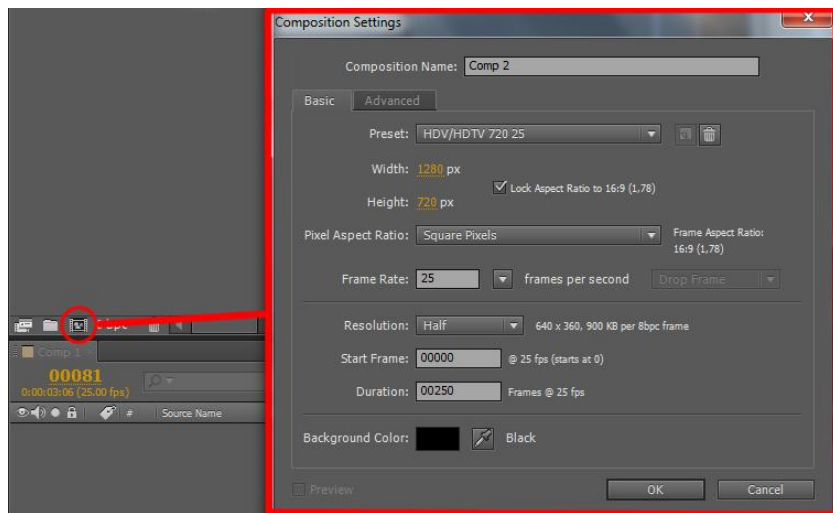
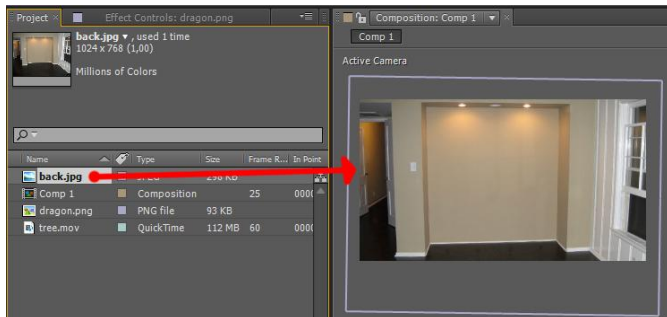


Creating fake Camera movement

Why don't we add some realism to a scene, by applying some subtle camera movement?

First off, start by dropping in a background image onto a newly created comp, or use an already existing composition.

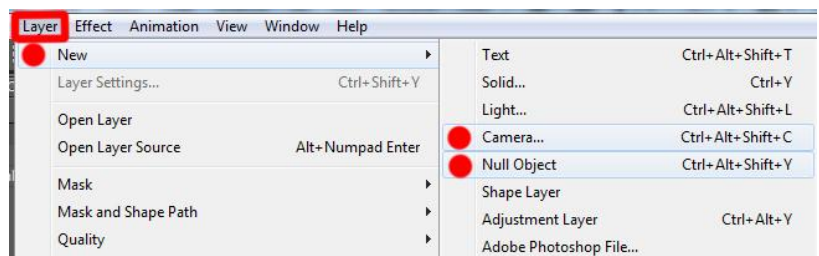


NOTE: Make sure the background is bigger than the composition, because otherwise it will move outside of the comp boundaries.

To pull this off, we need two new layers.

- A null object
- A camera

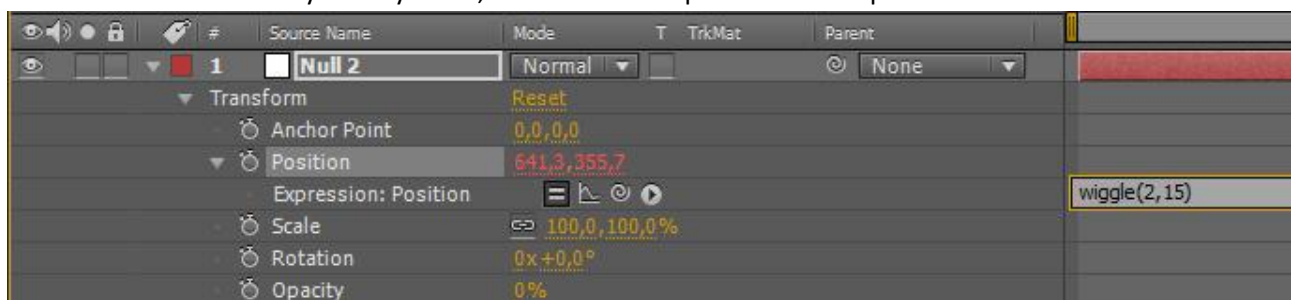
Create these two layers/elements by clicking the "Layer" → "New" menu, and choose "Null Object", and again, and choose Camera. (Leave the camera settings at their default settings).



Now we need to add a very simple expression to the position of the null object.

Click the small arrows next to the layer, until you see the position value (alternatively hit "P" on your keyboard).

Now hold down "Alt" on your keyboard, and click the stopwatch next to position:



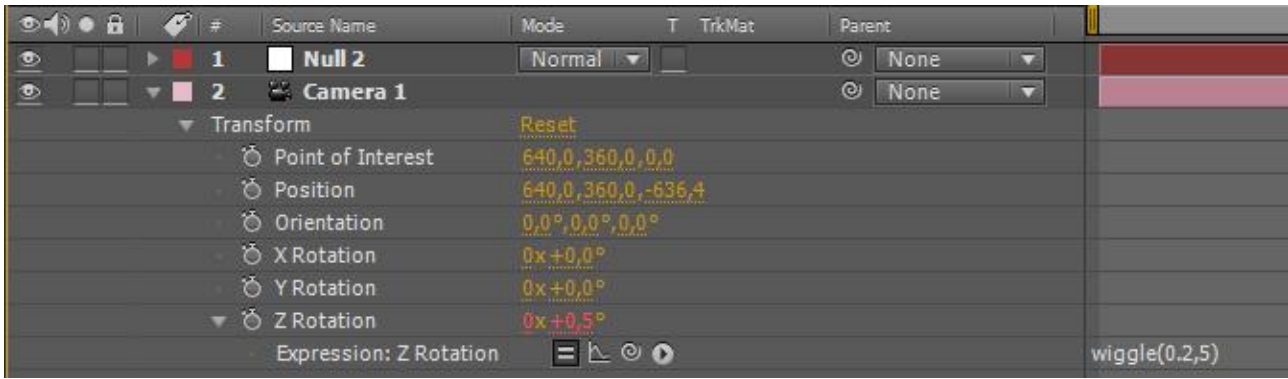
When you have done that, you are able to write your expression into the timeline. Write "wiggle(2,15)".

This will now wiggle or shake the values of the position of the null object 15 pixels 2 times every second.

To understand the wiggle expression look at this "illustration": wiggle(SamplesPerSecond, Pixels).

The null object will control our camera movement over the X and Y axis. The reason for this is that the camera inherently is a 3D object, which would mean that if we would apply the wiggle to the camera's position, it would also move in Z space and ruin the effect.

A camera doesn't just move up and down, left and right when handheld, but also has some rotation to it. In this case the rotation would be along the Z axis. Select the small arrows next to the camera until you see the "Z Rotation", or click "R" on your keyboard.

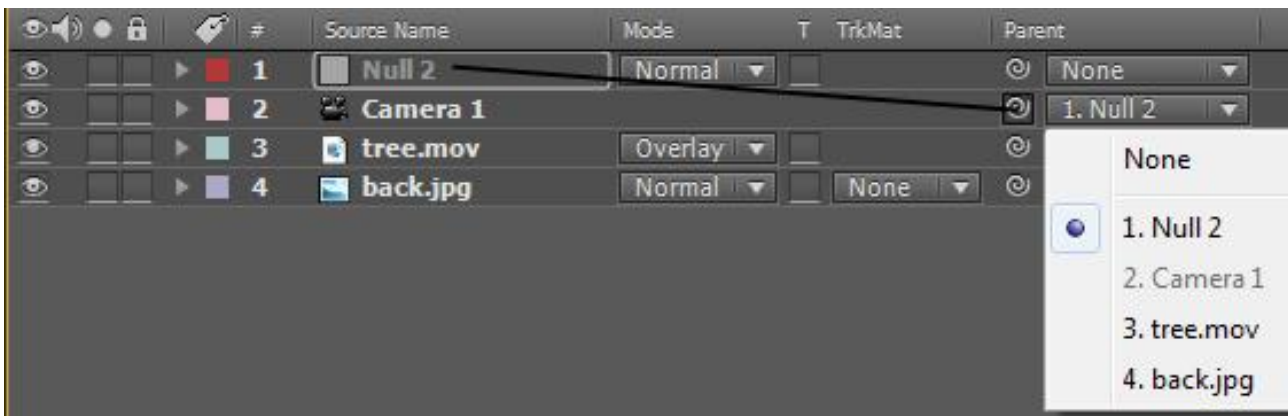


Now just like before hold down "Alt" on your keyboard, and click the stopwatch next to "Z Rotation". Now you are able to write your expression. This time we want the movement to be really subtle (otherwise it will look like our cameraman is drunk). Type in the value "wiggle(0.2,5)".

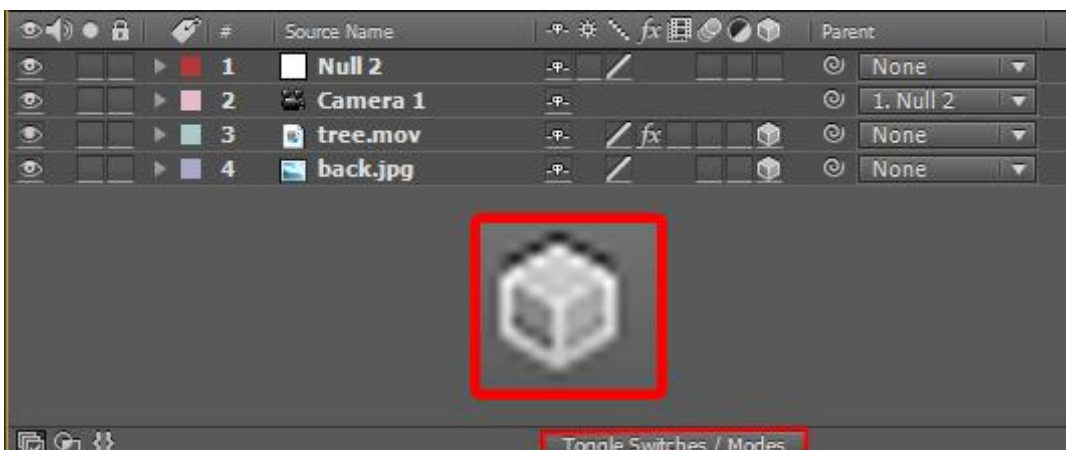
But wait nothing happens! – This is because we need to setup the layers as "3D layers", so that the camera has an effect over them.

First of all we need to parent the cameras X and Y motion to the null (which has the motion applied).

This is done by, either selecting the null from the cameras "parent" drop down, or dragging the "pick whip" to the null:



Now all our motion is in place, and we just need to make our layers 3D. This is done by clicking the 3D icon for every layer except the Null and the camera (if you can't see the button, click the "toggle Switches/Modes" button at the bottom):



Now try to RAM Preview your comp (0 on numeric keypad), and see the result.

Now you are all done!