

**3D Character Design**

# Track Animation

Once you modeled a track, it needs to be animated, mirrored, linked and animated again

1. First animate the tracks spinning around the spline by adjusting the Percent setting while the "Auto Key" is set.

2. Select the track and spline.

3. Open the "mirror" panel.

4. Deselect "Mirror IK Limits".

5. Make a "Copy".

6. Move the copy to the side.

Note: You may have to apply a "Normal" modifier to the cloned tracks.

7. Select copy (both tracks and spline).

8. Link copy to original tracks.

9. Animate original tracks forward. The clone should follow along.