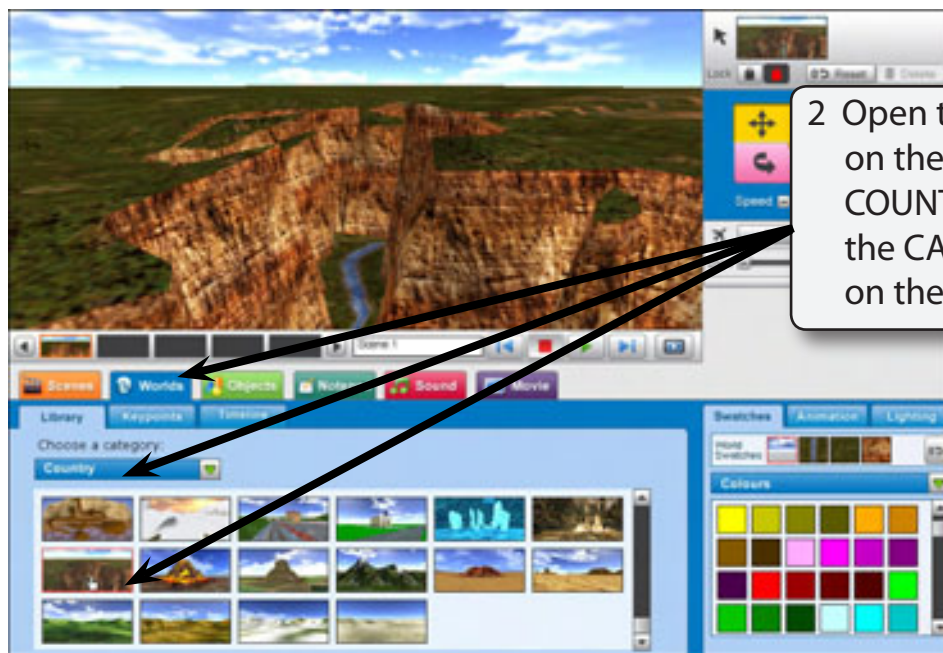


Attaching Worlds and Objects

You can move an object as a world moves. To illustrate this let's fly a helicopter through a canyon.

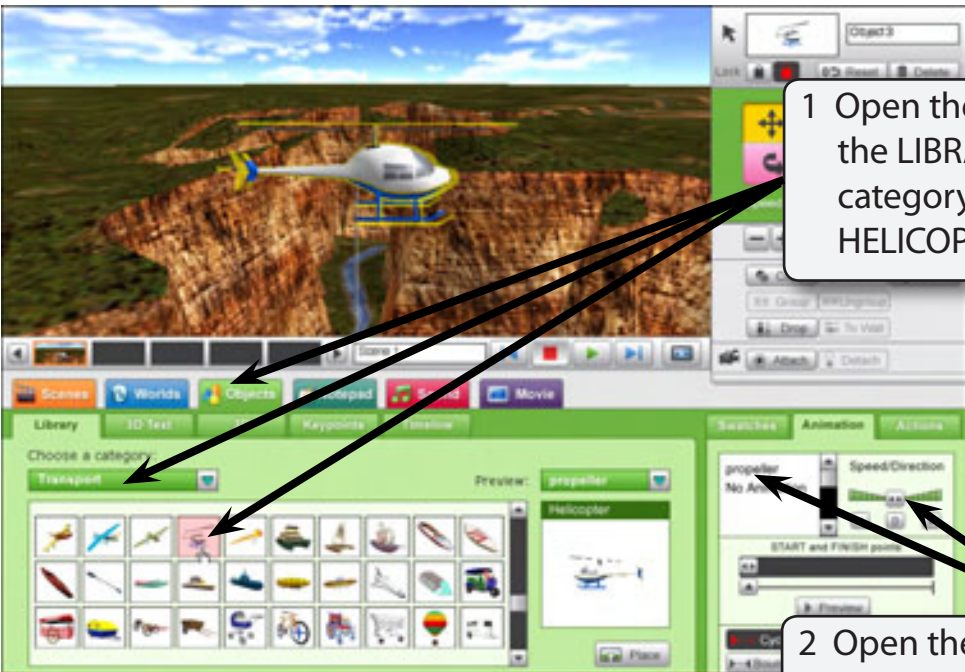
Inserting the World

1 Load Kahootz or start a NEW Xpression.



2 Open the WORLDS panel, click on the LIBRARY tab, open the COUNTRY category and select the CANYON world (first world on the second last row).


Inserting the Helicopter



1 Open the OBJECTS panel, set the LIBRARY to the TRANSPORT category and double click on the HELICOPTER.

2 Open the ANIMATION tab, click on the PROPELLER and increase the animation speed.

The screenshot shows a 3D environment with a canyon. The software interface includes a top toolbar with 'Scenes', 'Worlds', 'Objects', 'Notepad', 'Sound', and 'Movie' buttons. Below this is a 'Library' section with a 'Transport' category selected, displaying a grid of objects including a helicopter. A 'Preview' window shows the selected helicopter. To the right, the 'Animation' tab is active, showing a 'propeller' object with a 'Speed/Direction' slider set to a high value. Arrows point from the text boxes to the 'Transport' category, the helicopter object, and the 'propeller' animation slider.



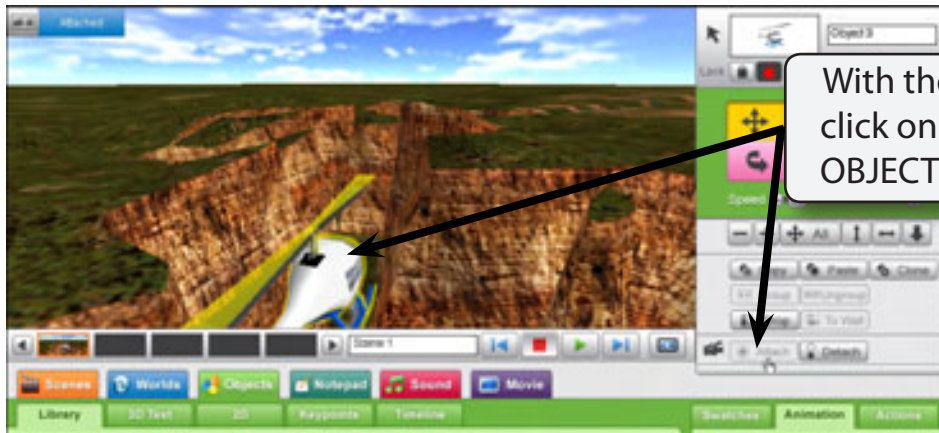
3 Rotate the helicopter so that it is facing down the canyon.

4 Move the helicopter to the bottom of the CAMERA VIEWER.

The screenshot shows the same 3D environment. The helicopter is now rotated and positioned at the bottom of the camera view, facing down the canyon. The software interface is the same as in the previous screenshot. Arrows point from the text boxes to the helicopter's new orientation and its position at the bottom of the camera view.

Attaching the Camera

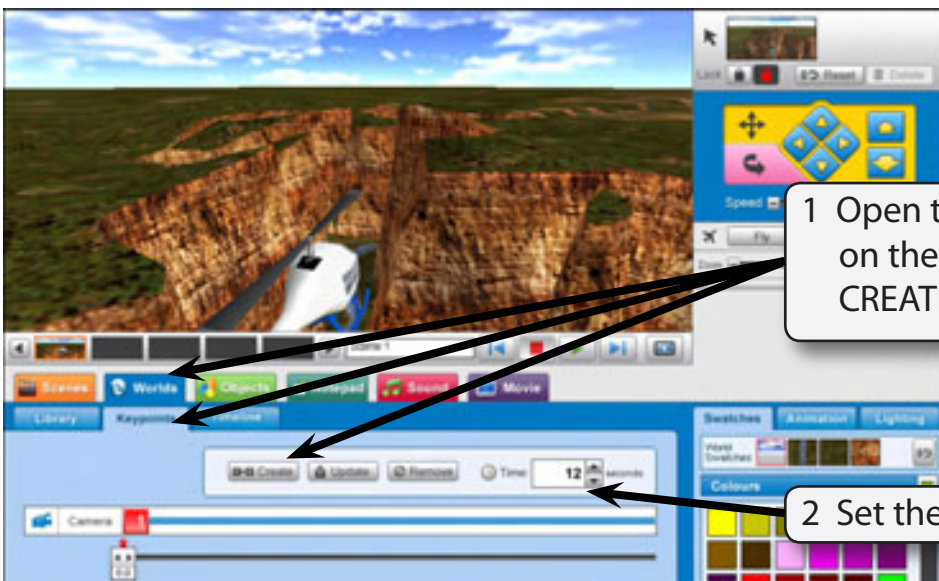
To set the helicopter to move as you fly around the world it must be ATTACHED to the camera viewer.



With the helicopter selected, click on the ATTACH button in the OBJECT TOOLS.

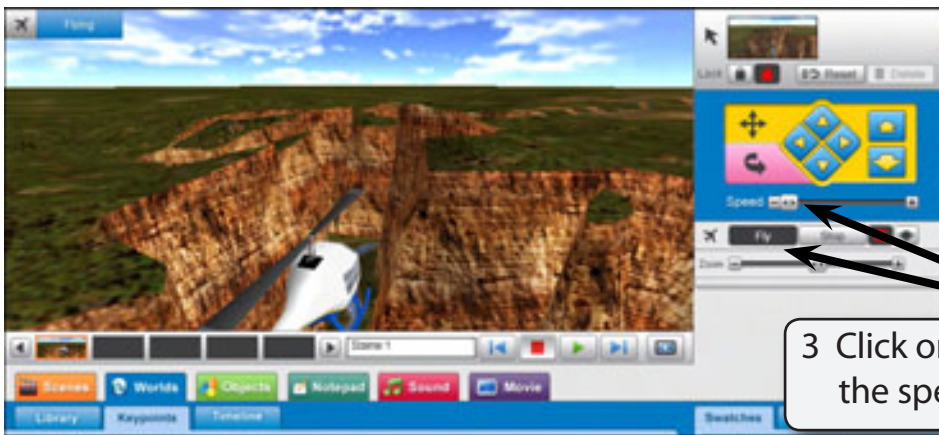
NOTE: An ATTACHED message is added to the top of the CAMERA VIEWER when you attach an object. If you want the helicopter to move separately to the canyon you can detach it from the CAMERA VIEWER by clicking on the DETACH button next to the ATTACH button in the OBJECT TOOLS.

Flying Through the Canyon

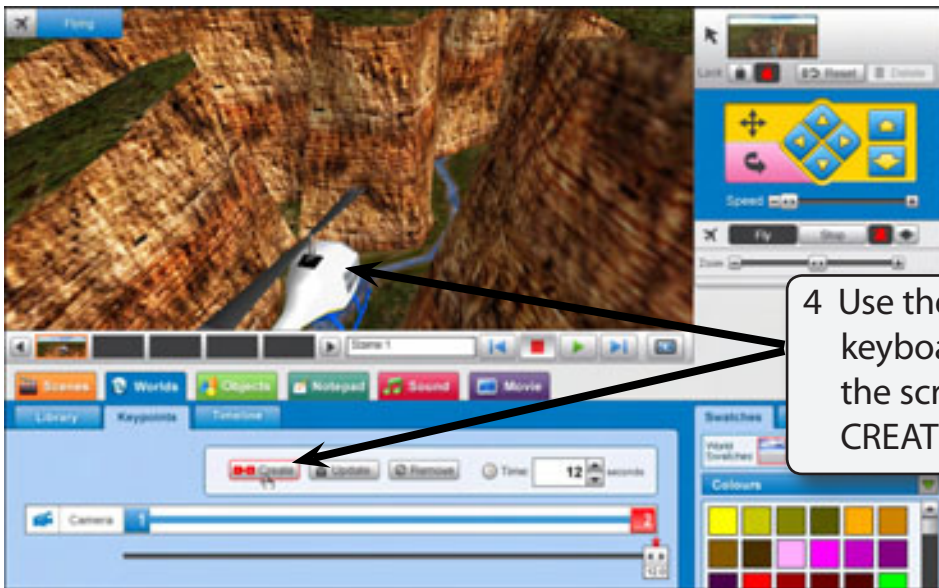


1 Open the WORLDS panel, click on the KEYPPOINTS tab and CREATE the first KEYPOINT.

2 Set the TIME to 12 seconds.



3 Click on the FLY button and set the speed to the slowest level.



4 Use the arrow keys on the keyboard or the mouse to fly the screen into the canyon and CREATE another KEYPOINT.

NOTE: Try to create the KEYPOINT when you change direction. The program only animates between KEYPOINTS. So, as long as the helicopter is not touching the walls of the canyon when you set the second KEYPOINT, it should animate smoothly.