Using Blender 2.6 for Animation - **Topics - Changing Active Camera During Animation**

REQUIREMENTS: A scene with 2 cameras

* Go to Frame 1
* Marker, Add Marker
* Select the first camera
* Make sure the marker you just created is selected (right-click it so it is orange)
* View, Bind Camera To Marker
* Go to the time when the camera should switch
* Marker, Add Marker
* Make sure the marker you just created is selected (right-click it so it is orange)
* Select the second camera
* View, Bind Camera To Marker