

CAMERA & CINEMATIC QG-02

PARTIALLY VERIFIED

STAR CITIZEN 4.10.x

EN

REV 2026-09

Default keyboard and mouse bindings from the default profile. “no default” = bind it yourself.

ON FOOT

Third Person View (Toggle)	F4 tap
Free View Camera (Hold)	Z hold
Zoom in / out (ADS)	MWHEEL ↑/↓
FOIP Selfie Cam	NUM - hold (from 0.25 s)

IN SHIP / VEHICLE

Cycle camera view	F4 tap
Freelook (Hold)	Z hold
Zoom (3rd person view) + / -	MWHEEL ↑/↓
Look left/right · up/down	MOUSE ⇐/⇑ axis
Look behind	, hold
Cycle camera orbit mode	NO DEFAULT
Dynamic Zoom Toggle (abs.)	NO DEFAULT

ADVANCED CAMERA – MODIFIER

Advanced Camera Controls Modifier (Hold)	F4 hold
Advanced Camera Controls Modifier (Hold)	Z hold

Both are named “... Modifier (Hold)” in game. The actions next to it belong to the same group; how they interact has not yet been tested in game.

CAMERA POSITION

X offset – / +	← / →
Y offset – / +	↓ / ↑
Z offset – / +	PG DN/UP
Reset Current View	NUM *

FIELD OF VIEW & DEPTH OF FIELD

Increase / decrease FoV	NUM +/-
Increase / decrease DoF	HOME / END

SAVED VIEWS

Load View 1–3	NUM 1/2/3 tap
Load View 4–6	NUM 4/5/6 tap
Load View 7–9	NUM 7/8/9 tap
Save View 1–3	NUM 1/2/3 hold 0.25 s
Save View 4–6	NUM 4/5/6 hold 0.25 s
Save View 7–9	NUM 7/8/9 hold 0.25 s
Clear Saved View	NUM 0 hold 0.25 s

Same numpad key: tap = load, hold 0.25 s = save.

CINEMATIC & PRECISION

Enable Cinematic Camera (Toggle)	NO DEFAULT
Precision Targeting on / off	RMB tap
Precision Targeting – Max Zoom	RMB hold (from 0.25 s)
Precision Targeting – Camera Tracking	R-ALT + RMB tap

HEAD TRACKING & VR

Enable Head Tracking (Toggle)	NUM /
Recenter Head Tracking	NUM 5
Head Tracking for 3rd Person	NO DEFAULT
[Experimental] VR – Toggle On / Off	NUM /
[Experimental] VR – Toggle Theater Mode	L-ALT + NUM 5