

## 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



- 1 Start a new Xpression.
- 2 Select the WORLDS tab.
- 3 In the LIBRARY section open the OUTDOOR category and select the AIRPORT world.



- 3 Use the BACKWARD button in the MOVEMENT CONTROL PANEL to zoom out so that the intersection of two runways is visible



4 Lock the world so that it cannot be accidentally moved.

## Adding a Plane to the World

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



- 1 Open the OBJECTS tab.
- 2 In the LIBRARY section open the TRANSPORT category.
- 3 Select the JUMBO JET.

## 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.



- 1 Click on the plane and click on the TOOLS button.
- 2 Click on the DROP button and the jet will drop to the bottom of the screen.



- 3 Click on the UP arrow on the keyboard to move the plane on to the runway.
- 4 Click on the + RESIZE button to increase the size of the plane.

## Rotating the Plane

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



- 1 Set the MOVEMENT CONTROL PANEL to ROTATE mode.
- 2 Use the ROTATE LEFT arrow to set the plane to face to the right.

## Setting the Plane's Starting Position

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



- 1 Set the MOVEMENT CONTROL PANEL to MOVEMENT mode.
- 2 Use the mouse or MOVEMENT arrows to place the plane at the right of the horizontal runway.

## 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.



- 1 Click on the KEYPOINTS button at the left of the screen.
- 2 Click on the CREATE button and the first KEYPOINT will be inserted (a red 1 is added to the plane).

### Moving the Plane to the Runway Intersection



- 1 Use the mouse or MOVEMENT arrows to move the plane to the centre of the runway intersection.
- 2 Click on CREATE to add another keypoint.