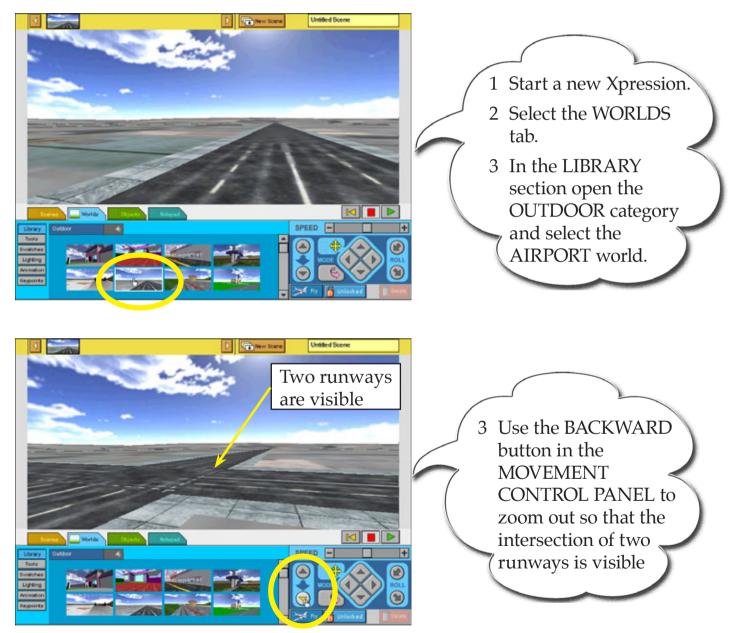
Moving Objects

Objects can be moved by setting KEYPOINTS. To illustrate this let's set a place to take off from a runway.

Selecting the World





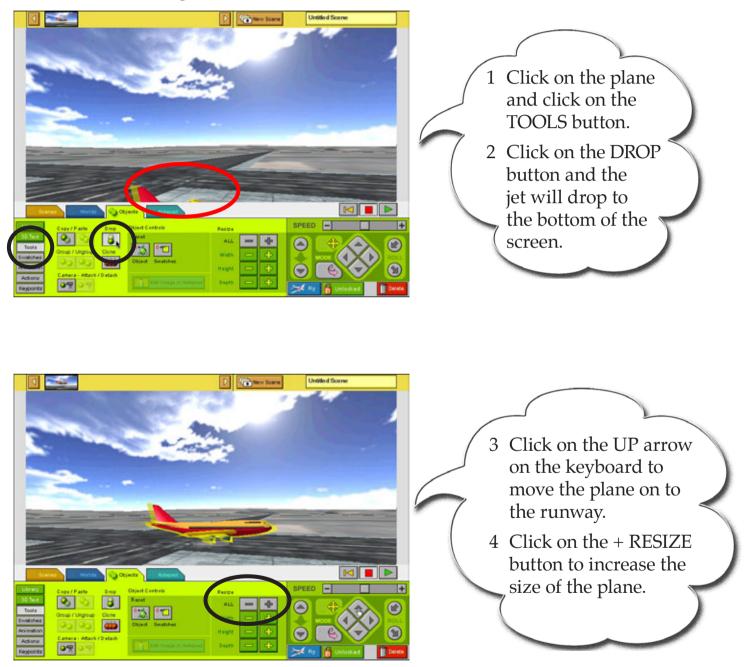
Adding a Plane to the World

A plane will be added to the world then set to take off from the runway.



Dropping the Plane

The background is a three dimensional drawing. At the moment the plane is sitting above the runway. To animate it effectively it is best to drop the plane to the level of the background.



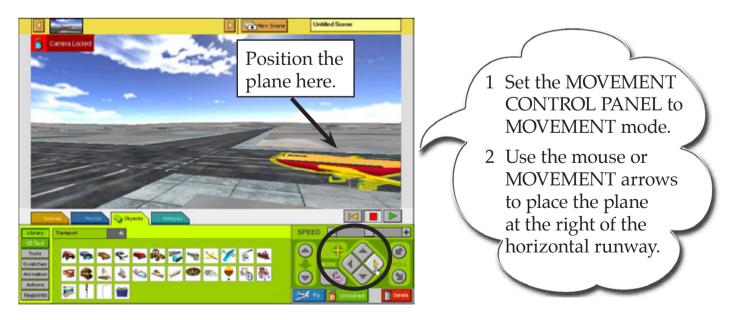
Rotating the Plane

The plane will taxi from the right of the screen so it will need to face the opposite way.



Setting the Plane's Starting Position

The first step in animating an object is to set its starting position.

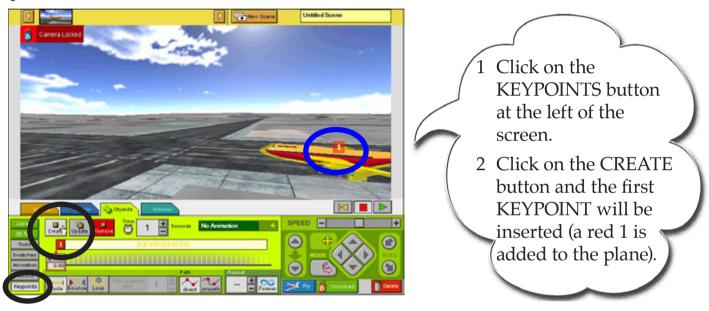


Moving the Plane

The KEYPOINTS section is used to move objects. A KEYPOINT is an important point where a change occurs to the object's movement.

Setting the Starting Keypoint

When you want to move an object you must set a KEYPOINT at the starting point of the movement.



Moving the Plane to the Runway Intersection

