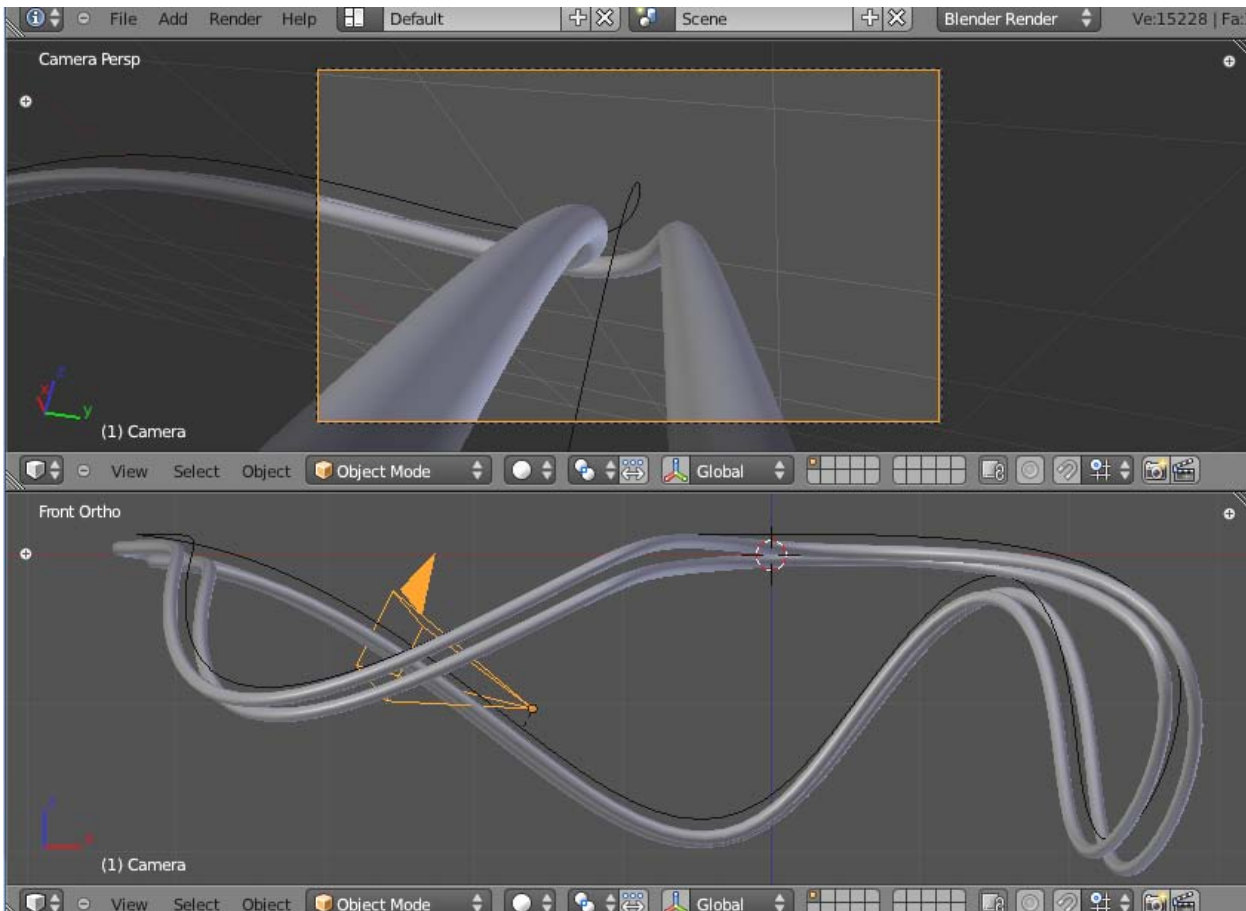


Paths and Curves Practice Exercise

Now, select the other path that you duplicated earlier and move it up slightly so it is easier to select. Select the Camera, then this Path. Hit "**Ctrl-P**" to make a "Follow Path" constraint. A dashed line will display between the two objects. It may take some time to get this correct, but move the camera to the dashed line's contact point. Adjust the camera angle and test the animation with "Alt-A". Experiment with this until you are satisfied with the animation. If it is too fast, adjust the curve settings in the Object Data panel.



Add a world to your scene and animate a 100 frame movie.

Challenge Exercise:

Duplicate the curve one more time and extrude walls around your coaster to make it into a mine tunnel. Add textures and animate.

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