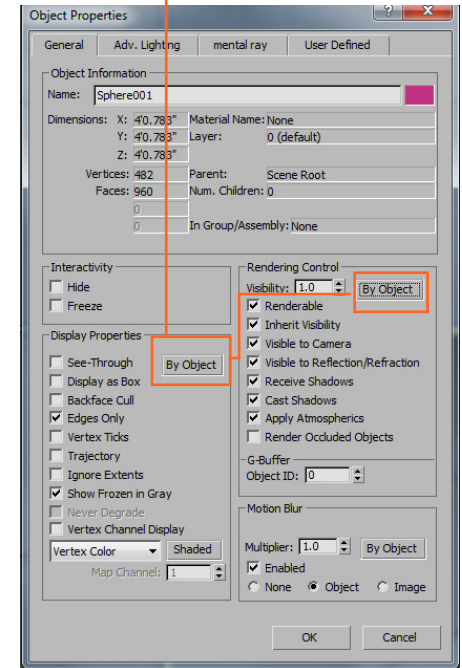


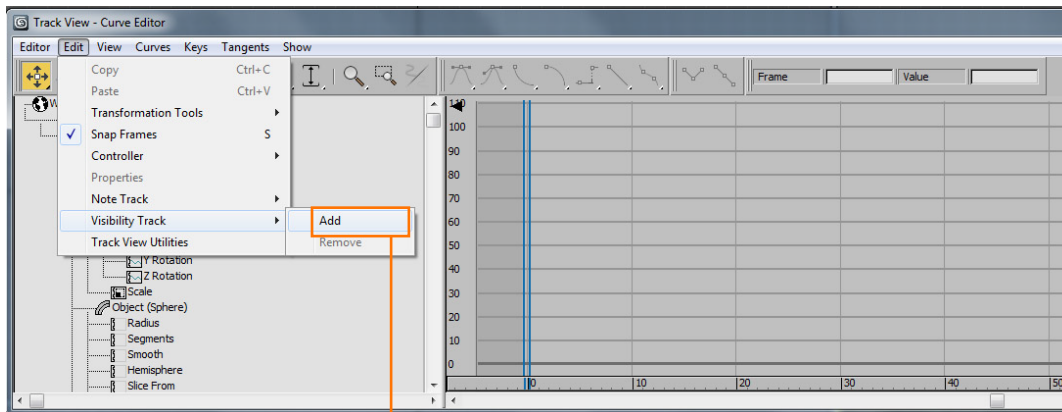
3D CHARACTER DESIGN

You can make objects become invisible, either quickly or slowly, using what is called a visibility track.

1. Visibility tracks work with “Mental Ray” materials. So make sure you have applied a material to your object before going any further.
2. Right click on the object that you’re making invisible. In the “Object Properties” dialog click the “Layers” buttons.



3. Again, right click on the object and open the “Curve Editor”.



4. Find your object on the list to the left of the graph. Drop down the “Edit” menu and select Visibility - Add.