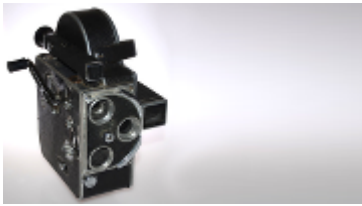
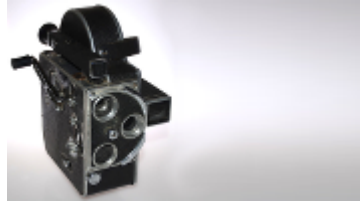
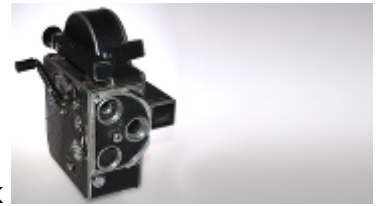


# Camera Examples

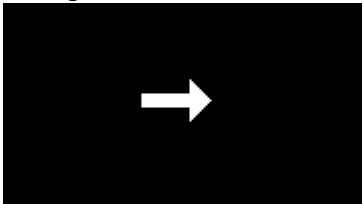


Fixing the Camera to an Object using a Clock



Fixing the Camera to an Object by Parenting

Fixing Objects to a Camera



See Camera Tutorials

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