Using Blender 2.6 for Animation - Topics - Switching Between Cameras During Animation

First you need to set the first camera, then the second camera.

* Go to frame 0
* Select the camera the video should start on
* On bottom menu bar below the timeline, click **“Marker”, “Add Marker”**
* On bottom menu bar below the timeline, **“View”, “Bind Camera to Markers”**

TIP: to use the Ctrl B shortcut, the mouse must be over the timeline.

* **Go to the frame** when you want the camera to change
* **Select the Camera** you want
* On bottom menu bar below the timeline, click **“Marker”, “Add Marker”**
* On bottom menu bar below the timeline, **“View”, “Bind Camera to Markers”**