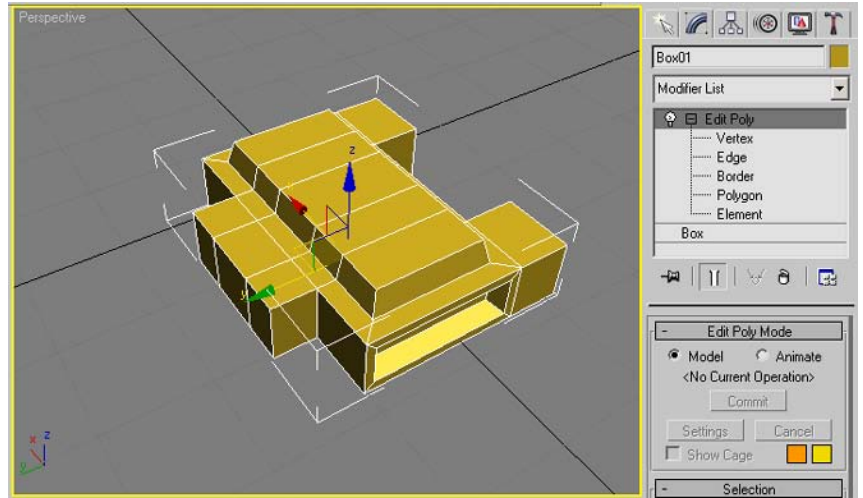


Tracks

1. First you'll create an interesting tread by box modeling.



2. After you've created a single tread, you will clone it enough times to encircle the path you decided to use for the shape of the treads: in this case it's the round cornered triangle (See Illustration A)

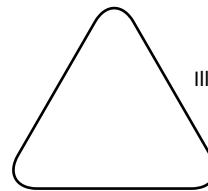
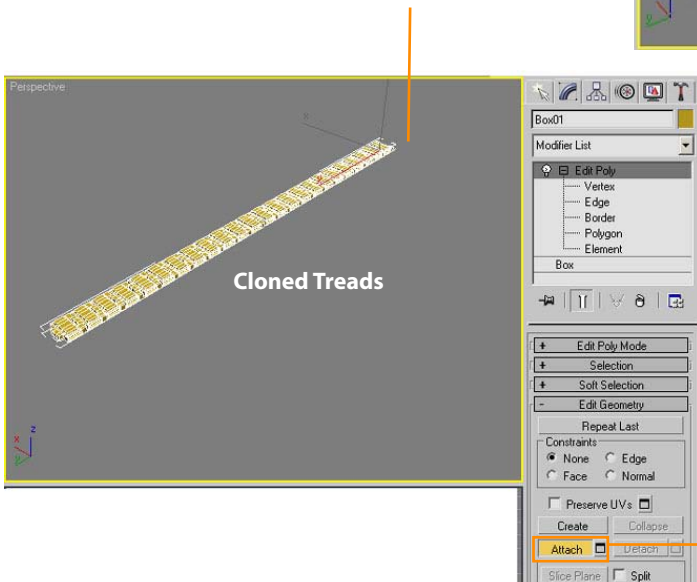


Illustration A.

3. Create a 2D "Shape" to use as a path.

4. Now "attach" all the treads into one object using the attach button.

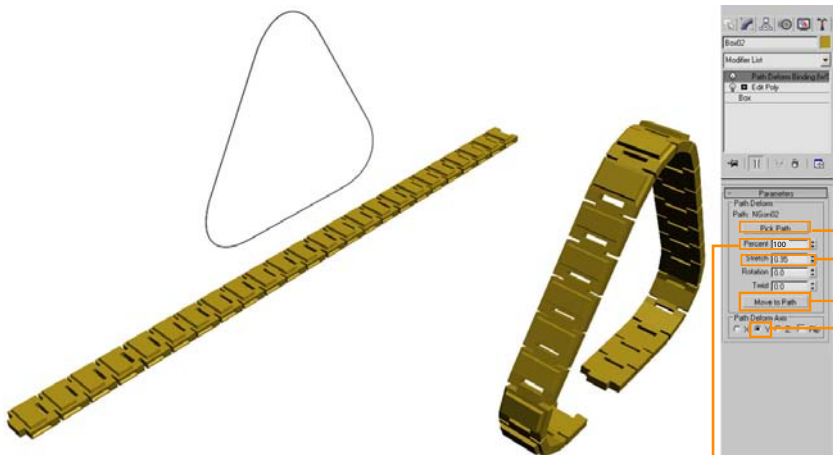
5. Apply the "Path Deform (WSM)" modifier to the treads then click "Pick Path" and then click "Move to Path".

6. Select the correct "Axis".

7. Adjust the "Stretch" parameter if there is a gap or an overlap of the treads.

8. Last, turn the "Auto Key" on. Set the Scrubber to 100.

Advance the "Percent" reading in the PathDeform to 100. This will record the Tracks rotating around the Spline.



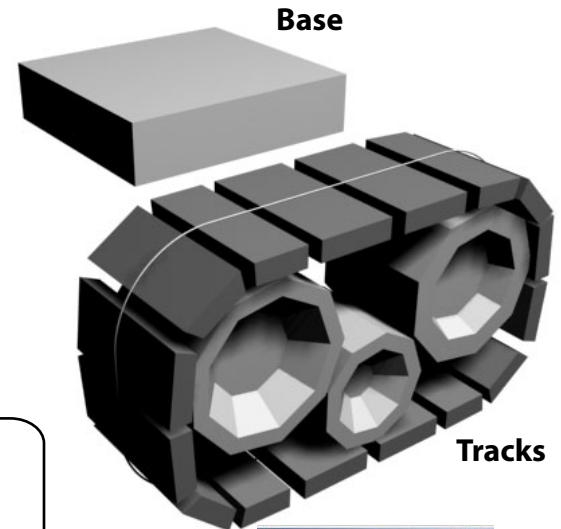
3D Character Design Animation & Linking

In order for the Droid to animate properly, you must correctly “link” the parts together. The order of this linking system is critical.

NOTE: Except for animating the tracks, leave all other parts of the animation until after you have created the linking system.

ANIMATING TRACKS

1. First create a base for the Droid the set on and for the wheels to link to.
2. Next “Link” the base to the “Spline” only Not the Tracks!
3. Turn on the “Auto Key” and move the “Scrubber” to frame 100.
4. Select the Tracks and the Spline. Move them in the direction that the tracks rotate.

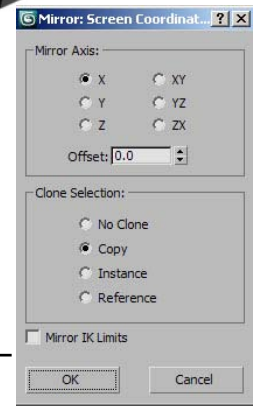


WHEELS

1. Create a set of wheels
2. Turn on the “Auto Key” and set the Scrubber to 100.
3. Rotate the Wheels 360 degrees.
4. Link Wheels to the base.

At this point, select the Tracks, Wheels and the Spline & use the “Mirror” tool to “Copy” the unit. Make sure that “IK Limits” is not checked.

Note: When you mirror the tracks, they may flip inside out. If this is the case, just add the “Normal” modifier from the modifier list.



LINKING/GROUPING THE COMPONENT UNITS

“Linking” establishes a “Parent/Child” relationship between the parts of your Droid. This allows units parts to be animated independently.

1. Use the “Link” button to link parts.



2. Start at the top and link the head to the body. Then link the body to the base.

