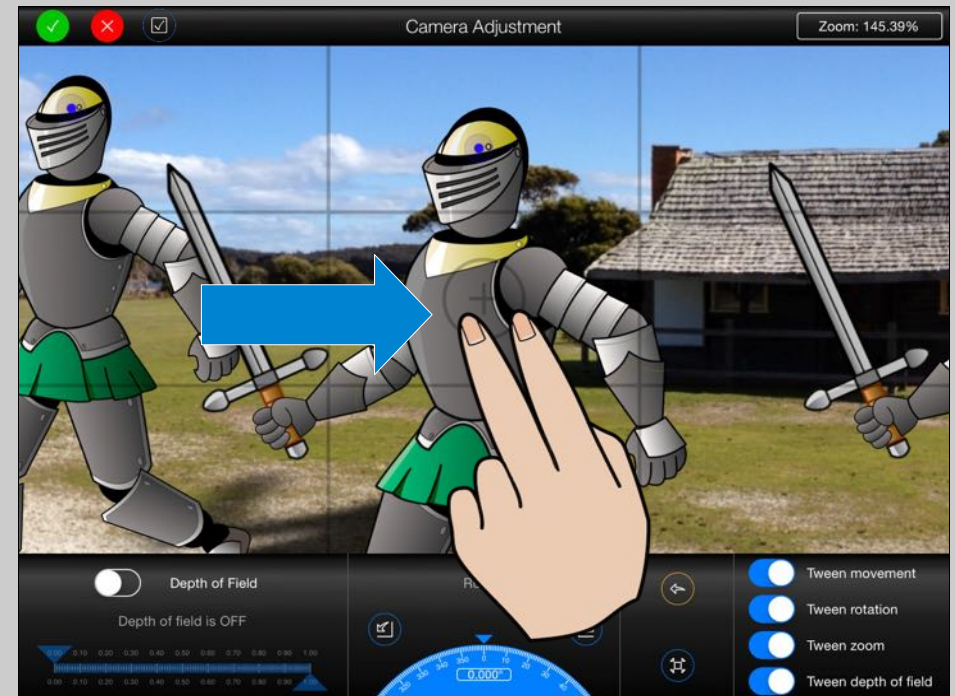
Tween depth of field

Panning

1. **Make sure that the virtual camera is turned on by pressing the  button.**

Whenever the virtual camera is turned on, a grid will be displayed and the virtual camera button will flash

2. **Use two fingers to pan the virtual camera**



Rotating

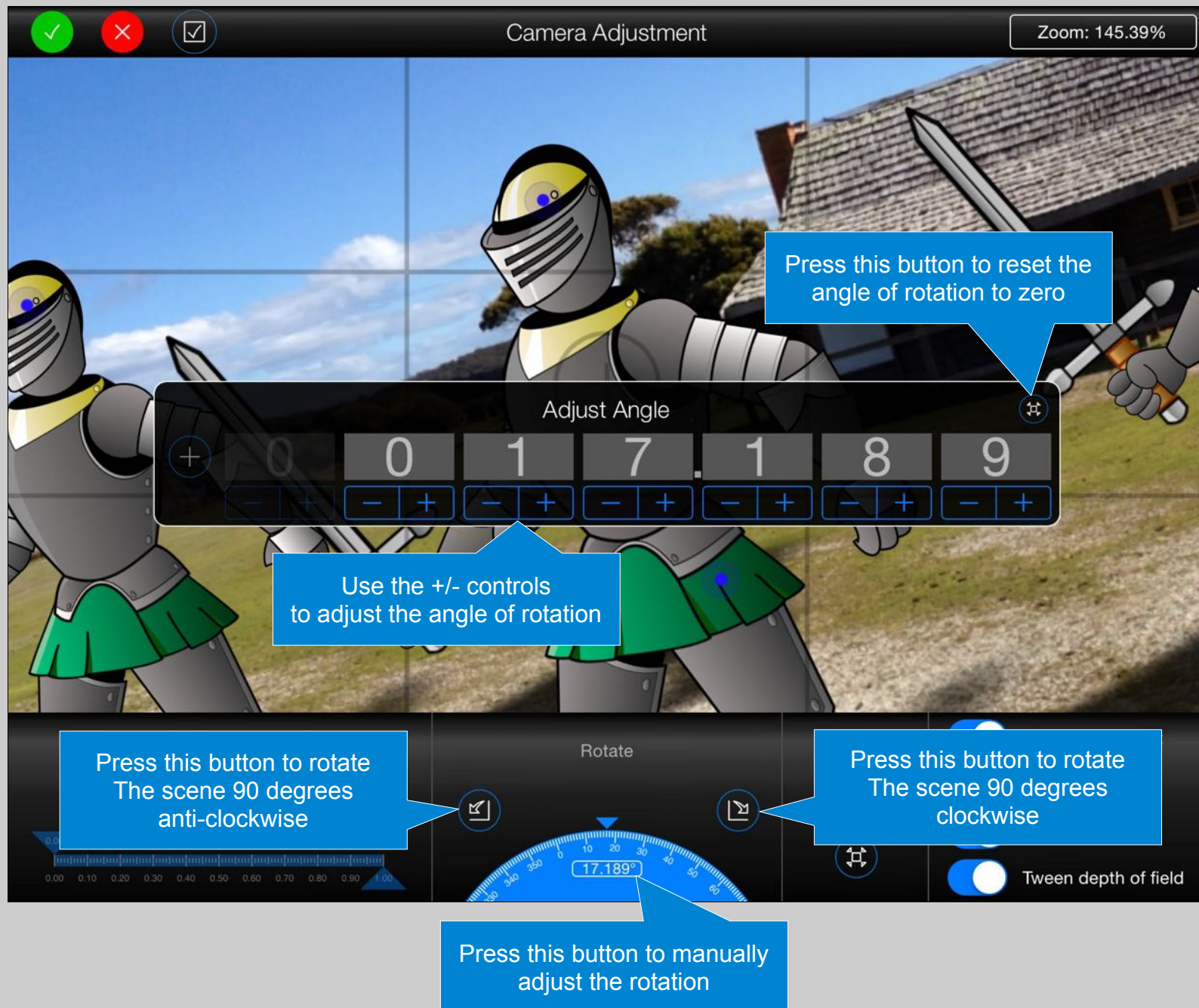
1. Make sure that the virtual camera is turned on by pressing the  button.

Whenever the virtual camera is turned on, a grid will be displayed and the virtual camera button will flash

2. Use the dial at the bottom of the screen to rotate the virtual camera



You can also press the button in the middle of the rotation dial to open the 'Adjust Angle' popover to manually adjust the angle of rotation.



Depth of Field

In Animation Pro, figures can have a Z-Order value of 0.00 through to 1.00 where:

- A figure with a Z-Order of 0.00 is at the back (behind all of the other figures)
- A figure with a Z-Order of 1.00 is at the front (in front of all of the other figures)


Also note: The background image will always have a Z-Order of 0.00 and will always appear behind all of the figures.

Using the virtual camera, it is possible to specify the range of Z-Order values that should be in focus, figures with a Z-Order value inside that range will be in focus. Anything with a Z-Order value outside of that range will be out of focus (blurred).



Please note that depth-of-field will not be shown where the 'live preview' of depth-of-field has been turned off (see [previewing](#)).

Undoing Changes


Press the  button to open the 'Undo' popover:

Press one of the four buttons to undo any changes made to the zoom, rotation, (pan) position or depth of field.

This will reset the given selection back to the value it held prior to opening the virtual camera.

Undo
Zoom
Rotation
Position
Depth of Field

Resetting the Virtual Camera Settings

Press the  button to open the 'Reset' popover:

Press one of the four buttons to reset the zoom, rotation, (pan) position or depth of field.

Please note:

- This will reset the angle of rotation to zero
- This will reset the zoom to zero percent
- This will set the depth of field to 0.00-1.00 and turn the setting off

Reset
Zoom
Rotation
Position
Depth of Field

Previewing

If you have added motion blur to your frame, or have turned off the 'live previews' of one or more effects, then you may need to press the 'Preview' button (as shown below) to see the frame in its full glory.

