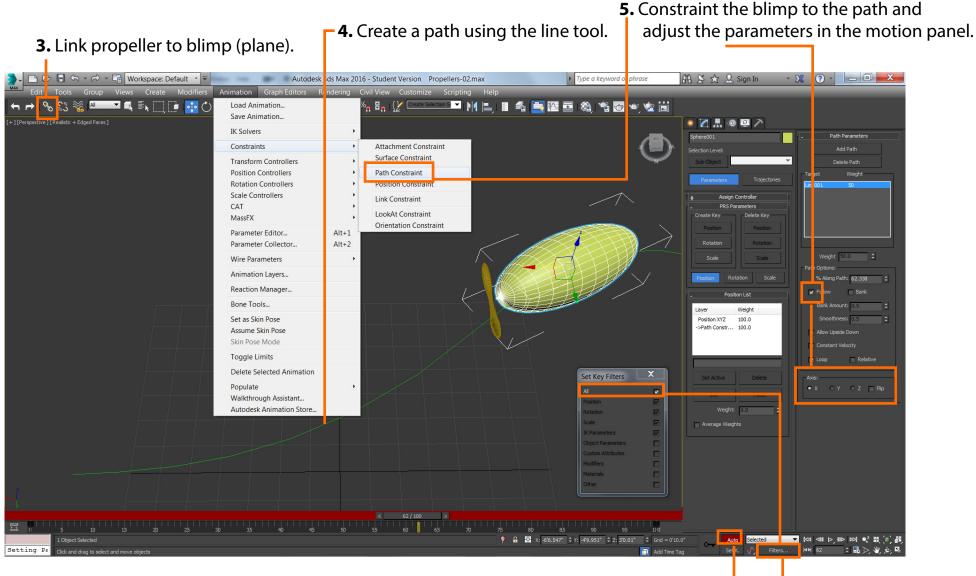# MAKING PROPELLERS

Making a propeller for your flying machine is simple. You'll need to use a "Path Constraint" . The diagram below shows most of the elements needed to complete the task.

5. Constraint the blimp to the path and adjust the parameters in the motion panel.

4. Create a path using the line tool.

3. Link propeller to blimp (plane).

2. Turn on "Auto Key" and animate the propeller to spin.

1. Turn on "Key FIlters"