

# MAKING PROPELLERS

Making a propeller for your flying machine is simple. You'll need to use a "Path Constraint". The diagram below shows most of the elements needed to complete the task.

3. Link propeller to blimp (plane).

4. Create a path using the line tool.

5. Constraint the blimp to the path and adjust the parameters in the motion panel.

2. Turn on "Auto Key" and animate the propeller to spin.

1. Turn on "Key Filters"

The screenshot shows the Autodesk Maya 2016 interface. The main viewport displays a yellow propeller and a green path. The 'Constraints' menu is open, with 'Path Constraint' selected. The 'Motion Panel' is visible on the right, showing the 'Path Parameters' and 'Position List' tabs. The 'Set Key Filters' dialog box is also open, showing the 'All' filter selected. The 'Auto Key' button is highlighted in the bottom right corner. The 'Key Filters' button is also highlighted.