

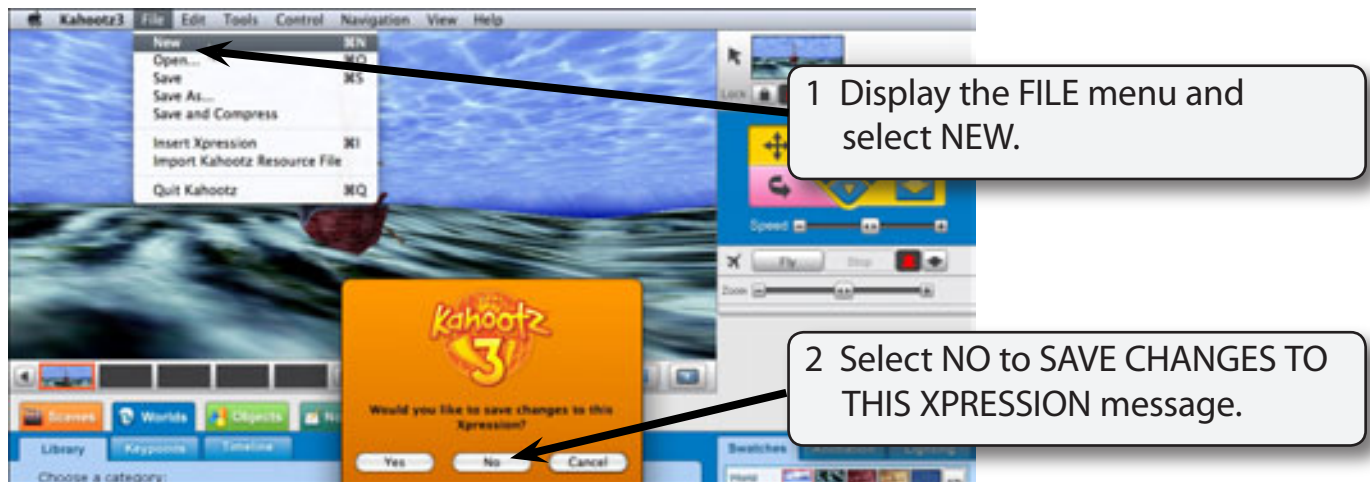
Objects

Objects are figures or items that you place in your animations. They are three-dimensional drawings and, as with worlds, you can move around them, resize them, move and rotate them and set them to animate.

Working With Objects

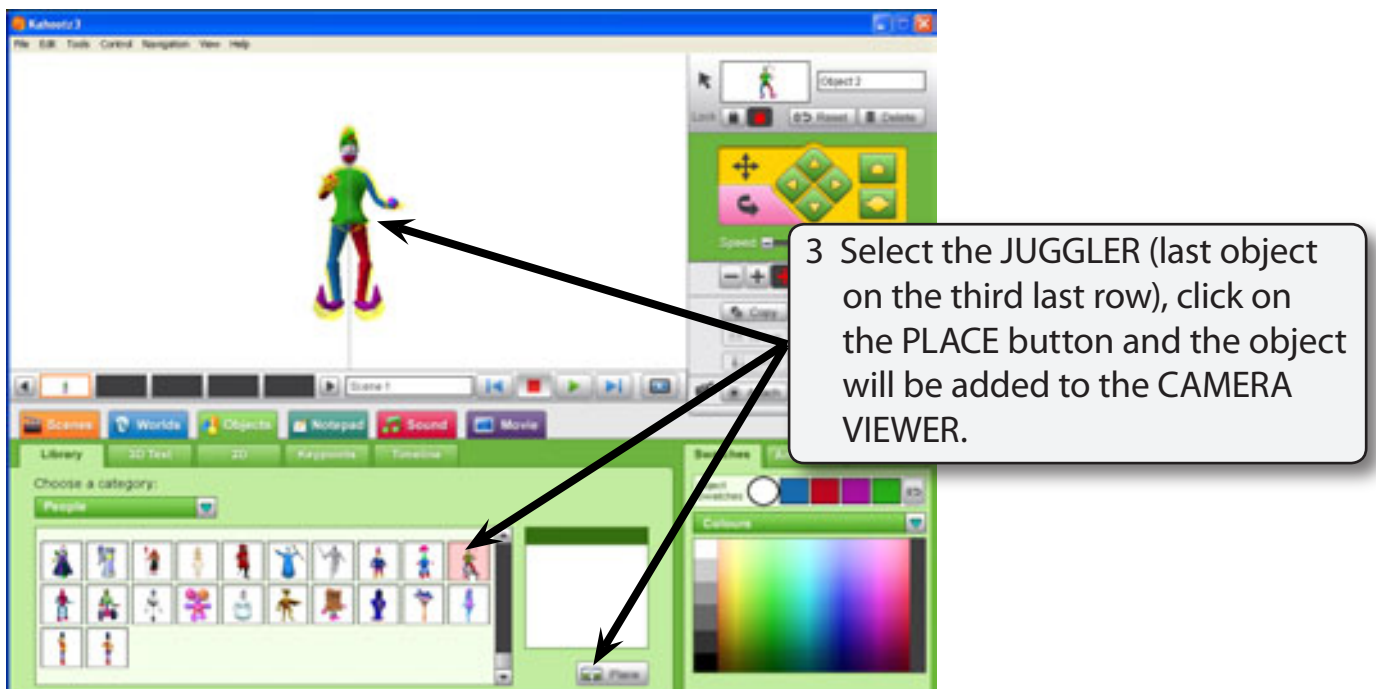
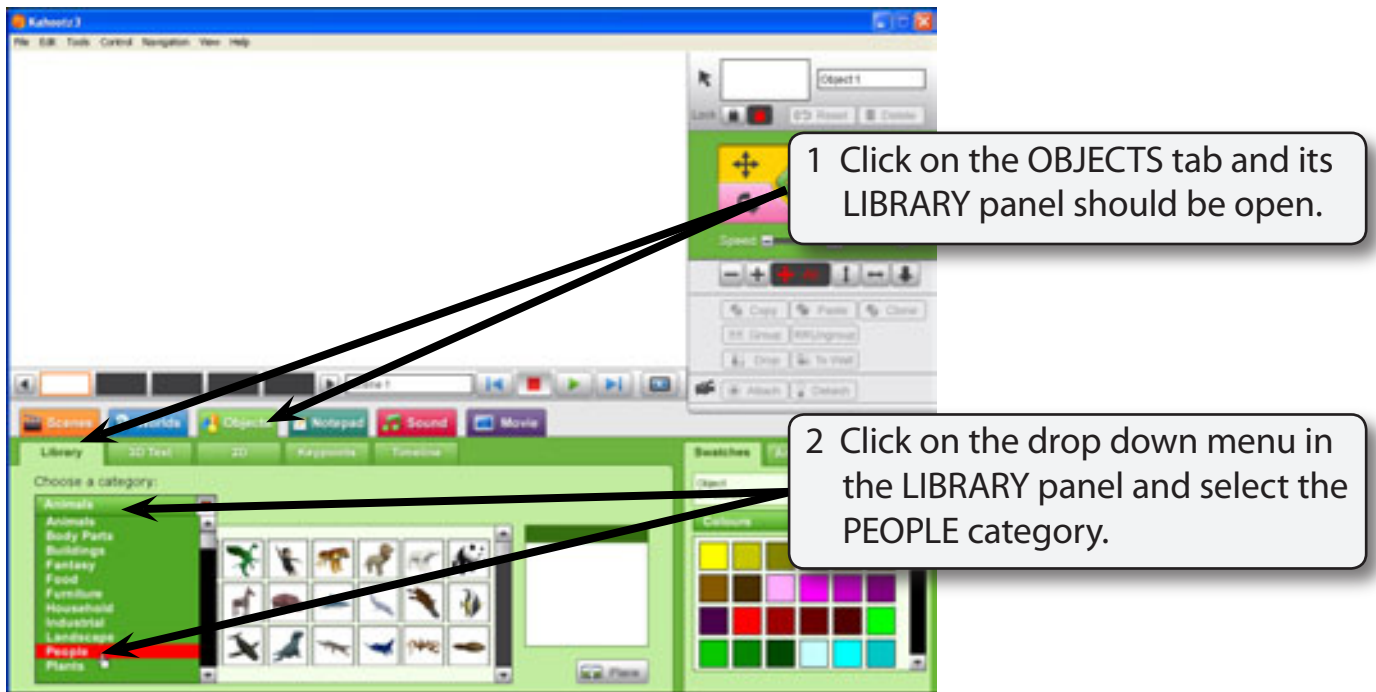
Starting a New Xpression

If you are starting a fresh new session, load Kahootz and a blank Xpression will be provided. If you are continuing from the previous chapter:



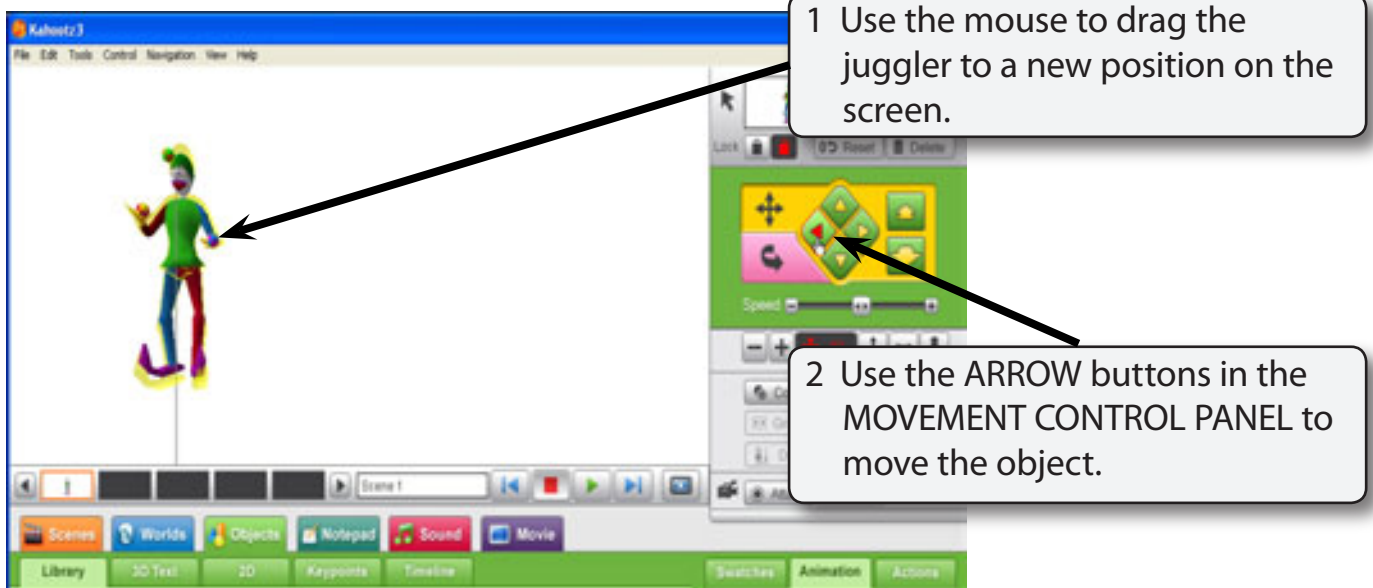
Selecting an Object

Objects are found in the OBJECTS tab. There are a variety of categories to choose from.



Moving an Object

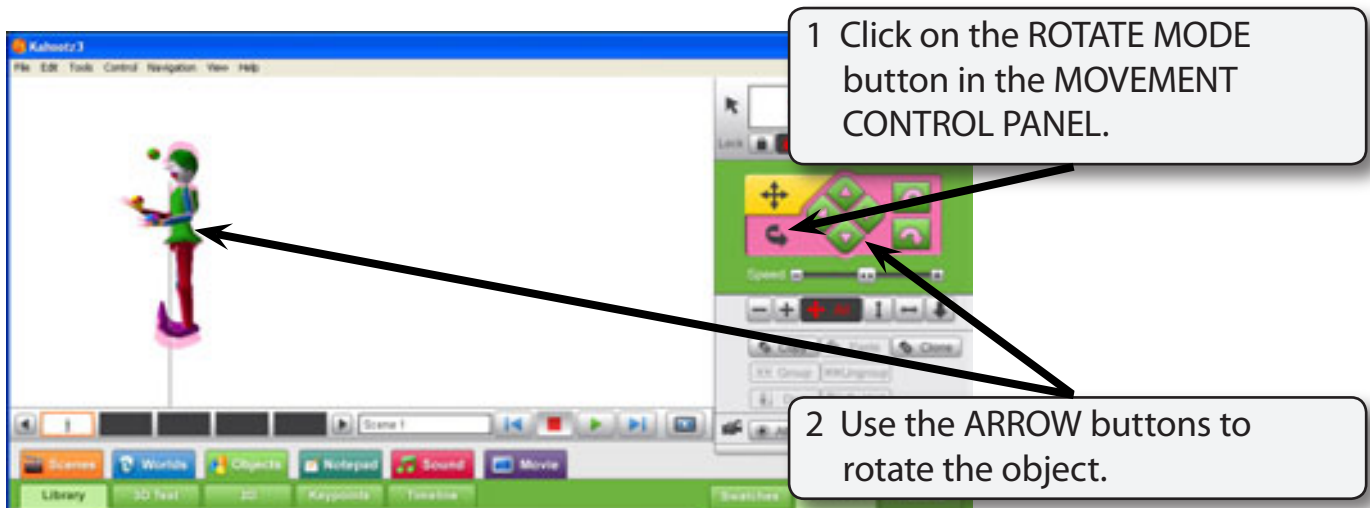
Once an object has been added to the screen or onto a world it can be moved around using the mouse or the Movement Control Panel.



- NOTE:**
- i When you select an object it has a yellow shading indicating that it can be moved.
 - ii When you place an object in the CAMERA VIEWER it is automatically selected.
 - iii The MOVEMENT CONTROL PANEL has a green background when an object is selected. It has a blue background when a world is selected.

Rotating an Object

Objects are three-dimensional shapes so they can be rotated.



- NOTE:**
- i When you select ROTATE MODE the selection shading is pink.
 - ii The vertical line through the object is a reference point that the object is rotated around.

Forward, Backward and Roll Buttons

