

[Skip to content](#)

Track To Constraint

The *Track To* constraint applies rotations to its owner, so that it always points a given “To” axis towards its target, with another “Up” axis permanently maintained as much aligned with the global Z axis (by default) as possible. This tracking is similar to the “billboard tracking” in 3D (see note below).

This is the preferred tracking constraint, as it has a more easily controlled constraining mechanism.

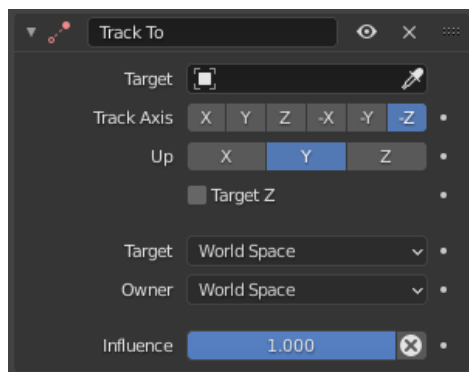
This constraint shares a close relationship to the [Inverse Kinematics constraint](#) in some ways.

Tip

Billboard Tracking

The term “billboard” has a specific meaning in real-time CG programming (i.e. video games!), where it is used for plane objects always facing the camera (they are indeed “trackers”, the camera being their “target”). Their main usage is as support for tree or mist textures: if they were not permanently facing the camera, you would often see your trees squeezing to nothing, or your mist turning into a mille-feuille paste, which would be funny but not so credible.

Options



Track To panel.

Target

[Data ID](#) used to select the constraints target, and is not functional (red state) when it has none. See [common constraint properties](#) for more information.

Track Axis

The tracking local axis, i.e. the owner’s axis to point at the target. The negative options force the relevant axis to point away from the target.

Up

The “upward-most” local axis, i.e. the owner’s axis to be aligned (as much as possible) with the global Z axis (or target Z axis, when the *Target* button is enabled).

Target Z

By default, the owner’s *Up* axis is (as much as possible) aligned with the global Z axis, during the tracking rotations. When this button is enabled, the *Up* axis will be (as much as possible) aligned with the target’s local Z axis?

Target/Owner

Standard conversion between spaces. See [common constraint properties](#) for more information.

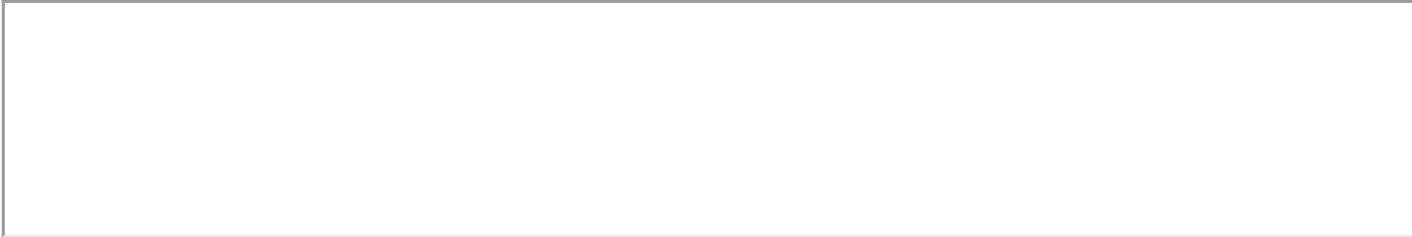
Influence

Controls the percentage of affect the constraint has on the object. See [common constraint properties](#) for more information.

Warning

If you choose the same axis for *Tracking Axis* and *Up*, the constraint will not be functional anymore (red state).

Example



[Previous](#)
[Stretch To Constraint](#)

[Copyright](#) © : This page is licensed under a CC-BY-SA 4.0 Int. License
Made with [Furo](#)
Last updated on 2025-05-10

[No](#)
[Relationship Constrai](#)

[View Source](#)
[View Translation](#)
[Report issue on this page](#)