

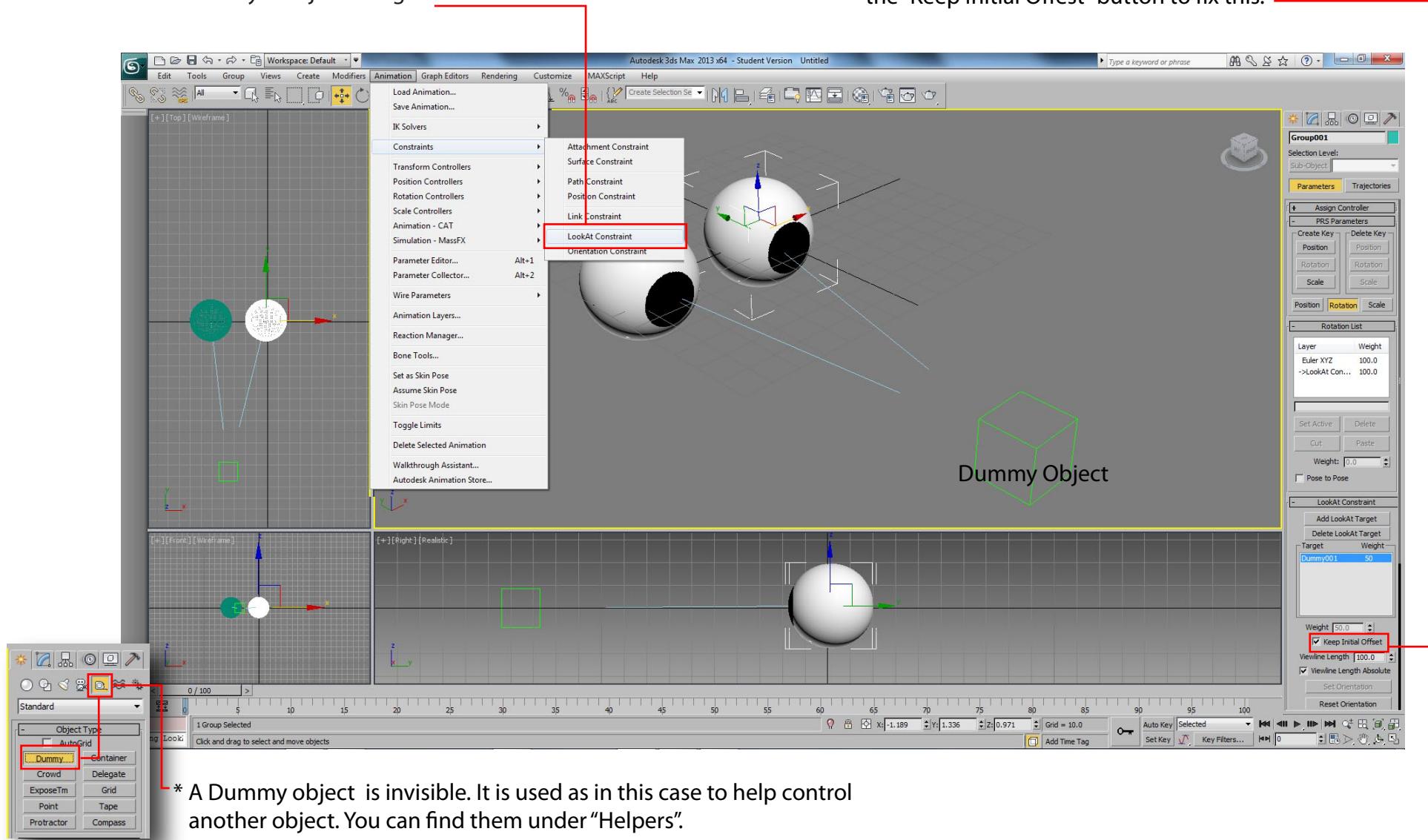
3D CHARACTER DESIGN

THE MORPHER MODIFIER & FACIAL ANIMATION



- 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 2013 interface with the following details:

- Views:** Top, Front, and Right.
- Constraint Menu:** The **Constraints** submenu is open, showing options like Attachment Constraint, Surface Constraint, Path Constraint, Position Constraint, Link Constraint, LookAt Constraint, and Orientation Constraint. The **LookAt Constraint** option is highlighted with a red box.
- Properties Panel:** On the right, the **Group001** panel is active, showing a **Parameters** tab with a **Rotation** section. A **LookAt Constraint** rollout is expanded, showing a target named **Dummy001** with a weight of 50.0. The **Keep Initial Offset** checkbox is checked.
- Toolbox:** The **Dummy** tool icon is highlighted with a red box.
- Note:** A callout box points to the **Dummy Object** in the Front view, with the text: "* A Dummy object is invisible. It is used as in this case to help control another object. You can find them under 'Helpers'."