

ROBLOX LESSON 2

CONSTRAINTS

REVIEW

Camera Controls

Control	Action
W A S D	Move the camera
E	Raise camera up
Q	Lower camera down
Shift	Move camera slower
Right Mouse Button (hold and drag mouse)	Turn camera
Mouse Scroll Wheel	Zoom camera in or out
F	Focus on selected object

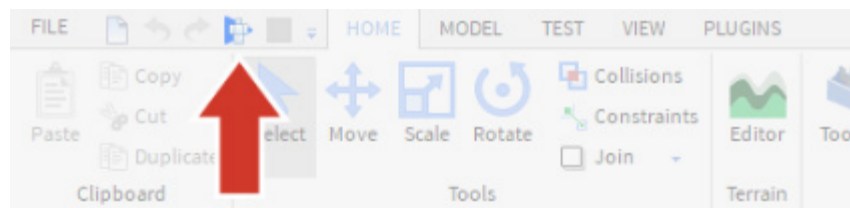
Testing Your Game

When to Test

- When you finish making any new changes to your game (make sure it works!)
- To look for areas that can be improved

How to Test

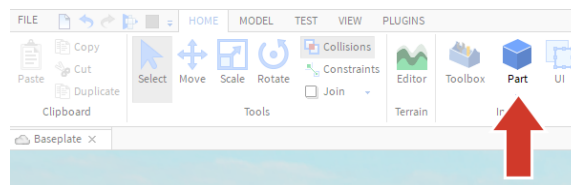
1. Save Your Game
2. Click the Play Button



Working with Parts

Adding New Parts

1. In **Home** tab, click **Part**.



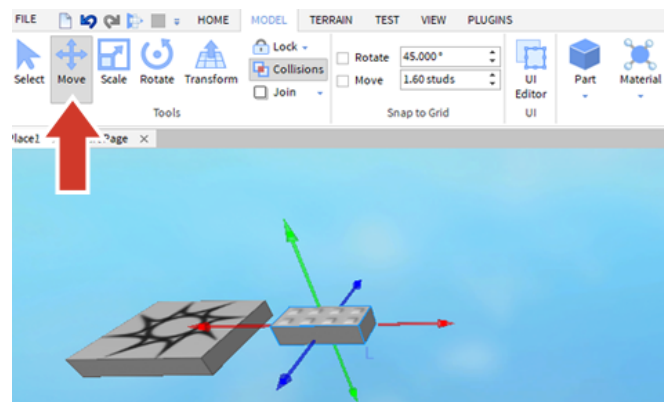
A new part will appear at the exact center of your camera view. You can move your camera around to control where your part appears.

Working with Parts

1. Click on the part.
2. We can **Move, Scale, Rotate** and **Transform** Parts
3. Drag the arrows to move the part around.

Collisions **On**: You can't move a part into a place where it overlaps with another part.

Collisions **Off**: You can freely move parts around.

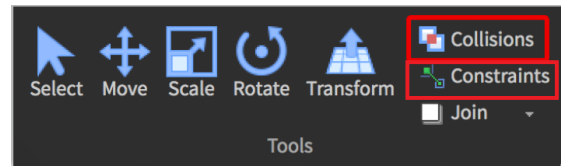
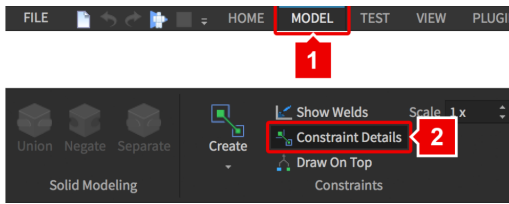


Remember to Anchor

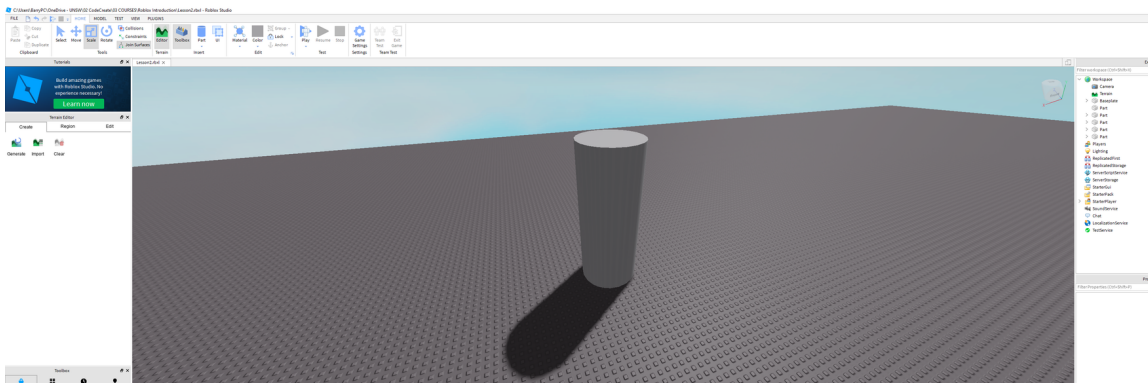
If any of your parts fall down, be sure to **anchor** them.

CLASS ACTIVITY: CONSTRAINTS

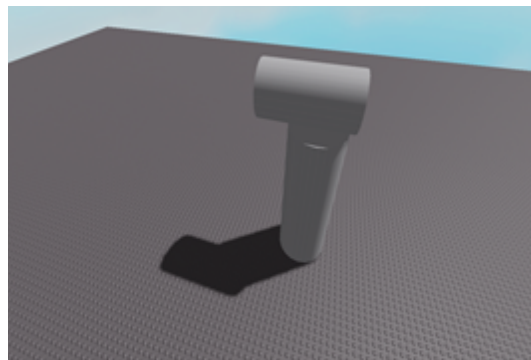
1. Load the baseplate template in the All Templates tab
2. Turn Collisions and Constraints **Off**



3. Make a new cylindrical part by selecting the part drop-down.
4. **Rotate** the cylinder so that it is vertical and a bit bigger

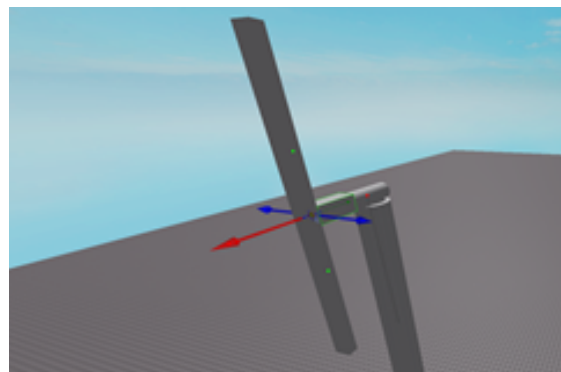
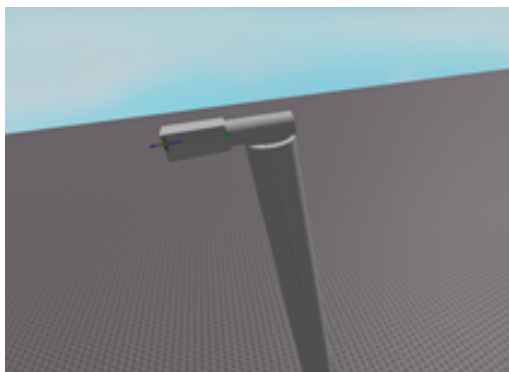


5. Let's add a second cylinder to the top to act as the fan shaft.

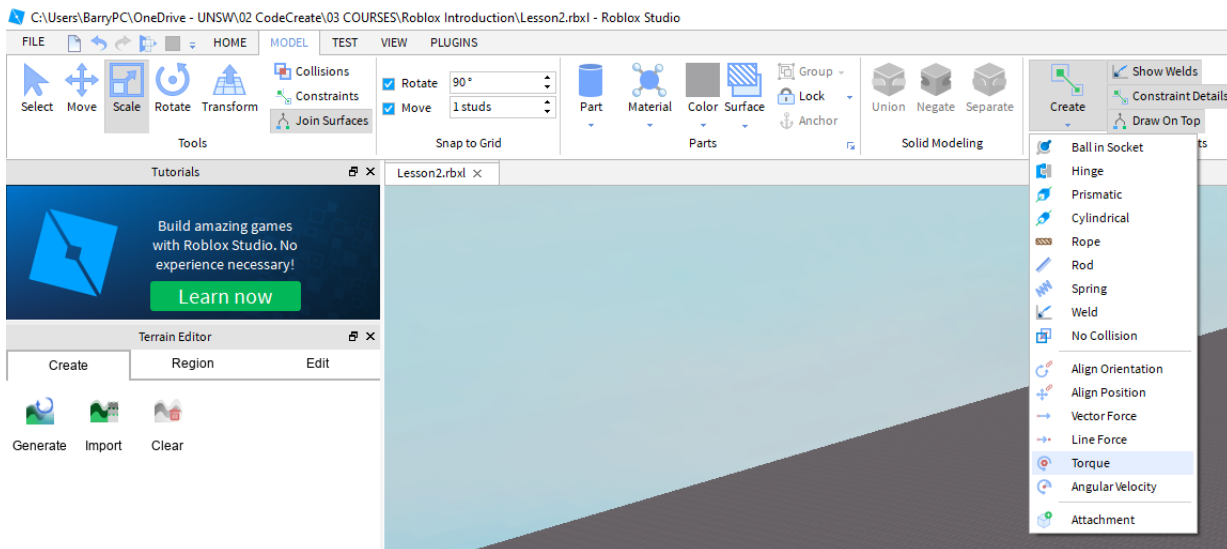


6. Next add a single fan blade and weld the two cylinders together. Remember that the welds can be accessed through the **Model** tab.

7. Add a new rectangular part and constrain the smaller cylinder with the rectangular part using a cylindrical constraint



8. Next, we should look at how to make the fan shaft spin! We can add a torque (something that makes the shaft rotate) on the square part by accessing the Create drop-down.



9. Lastly, let's add some fan blades and bump up the torque on the shaft from 1000 to 10000 in the properties section at the bottom left corner.

TERM PROJECT: RACING GAME



Getting Started

1. Download the CarKit.rbx Pack