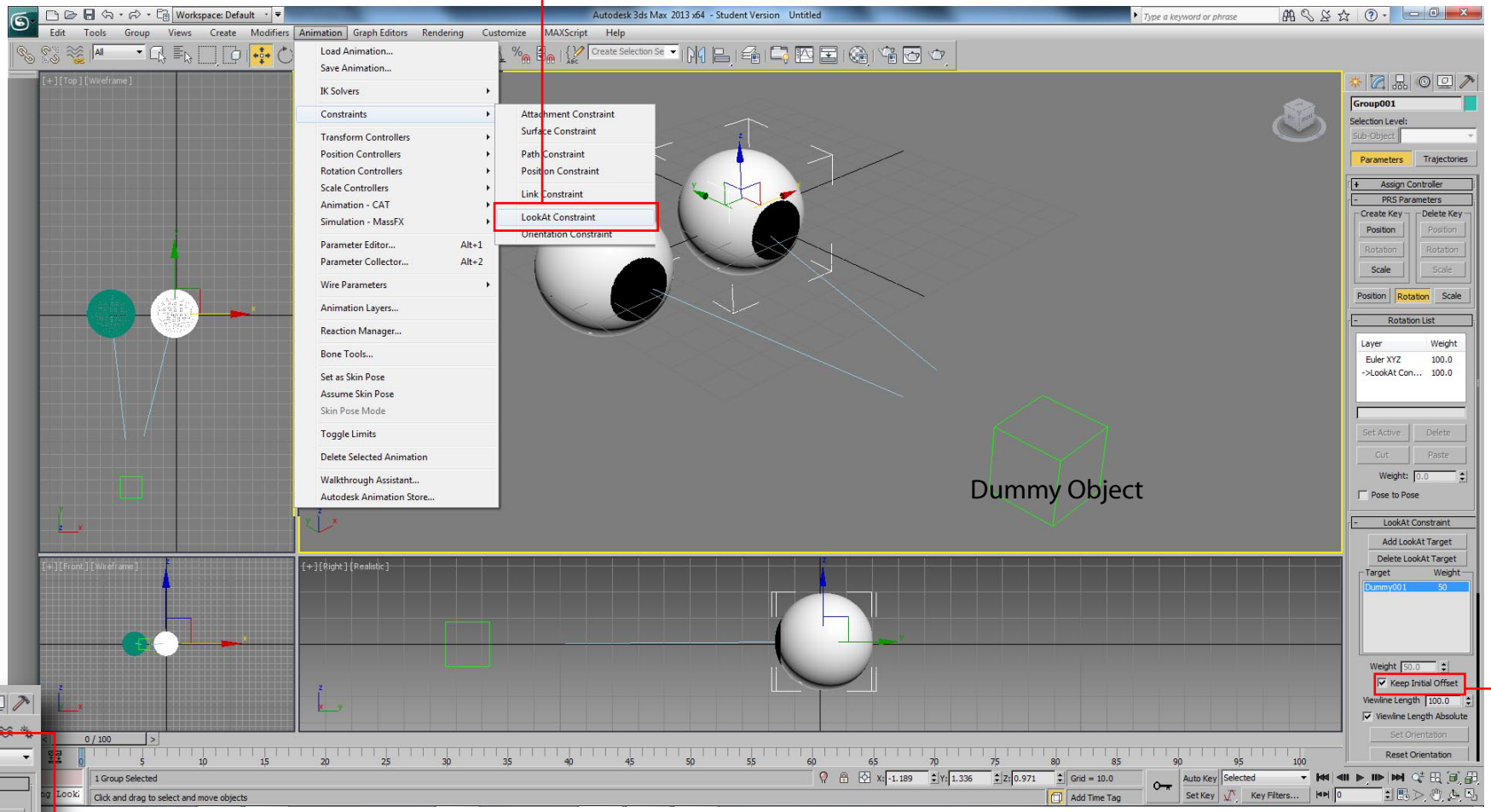
Career Technical Education SoCal ROC

The Morpher Modifier & Facial Animation

3D Character Design

5. 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 Offest" button to fix this.



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