

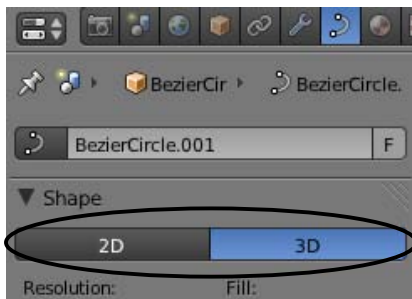
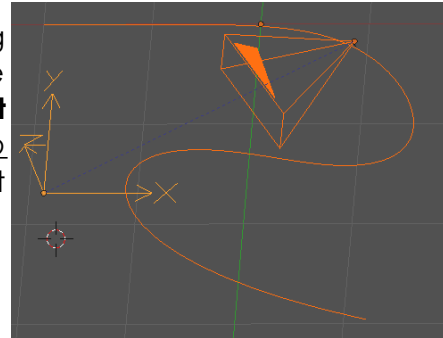
Chapter 15- Working With Constraints



RoboDude Says: You can close a path to make it a continuous loop.

While in Edit mode, select the 2 end point and press "F" to fill the object. The path will now be closed.

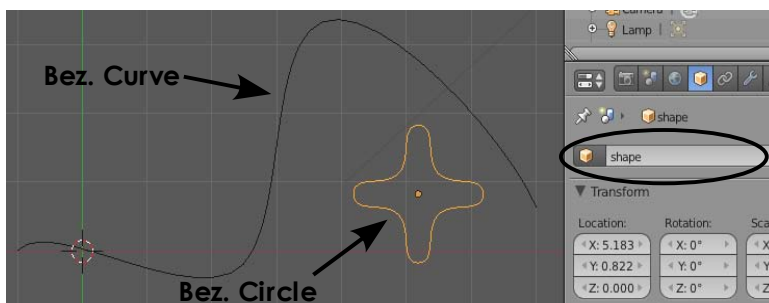
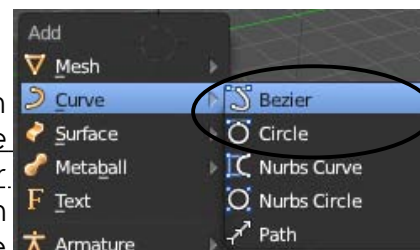
Sometimes you don't want the camera to follow along the path, but look at an object as it flows along the path. **This is where you would want to use the Path, but not the Follow option.** Instead, you would put a Track To constraint on the camera so it looks toward an object (empty) as it moves along the path.



Other Curve objects can be used as paths also. For example, if you want a circular path, select the Bezier Circle option from the Curve menu. **If the circle appears filled when rendered (F12), change it from 2D to 3D in the Object Data panel.**

Using Curves for Extrusions:

You can create a shape and extrude it along a path in Blender. For our example, we will shape a Bezier Circle and extrude it along a Bezier Curve. First, create a Bezier Circle from the **Add-Curves** menu and shape it into an interesting object. Feel free to add more points with the



Subdivide command. Second, create a Bezier Curve and shape it into some shape. Bezier shapes form differently and use spline points. Experiment with them to get the feel of working with them. Go to the Object panel and name both objects in the data block.

Finally, select the Bezier Curve and go to the Object Data buttons. You will see a **Bevel Object** box in the Geometry panel. Select the circle object. You will see the shape extruded along the curve! You can still shape the circle and the curve (in edit mode) and scale the objects. Play with the Resolution setting in the Shape panel on both curve objects and hit "Alt-C" if you wish to convert it into a mesh.

