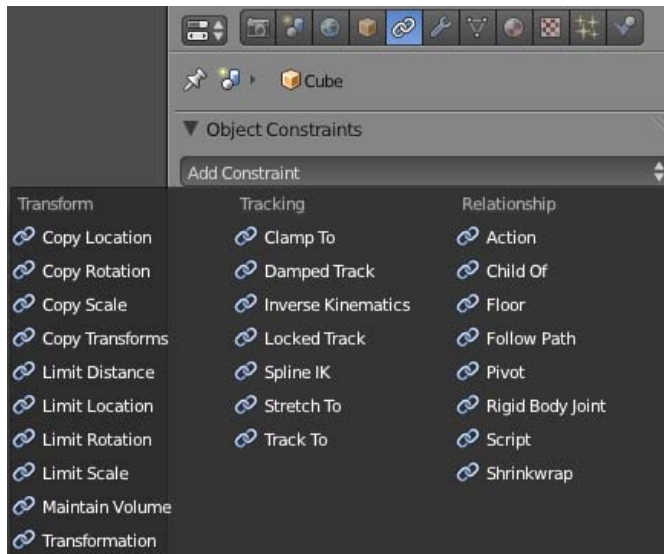


Chapter 15- Working With Constraints

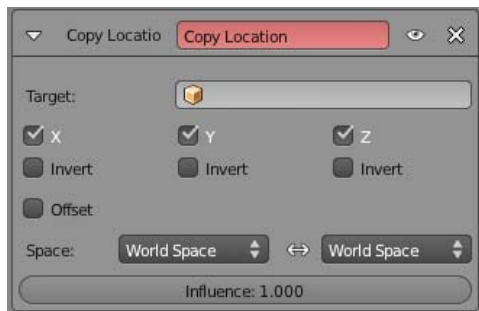
Constraint Basics



Like *Modifiers* discussed back in chapter 12, *Constraints* are provided to help with animation. Like many other Blender features, constraints have changed considerable from previous versions and are divided into 3 groups- *Transform*, *Tracking*, and *Relationship*. Some of these we have already used through key commands like *Track To* (Ctrl-T) and *Child-parent* (Ctrl-P).

In this chapter, we will focus on some of the basic constraints like tracking to various things and working with paths.

Transform Constraints:

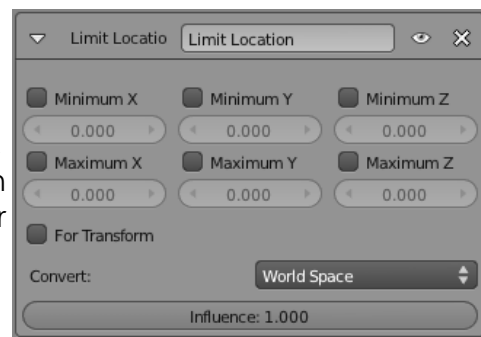


Copy Constraints:

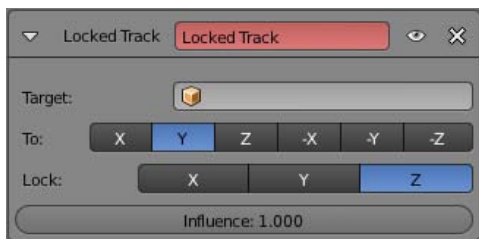
You can copy the location, rotation, scale, and transforms from one object to another using these constraints. You select the *Target* object to copy from, select the axis (or inversions) and choose to use world or local space for the axis reference.

Limit Constraints:

Like the copy constraints (*location, rotation, scale, distance*), you can set axis limits for motion on an object. Great for giving an object limited motion or motion on a specific axis.



Tracking Constraints:



Tracking Constraints:

There are several different tracking constraints that give slightly different options relating to how an object follows a target and if an axis stays upright at all times. In past chapters, we have accessed these using "Ctrl-T".

Armature Constraints:

There are several constraints in this category related to Armatures that will be discussed in a later chapter (*Inverse Kinematics, Spline IK*).