

# MOTION CONTROL AXES DIRECTIONS

You are a cameraman standing behind the camera with your eye looking through the lens...

**TRACK (+)**                      Track Back, Pull Away From Subject or Dolly RIGHT  
**TRACK (-)**                      Track Forward, Push In Toward Subject or Dolly LEFT  
   - Zero position is arbitrary or set at start of shot -  
(Or "VTrack" in virtual axes mode, which is usually considered the **Z**-axis)

**SWING or EW (+)**                Swing the crane, arm or move RIGHT  
**SWING or EW (-)**                Swing the crane, arm or move LEFT  
   - Zero position is parallel to track or dolly chassis -  
(Or "VEW" in virtual axes mode, which is usually considered the **X**-axis)

**BOOM, LIFT or NS (+)**        Boom, Lift or Move UP  
**BOOM, LIFT or NS (-)**        Boom, Lift or Move DOWN  
   - Zero position for boom arm is level, otherwise  
   arbitrary or ground level -  
(Or "VNS" in virtual axes mode, which is usually considered the **Y**-axis)

**PAN (+)**                          Pan the camera RIGHT  
**PAN (-)**                          Pan the camera LEFT  
   - Zero position is parallel to boom arm or track, otherwise  
   arbitrary or perpendicular to dolly track or set wall, etc. -  
(Or "VPan" in virtual axes mode, which is usually considered the **rot-Y** axis)

**TILT (+)**                          Tilt the camera UP  
**TILT (-)**                          Tilt the camera DOWN  
   - Zero position is level -  
(Or "VTilt" in virtual axes mode, which is usually considered the **rot-X** axis)

**ROLL (+)**                          Roll the camera COUNTERCLOCK or LEFT  
   Top of image slants to the RIGHT  
**ROLL (-)**                          Roll the camera CLOCKWISE or RIGHT  
   Top of image slants to the LEFT  
   - Zero position is level -  
(Or "VRoll" in virtual axes mode, which is usually considered the **rot-Z** axis)