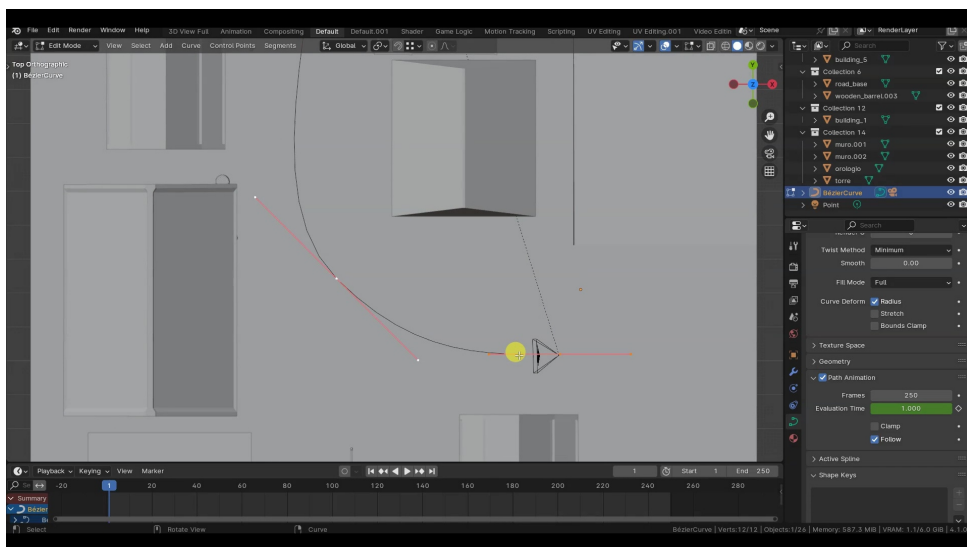


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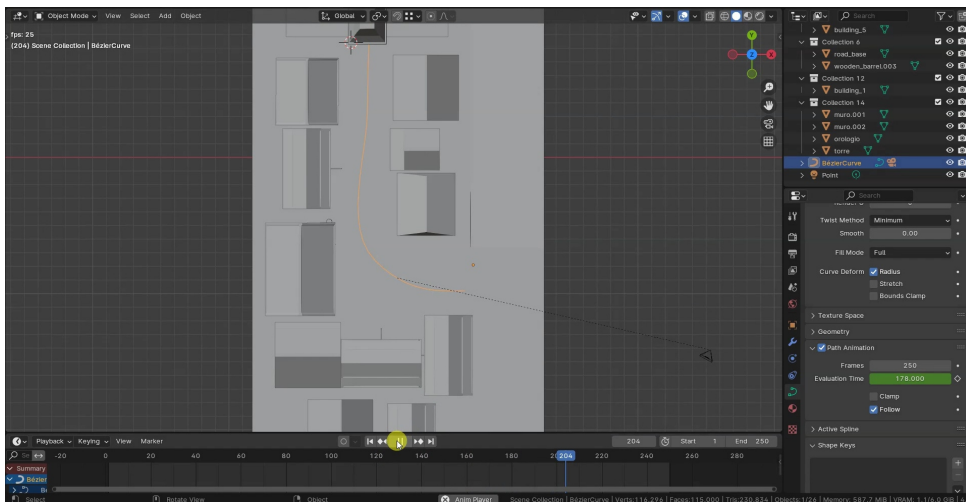
Hello everyone!

Here it is a very short tutorial on how to solve an issue that may occur when you want to **make your camera follow a path in a scene in Blender**.

You've created a path curve for your virtual camera, you've set the number of frames of the curve in the Path Animation section of its Object Data tab to cover all frames of the animation, you've positioned the camera at the first control point of the curve, and you've parented the camera to the curve using the Follow Path mode after pressing CTRL P...

You can realize right now that something is off because **the dashed line** indicating the parenting **relationship** between the objects connects the camera to the Control Point **at the other end of the curve**, not to the one where the camera is placed on.

Pressing Play, here's the problem: **the camera is indeed following** the path given by the curve, over the correct number of frames, starting from where we positioned it, **but in the opposite direction** to what is desired!



To solve this issue, select the curve, switch to **Edit Mode**, select all the control points, and use the **Switch Direction** operator, which you can access from the **Toolbox** or the **Segments** menu in the 3D View.

Now, all we need to do is **reposition the virtual camera correctly** in the scene at the **first frame** and start the animation to observe the correct result.

Curves indeed have an initial Control Point and a final one, thus **they have a direction**, and an object parented to the curves will move following that direction.

Therefore, simply **reversing the direction with Switch Direction** will solve the problem!

I hope this very short tutorial has been helpful to you! See you soon!