

Track Driven Models

Animating droid and vehicles using tracks can be done using the “Path Deform WSM” modifier. These are the steps:

1. Box model a cool looking tread in the perspective viewport.
2. Select the tread, hold the shift key down and “Clone Copy” 15 more.
3. Select the original tread and “Attach” the other 14 thus creating a single unit.
4. From the Create - Shapes Panel select Ngon and set the number of sides.
Drag out the shape in the front viewport.
5. Place the Path Deform WSM from the Modify Panel onto the track model.
6. Select the “Pick Path” button and then the “Move to Path ” button.



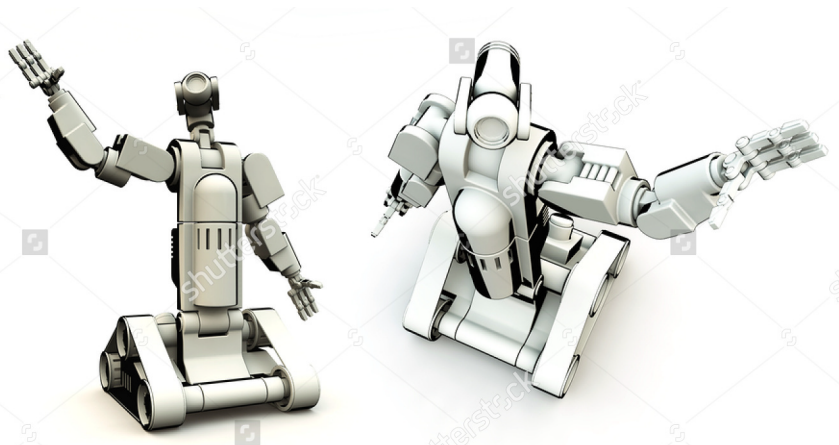
7. The track will snap to the shape but you'll probably have to rotate into orientation.

8. Select the Rotate tool, switch from “View to Local”

9. In the front viewport rotate the track until it aligns properly.

10. Adjust the “Stretch” parameter on the Path Deform modifier.

11. Animate the track by turning on the Auto Key, moving the scrubber to 100 and adjusting the “Percent” scroller on the Path Deform parameters.



Design your droid/vehicle and “Link” it to the tread. Animate the tread across the stage. The droid will follow.