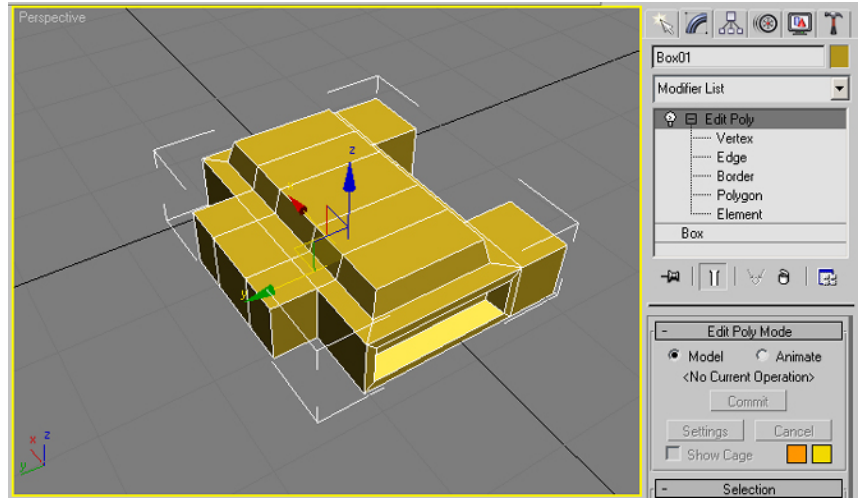


Tracks

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)

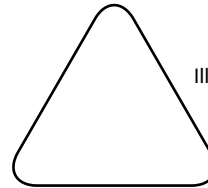
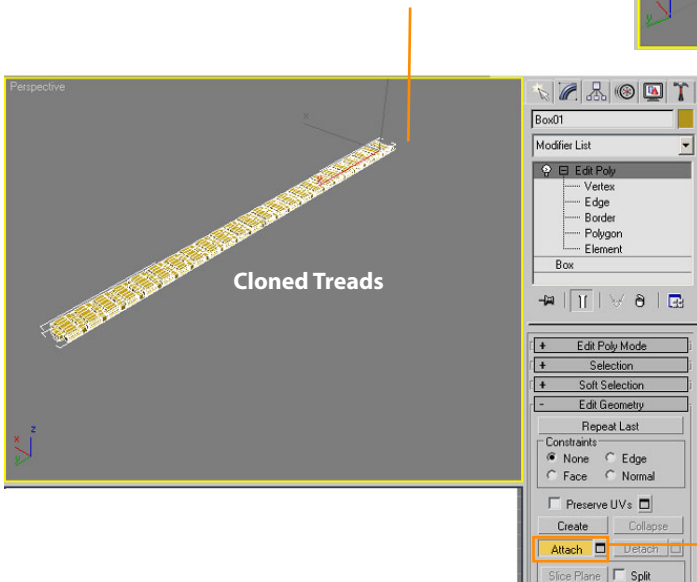


Illustration A.

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.

