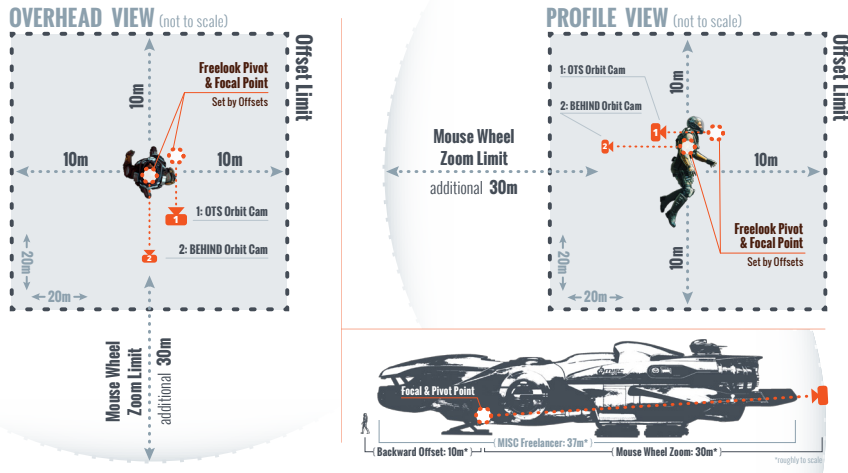## CAMERA TYPES

CHARACTER State Camera Modes:
1. First Person
2. Character Orbit OTS (Over The Shoulder) [Advanced Camera]
3. Character Orbit BTB (Behind The Back) [Advanced Camera]
4. FOIP Selfie: In First Person: HOLD − (NUMPAD Minus)

CHARACTER ORBIT CAMERA

OVERHEAD VIEW (not to scale)

Offset Limit

10m
10m   10m
Freelook Pivot & Focal Point
Set by Offsets
1: OTS Orbit Cam
2: BEHIND Orbit Cam
20m
20m
Mouse Wheel Zoom Limit
additional 30m

PROFILE VIEW (not to scale)

Offset Limit
1: OTS Orbit Cam
2: BEHIND Orbit Cam
10m
10m
Mouse Wheel Zoom Limit
additional 30m
10m
Freelook Pivot & Focal Point
Set by Offsets
20m
20m
10m

Focal & Pivot Point
Backward Offset: 10m*   MISC Freelancer: 37m*   Mouse Wheel Zoom: 30m*
*roughly to scale

SHIP/VEHICLE State Camera Modes:
1. First Person
2. Vehicle Orbit [Advanced Camera]
3. FOIP Selfie: In First Person: HOLD − (NUMPAD Minus)
4. Missile View ("Cinematic Cameras")

SPECTATOR State Camera Modes:
Currently only in Star marine and Arena Commander.
Limited Advanced Camera Controls depending on match type.
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

ADVANCED CAMERA CONTROLS

modifier	keys			
		F4	Cycle through certain CAMERA MODES	
		Z	FREELOOK (Default OFF, Hold down for ON)	
F4 +	◄	►	Lateral	Offset
F4 +	Page Up	Page Down	Vertical	
F4 +	▲	▼	Longitudinal	
F4 +		−	Increase Focal Length (Zoom)	Focal Length Field of View (FOV)
F4 +		+	Decrease Focal Length (Wide)	
F4 +		Home	Decrease DOF, Increase Blur	Depth of Field (DOF)
F4 +		End	Increase DOF, Decrease Blur	
Mouse Scroll	⬆	⬇	Move view forward/backward	Mouse "Zoom"
F4 +	NUMPAD 1 through 9		Hold keys for 3 seconds	Save Views
F4 +	NUMPAD 1 through 9		Tap keys	Load Views
F4 +	NUMPAD 0		Hold keys for 3 seconds	Clear Saved Views
F4 +	NUMPAD *		Return to default view	