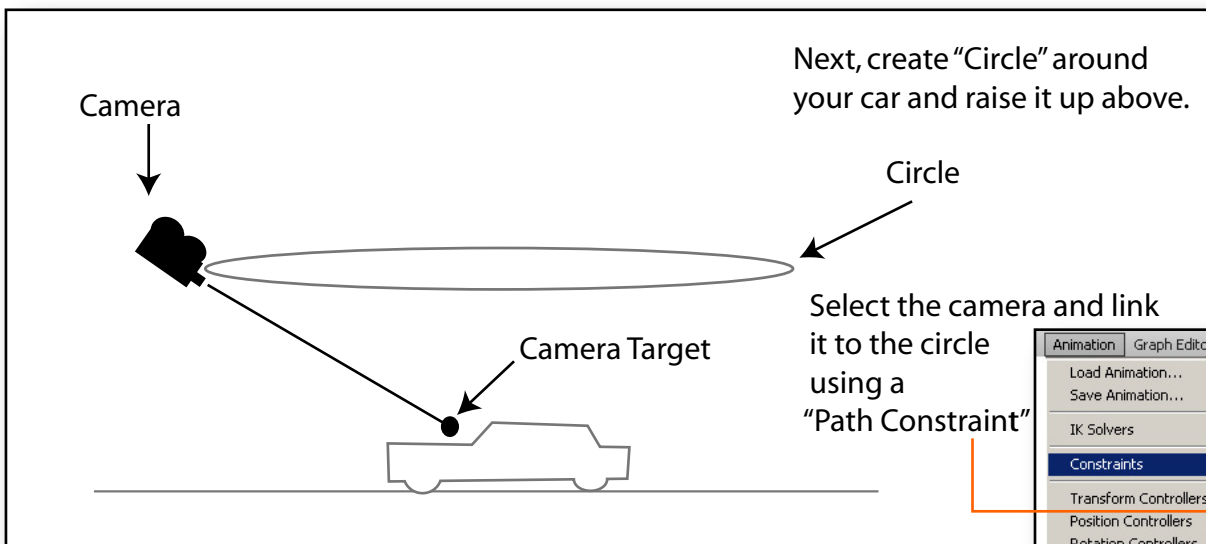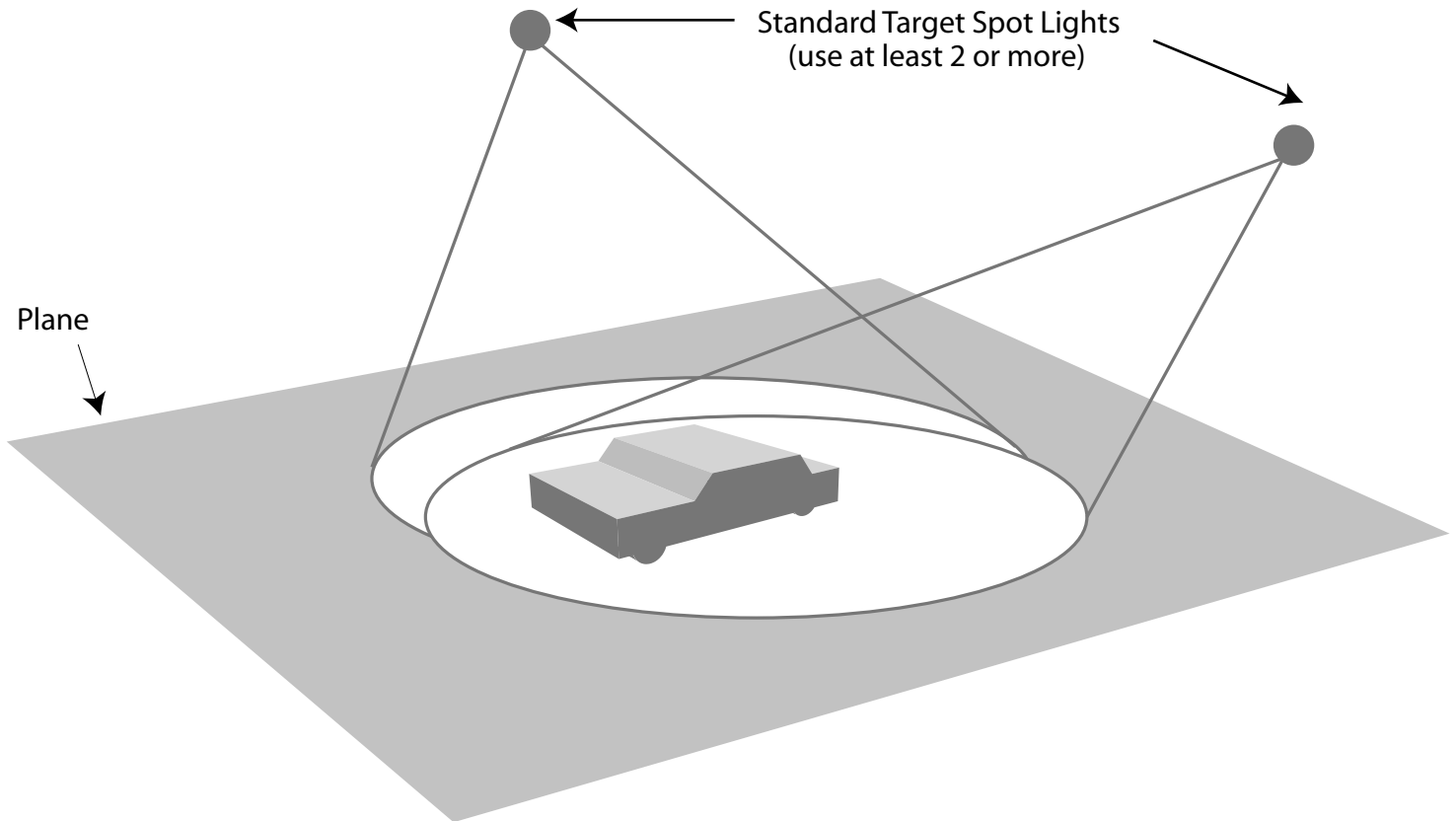**SoCal ROC**
Career Technical Education

3D Modeling & Animation
Staging Your 3D Car

Staging means setting up lights, camera and animating your 3D car. The diagram beow shows the set up.

Standard Target Spot Lights
(use at least 2 or more)

Plane

Camera

Next, create "Circle" around your car and raise it up above.

Circle

Camera Target

Select the camera and link it to the circle using a "Path Constraint"

Animation	Graph Editors	Rendering	Customize	MAXScript
Load Animation...				
Save Animation...				
IK Solvers ▶				
Constraints ▶		Attachment Constraint		
		Surface Constraint		
Transform Controllers ▶		Path Constraint		
Position Controllers ▶		Position Constraint		
Rotation Controllers ▶				
Scale Controllers ▶		Link Constraint		
Parameter Editor... Alt+1		LookAt Constraint		
Parameter Collector... Alt+2		Orientation Constraint		
Wire Parameters ▶				

Linking the camera and the cirlce will automatically animate the camera to go around the car.