



CAMERA TYPES

CHARACTER

Camera Modes:

1. First Person
2. Chase Camera
 - No Director Mode, free look, offset, zoom, FOV or DOF
3. Character Orbit (full Director Mode)

SHIP/VEHICLE

Camera Modes:

1. First Person
2. Chase Camera
 - Full Director Mode control WITHOUT Free Look
 - Sway like chase plane
3. Vehicle Orbit (Director Mode)
4. Passenger Orbit (Director Mode)

SPECTATOR

Currently only in Star marine and Arena Commander.
Limited Director Mode controls depending on match type.

Camera Modes:

1. "Death" Spectator:
 - After dying but before respawning
2. "Join As" Spectator:
 - PRIVATE match only: "Join As Spectator"

DEFAULT KEY BINDINGS

based on US QWERTY keyboard

F4 Cycle through **CAMERA MODES**

Z **FREELOOK** toggle ON/OFF

DIRECTOR MODE CONTROLS

F4 +		Lateral	} Offset
F4 +		Vertical	
F4 +		Longitudinal	

F4 +	Increase Focal Length (Zoom)	} Focal Length Field of View (FOV)
F4 +	Decrease Focal Length (Wide)	

F4 +	Decrease DOF, Increase Blur	} Depth of Field (DOF)
F4 +	Increase DOF, Decrease Blur	

Mouse Scroll Move view forward/backward **Mouse "Zoom"**

NUMPAD

F4 + 0 through 9	Hold keys for 3 seconds	Save Views
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NUMPAD

F4 + 0 through 9	Tap keys	Load Views
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F4 + ***** Return to default view **Reset View to Default**