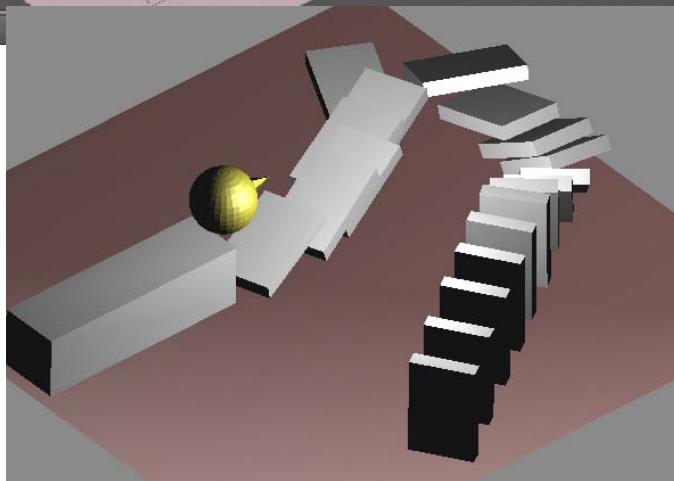
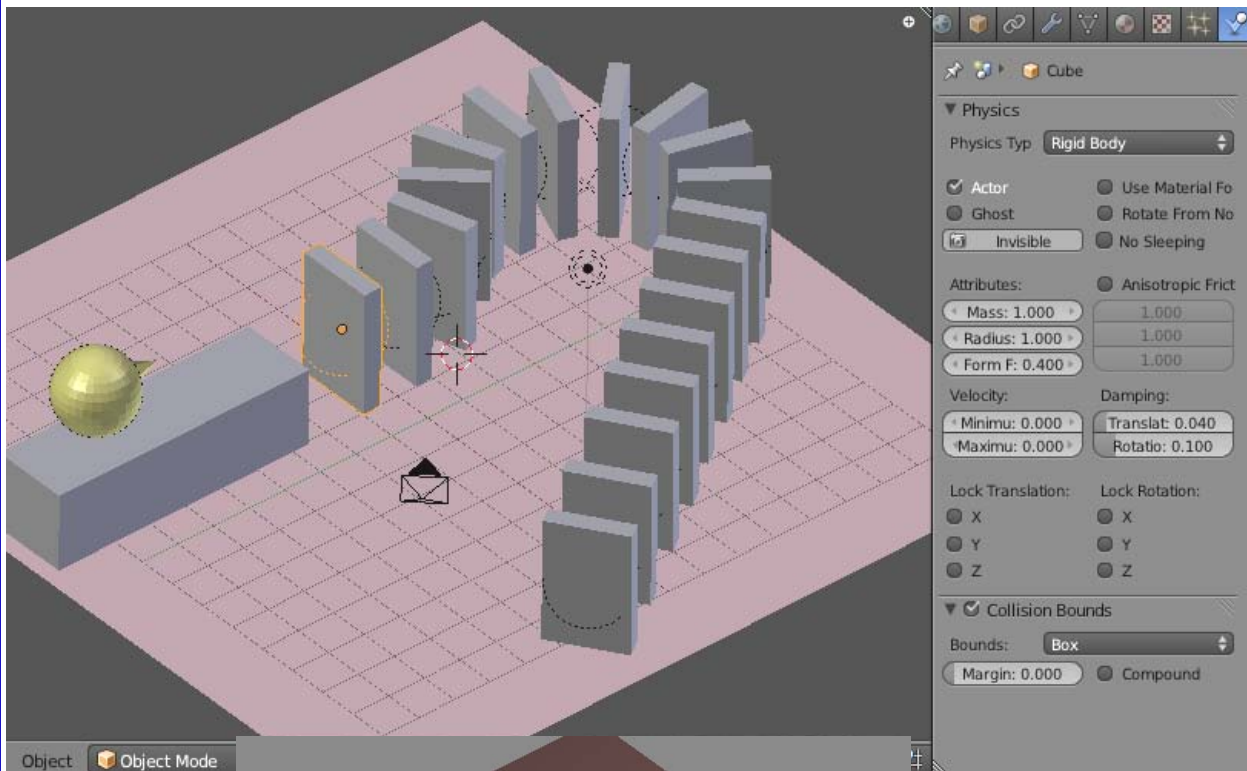


## Real Time Practice Exercise

# PRACTICE EXERCISE

For this activity, your job is to design a maze full of motion. Create an actor that can be moved around with the arrow keys as discussed in the previous pages and make him start by knocking down some dominoes. To make a domino, start with a cube, scaled into the shape of a domino. After shaping, hit "Ctrl-A" to apply scale and rotation (reset settings), then turn it into a "Rigid Body" actor and use "Box Collision Bounds". Duplicate it a few times and test it out to see if you can knock the first one over and that, in turn, knocks the others over. Add as much other detail to your scene as possible and more motion.

*If time permits, save the motion to an animation curve and make a movie.*



**\*\* Call the instructor when finished\*\***