

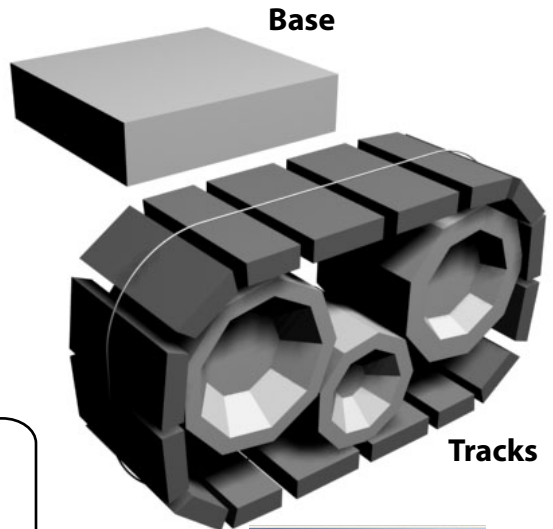
3D Character Design Animation & Linking

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.

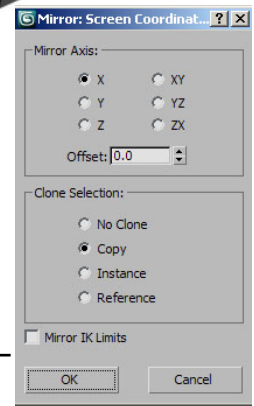


WHEELS

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.

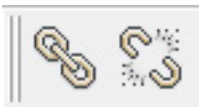
Note: When you mirror the tracks, they may flip inside out. If this is the case, just add the "Normal" modifier from the modifier list.



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.

