Career Technical Education
SoCal ROC

3D Modeling & Animation
Waving Flag with Reactor

1. Create a "Rectangle" 1 1/2 foot long & 1 foot high in the "Front" viewport.
2. Add an "Edit Spline" modifier and select the vertices.
3. Click the "Break" button on the parameters rollout.
4. Add the "Garment Maker" modifier with a setting of 1.0
5. Add a UVW map to the Rectangle and place a texture
6. Make a flag pole from a cylinder
7. Place the "Cloth" modifier on the Rectangle stack.
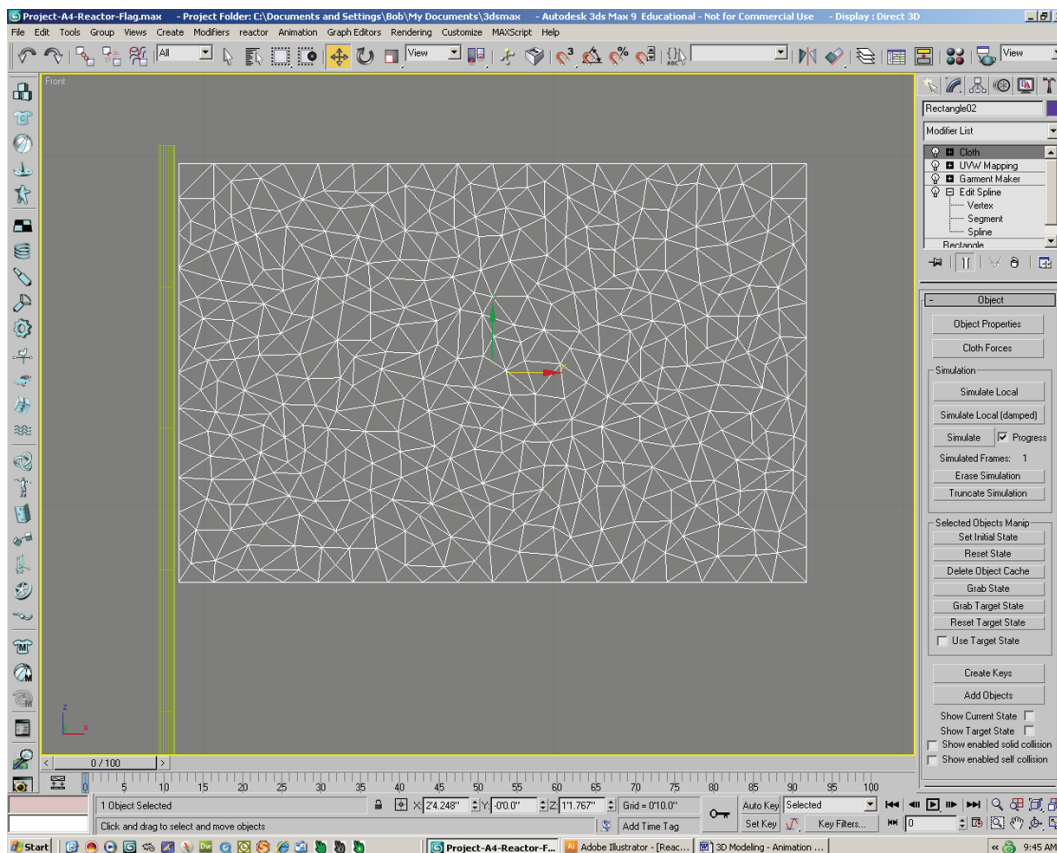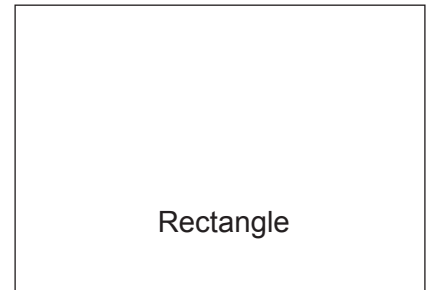
Rectangle

8. Select "Object Properties". Select the 'Rectangle" and click the "Cloth" radio button.
9. Click the "Add Object" button and select the Cylinder (Flag Pole) and click the "Collision Object" radio button. Click OK.
10. Open the Cloth modifier to sub-object level and select "Group".
11. Select the left column of vertices on the flag and click "Make Group". Name the group.
12. Click the "Sim Node" button and then click on the Flag Pole in the viewport. Close Sub-Object.
13. Click the "Simulate" button. The flag should collapse onto the pole.
14. Create "Wind" from the "Space Warps" panel. Position it and place it into the simulation selecting "Cloth Forces" on the Cloth modifier panel. Click the Simulate button.
15. Use the "Erase Simulation" button to change the simulation.
15 Vary the effect by adjusting the "Gravity" on the panel and/or the strength of the wind.