SoCal ROC
Career Technical Education
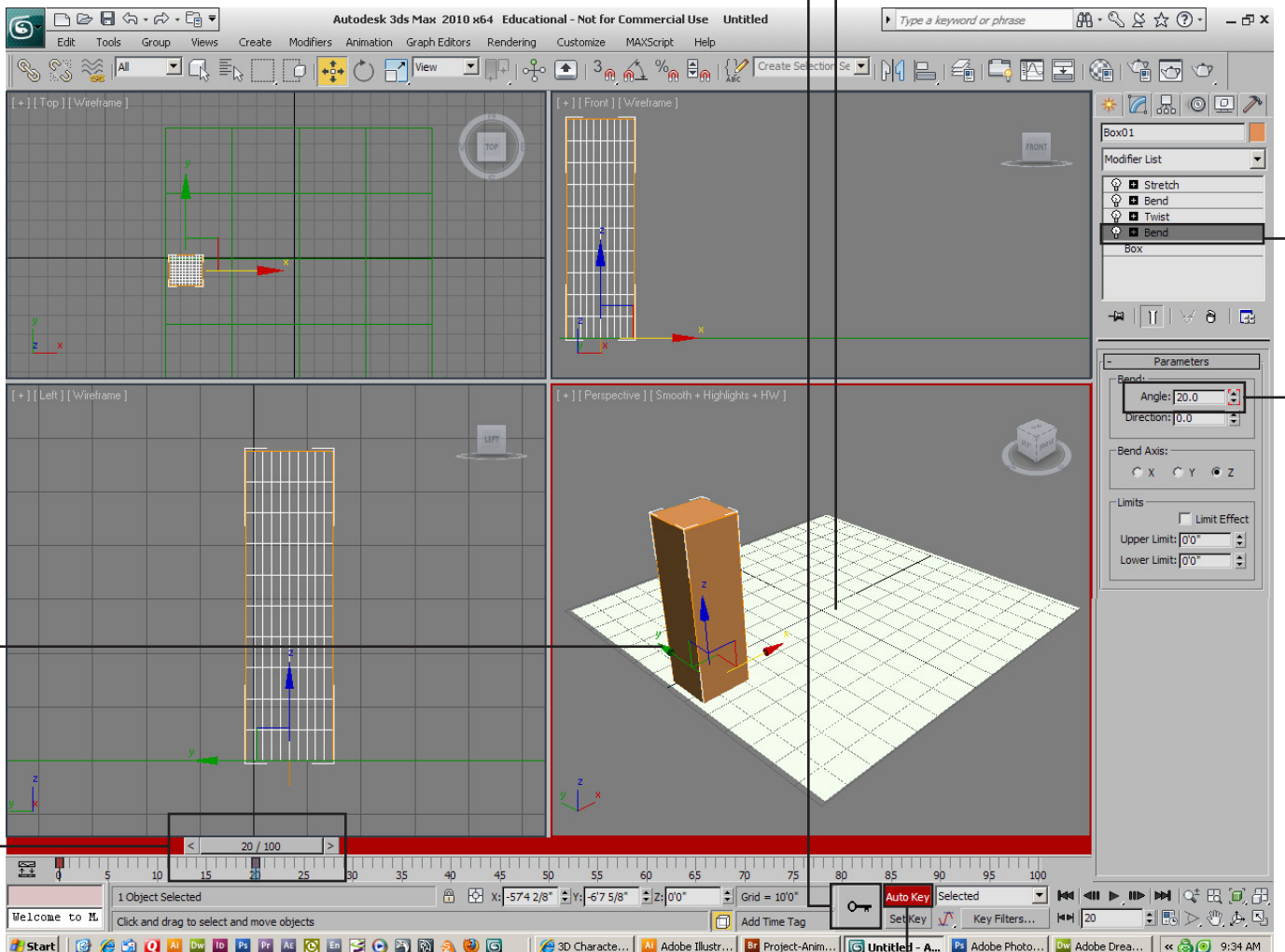
3D Character Design

Animating a Box as a Character - Part 2

PROCEDURE

1. First postion the box to the left side of your plane.

2. Turn on the "Auto Key".

3. Move the "Timeline Scrubber" to frame 20.

4. Move the box to the center of the plane.

7. Move the Scrubber to frame 30.

5. Click the big "Key" button to lock the timing of your next "Bend " movement.

8. Select the first "Bend" modifier from the "Stack" and adjust the angle.

9. Continue moving the scrubber forward a bit, then adjust the Bend angle to a negative angle. Do this several time to make the effect of the box flexing back and forth