Moving Worlds and Objects Together

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

Inserting the World

1 Start a new Xpression.

2 In the WORLDS library open the INLAND category and select the CANYON world (second world on the last row).

Inserting the Helicopter

1 In the OBJECTS library open the TRANSPORT category and select the HELICOPTER.

2 With the object selected open the ANIMATION tab and click on the PROPELLER.

3 Preview the animation and increase the propeller speed.

4 Click on the PREVIEW button again to stop the animation.

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

6 Move it to the bottom of the screen.

Attaching the Camera

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


> 1 Click on the object's TOOLS button.
>
> 2 Click on the CAMERA ATTACH/DETACH button.

NOTE: **If you want the helicopter to move separate to the canyon you can detach it from the camera view by clicking on the DETACH button next to the ATTACH button in the TOOLS panel.**
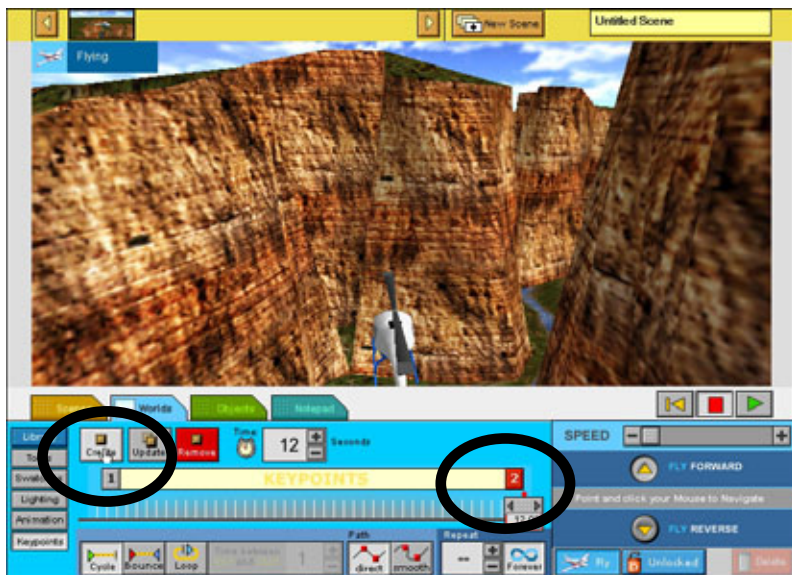

Flying Through the Canyon

> 1 Select the WORLDS tab.
>
> 2 Click on the KEYPOINTS button and create the first keypoint.
>
> 3 Set the TIME to 12 seconds.
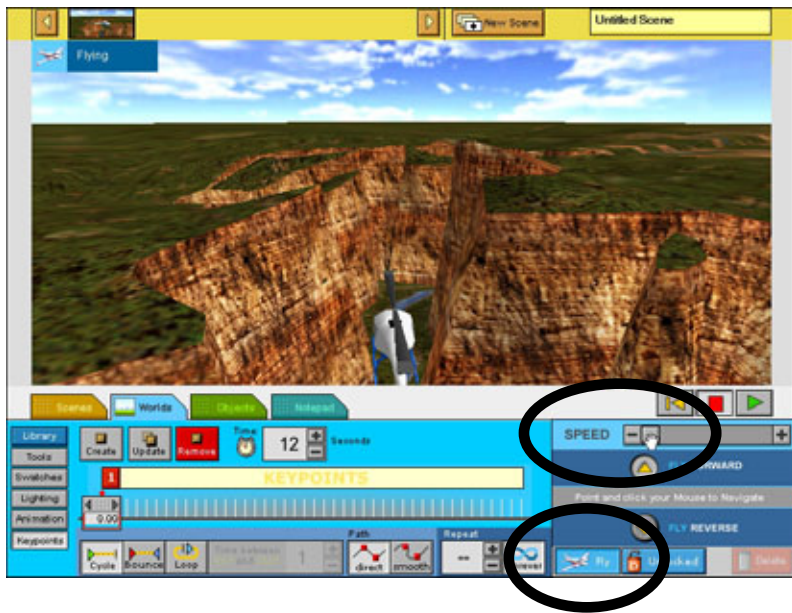
4 Click on the FLY button and set the speed to the slowest level.

5 Use the arrow keys on the keyboard or the mouse to fly the screen into the canyon and insert another keypoint.

NOTE: **Don't worry if you crash the helicopter into the canyon as you are flying. 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 properly.**