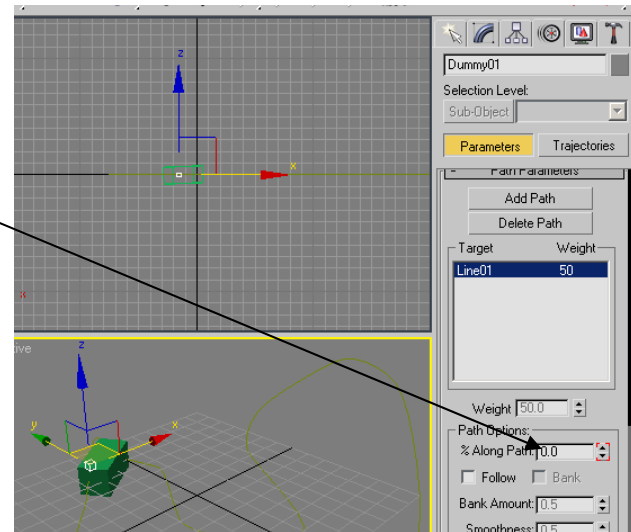
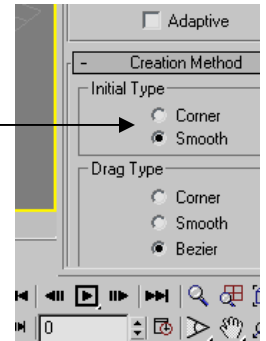


Progressive Tutorial Part 2 Animating Objects along a Path

- 1) Import or create an object that you want to follow a path. For this exercise you can draw a **moon** or use your **asteroid** and have it orbit around.
- 2) **Create a line** (shapes menu – spline) with “**initial type**” set to **smooth**.
- 3) With your box selected, go to the animation pull down menu and select **Constraints - Path Constraints**.
- 4) In any viewport, drag the link that appears from the box to the line.
- 5) Next, Click your play button and view your animation. What do you think? What if object was a vehicle? **PROBLEM:** The object follows the path but does not know which way to point. Next we will create a “dummy” object for it to “look at” ahead of the path.
- 6) Go back to frame one.
- 7) Go to the create menu up top and choose **CREATE – HELPERS – DUMMY**.
- 8) Drag a little “**Dummy**” box near the path of your original object.
- 9) As in step 3, apply the Path Constraint to the dummy, connecting it also to the line.
- 10) In the command panel, you should find a setting for “**percentage along path**”. Set it ahead 8 or 10% depending on the length of your path.
- 11) Next, select the original object and go to the **Animation** pull down menu and choose “**constraint**” – “**look at**”. Drag the link from the object to the dummy.
- 12) Play the animation. The object should now follow the path smoothly, always pointing in the direction that it is headed.



NOTES:

-You could create a camera and its own dummy on the same path. Perhaps behind or around an object it is filming.

-For some added effect there is a “bank” feature. This will cause your object to bank on the corners much like a race car.

-If you no longer want your object to follow the path you can't just delete the path. You have to go to the



“assign controller” and choose “position xyz”