



- The eyes are separate objects that are "linked" to the face. They are then linked to a "Dummy"\* object using a "LookAt" constraint.

After you constrain the eyes to the dumbing object you'll notice that they spin 90 degrees. Check the "Keep Initial Offset" button to fix this.

The screenshot shows the Autodesk 3ds Max interface. In the center, two white spheres representing eyes are positioned. A green wireframe cube labeled 'Dummy Object' is visible in the lower right. A context menu is open over the eyes, with 'LookAt Constraint' highlighted. On the right, the Command Panel shows the 'LookAt Constraint' settings, where the 'Keep Initial Offset' checkbox is checked. In the bottom left, the 'Object Type' palette shows a 'Dummy' object selected.

\* A Dummy object is invisible. It is used as in this case to help control another object. You can find them under "Helpers".