# Space Scene Part 2
## Animating Objects along a Path

1) Open your space scene that you set-up in the previous tutorial. We will start with your moon and have it circle around your planet.

2) **Create a line** (shapes menu – spline) with **"initial type"** set to smooth.

3) With your moon selected, go to the animation pull down menu and select **Constraints - Path Constraints**.

4) In any viewport, drag the link that appears from the moon to the line.

5) Next, Click your play button and view your animation. What do you think? What if object was a spaceship? **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.
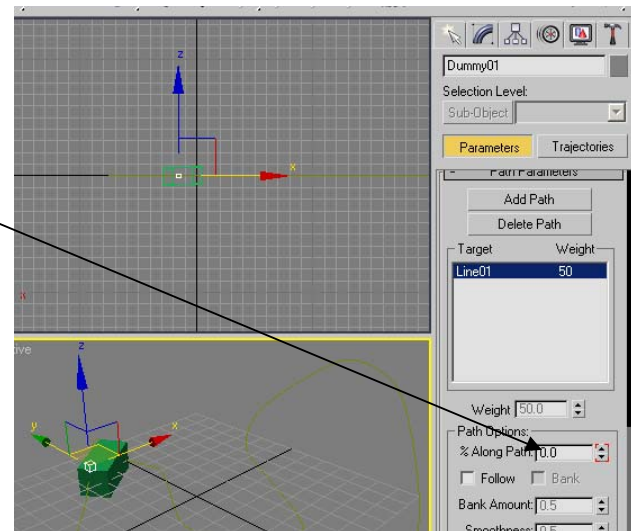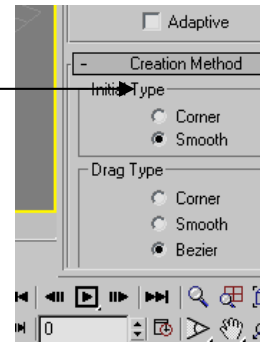
**NOTES:**
-You could create a camera and its own dummy on the same path. Perhaps behind or around an object it is filming.

-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___ "assign controller" and choose "position xyz"