3D Animation Using Blender 2.7 - **Topics - Camera: Look at an Object (Track an Object’s Movement)**

OPTION 1 (Recommended): Make an invisible object (an “Empty” object) for where the camera points

On left, click Create, Empty

Select Camera

Press Ctrl T, then click Track To constraint

(Make the Empty child of the object you want to follow so camera can follow a little above, below, or ahead etc:

Select empty, Constraints )button tab, Add Constraint, Child Of, then for parent drop-down box choose the name of the object.

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| OPTION 2: Make the camera follow an object’s pivot point (warning: cannot move anywhere else on object other than pivot point)  Select Camera, Shift-click Object,  Press Ctrl T, then click Track To constraint |