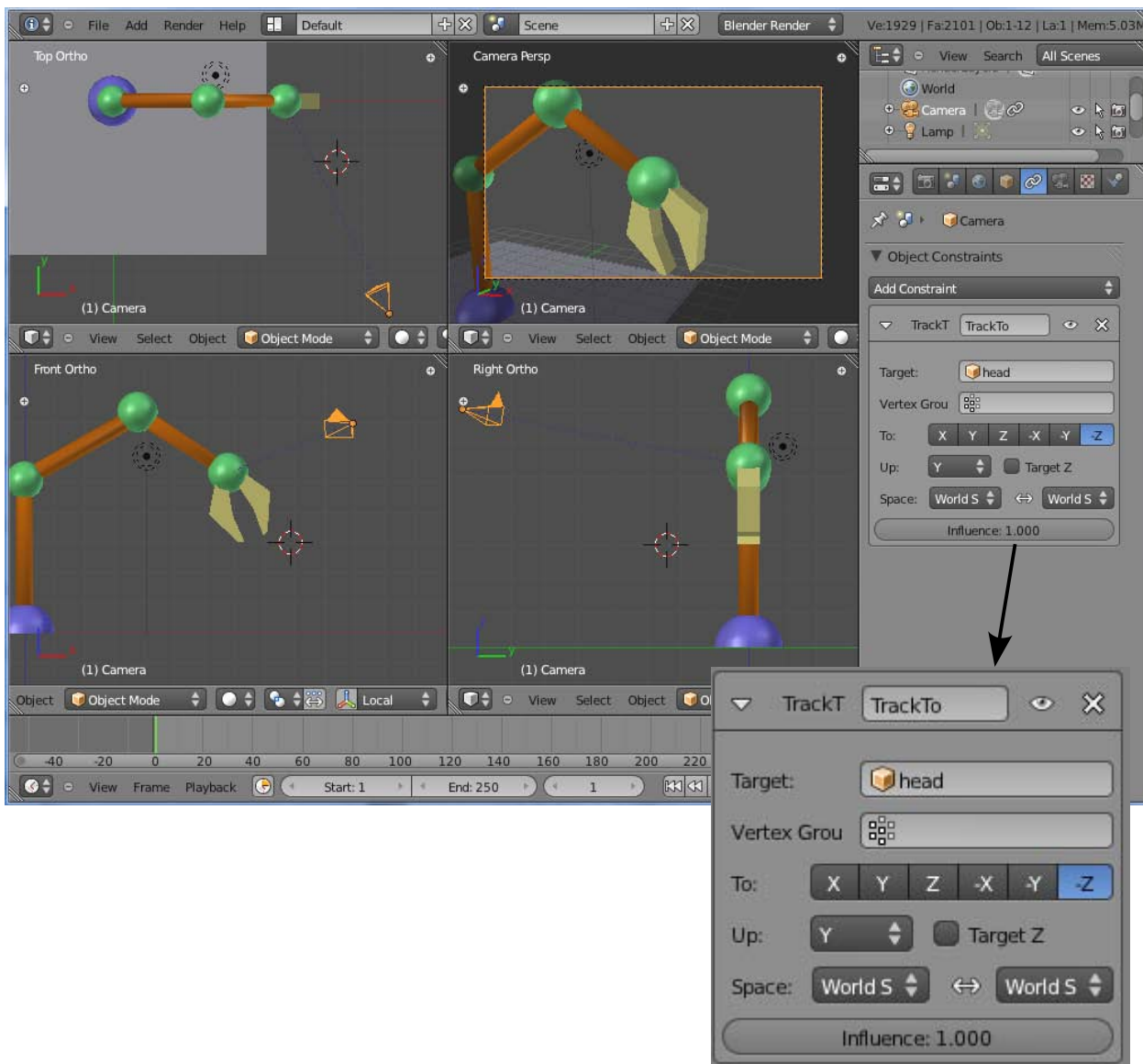


Camera Constraint Practice Exercise

Open the Robot Arm scene you made in the last exercise and add a camera constraint. You may target any part of the robot arm you like or create an Empty and target the camera to that. In the scene below, the camera was targeted to the gripper head. In the *Object* properties panel, I renamed the sphere on the gripper head to head. If needed, experiment with the axis settings to get the camera to point to the object.

After you create your scene, develop a 150 frame animation of your robotic arm moving in all directions with the camera also doing some movement.



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