

Chapter 15- Working With Constraints

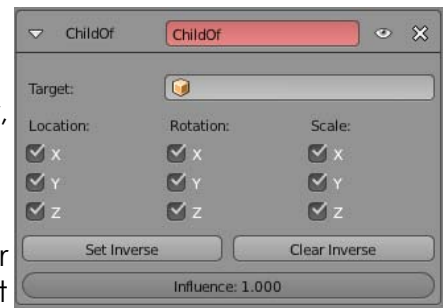
Relationship Constraints:

Child Of Constraint:

Works exactly like what we did in the previous chapter, but with visual controls.

Locking Relationship Constraints:

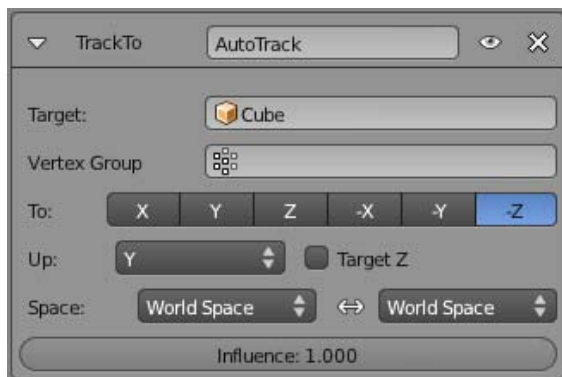
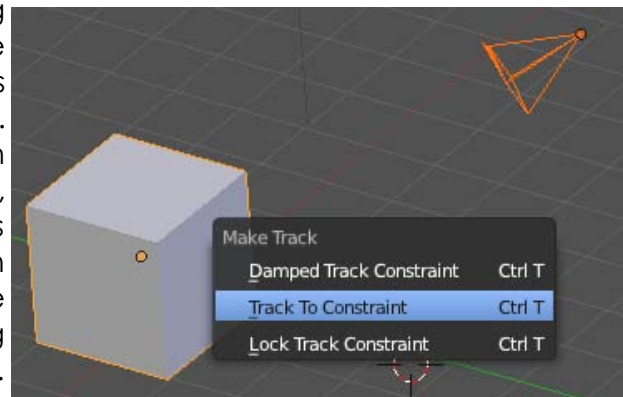
Several other constraints in this category lock to another object such as providing a floor level, providing a pivot point and following a path.



Tracking To An Object

There are times you want to “constrain” or “follow” a certain object in your scene. New constraints are being developed in Blender, but for now, we will just be talking about the most common one used to keep the camera focused on an object- the “Track To” constraint. The tracking constraint is useful in animating by saving you a lot of time and frustration trying to place location and rotation keys on the camera in an effort to try to keep your target centered. When used in conjunction with *Paths* (discussed in this chapter), you can create very smooth animation paths. *Objects besides cameras can also be used with tracking.*

To set up a simple camera tracking constraint, Select the camera first, then the target while holding down “Shift”. Press “Ctrl-T” and select “Track To Constraint”. Sometimes it’s convenient to target an *Empty* object (created in the Add menu, like we used in the lighthouse scene). This allows you to move your target around in your scene so the camera can focus on one object for a while, then move to something else by moving the target in that direction. You also have an *influence* option where the camera will track solidly to the object or allow some flowing of the camera.



The other way to apply the Track To constraint is through the *Constraints* panel discussed in this chapter. However, by pressing “Ctrl-T”, this constraint will automatically be placed in the stack. You can even choose to follow a vertex group, lock to specific axis and space, and even choose the amount of influence of the tracking.