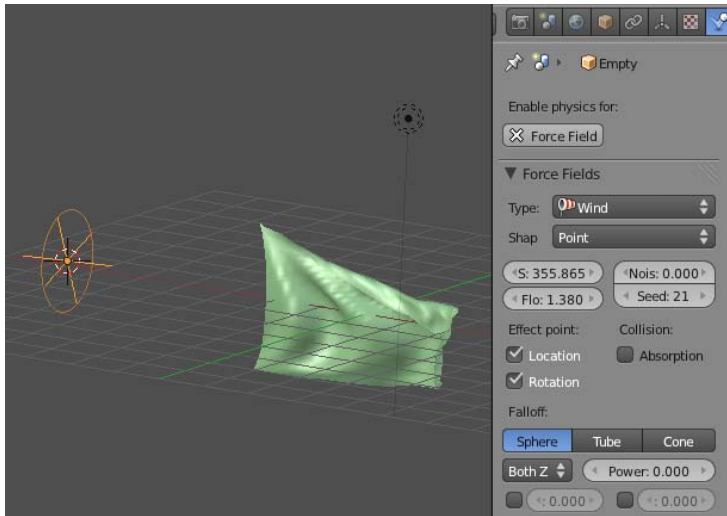
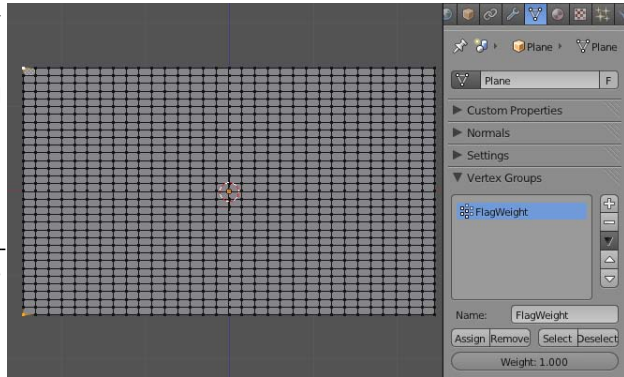


## Using Physics to Make a Flag

For this exercise, you can choose to either use Soft Bodies or Cloth physics to make a flag. Start by adding a plane and rotating it to face the front view. Scale it to match an appropriate size for a flag and Subdivide it a few times to give it enough vertices to flex well. Set the plane Smooth in the Tool Shelf. Add a Vertex Group in the Object Data panel as discussed in the chapter.



Apply physics to the plane as discussed before and adjust it to get a good effect. You may want to turn on "Self-Collision". Add an Empty to your scene and apply a "Wind Force Field" to it. Adjust the Strength setting to get a good billowing flag effect. You may need a high number with a cloth simulation.

Add other details to your scene like a world background, a flagpole and anything else you wish. *Animate a short 200 frame movie when finished.*



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