

Please note the following:

- All coordinates is for high definition video with 1920 pixels width by 1080 pixels high.
- All layers should have the 3D layer activated.
- Set up your composition so you have different objects place closer and further back along the z axis.
- To appreciate where the camera and objects are moving, set the Composition Window to **4 Views Bottom**, which shows: the active camera, the top view, the front view, and the right view.

Camera Movement	Camera	Beginning Keyframe			Ending Keyframe		
		X	Y	Z	X	Y	Z
Default	Point of Interest	960	540	0			
	Position	960	540	-2666.7			
Pan	Point of Interest	0	540	0	1920	540	0
	Position	960	540	-2666.7	960	540	-2666.7
Tilt	Point of Interest	1080	540	0	0	540	0
	Position	960	540	-2666.7	960	540	-2666.7
Dolly *	Point of Interest	960	540	540	960	540	540
	Position	960	540	-2666.7	960	540	540
Truck	Point of Interest	0	540	0	1920	540	0
	Position	0	540	-2666.7	1920	540	-2666.7
Pedestal	Point of Interest	960	540	0	960	540	0
Looking at one spot	Position	960	1080	-2666.7	960	0	-2666.7
Pedestal	Point of Interest	960	1080	-2666.7	960	0	-2666.7
Moving parallel	Position	960	1080	-2666.7	960	0	-2666.7
Arc **	Point of Interest	960	540	-540	960	540	-540
	Position	0	540	-2666.7	1920	540	-2666.7

* Please note that with the dolly shot that the point of interest gets moved back, otherwise the camera will turn around and look behind itself.

** Please note that with the arc shot that you can change the path of the camera movement so it arcs in a semi-circle instead of moving in a straight line.