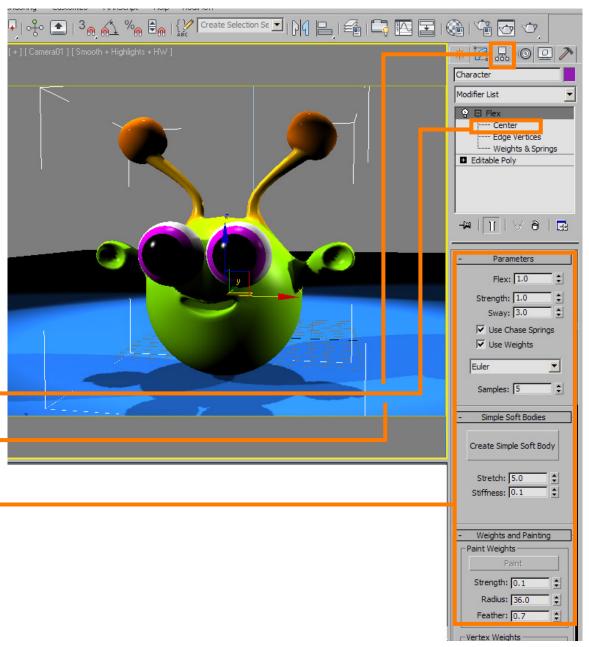# Secondary Motion - Flex Modifier
(1 to 10 points)

The Flex modifier gives that "cartoon' like motion to characters when they suddenly stop.

1. Create a sphere that is about 35 units in radius.

2. Place and edit poly modifier on it and model some feature: antenae, ears etc.

3. Make a pair of eyes from another sphere and "attach" them to the body.

4. Turn on the "Auto Key" and animate the new character around the stage.

NOW

5. Place the "Flex" modifier on to the character and match the settings in the diagram.

6. Open the Flex modifier and move the flex center to the base of the character.

   To do this, you need to open the "Hierarchy" panel, select "Affect Pivot Only". And move the pivot point or center of the Flex modifier downward using the move tool.

It's that easy!