

7.2.1 Rigging - Constraints - Introduction

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Constraints

- Introduction

Interface

- Adding/Removing a Constraint
- Header
- Target
- Space
- Influence
- The Constraints Stack

Motion Tracking

- Camera Solver
- Object Solver
- Follow Track

Transform

- Copy Location Constraint
- Copy Rotation Constraint
- Copy Scale Constraint
- Copy Transforms Constraint
- Limit Distance Constraint
- Limit Location Constraint
- Limit Rotation Constraint
- Limit Scale Constraint
- Maintain Volume Constraint
- Transformation Constraint

Tracking

- Clamp To Constraint
- Damped Track Constraint

- IK Solver Constraint
- Locked Track Constraint
- Spline IK Constraint
- Stretch To Constraint
- Track To Constraint

Relationship

- Action Constraint
- Child Of Constraint
- Floor Constraint
- Follow Path Constraint
- Pivot Constraint
- Rigid Body Joint Constraint
- Shrinkwrap Constraint

Introduction

Constraints control the behavior of one object with data from another. Constraints can make the eyes of a tennis player track a tennis ball bouncing across the court. Constraints allow the wheels on a bus to all rotate together. Constraints help a dinosaur's legs bend at the knee automatically. Constraints make it easy for a hand to grip the hilt of a sword and the sword to swing with the hand.

Constraints, in Blender, work with Objects and Bones.

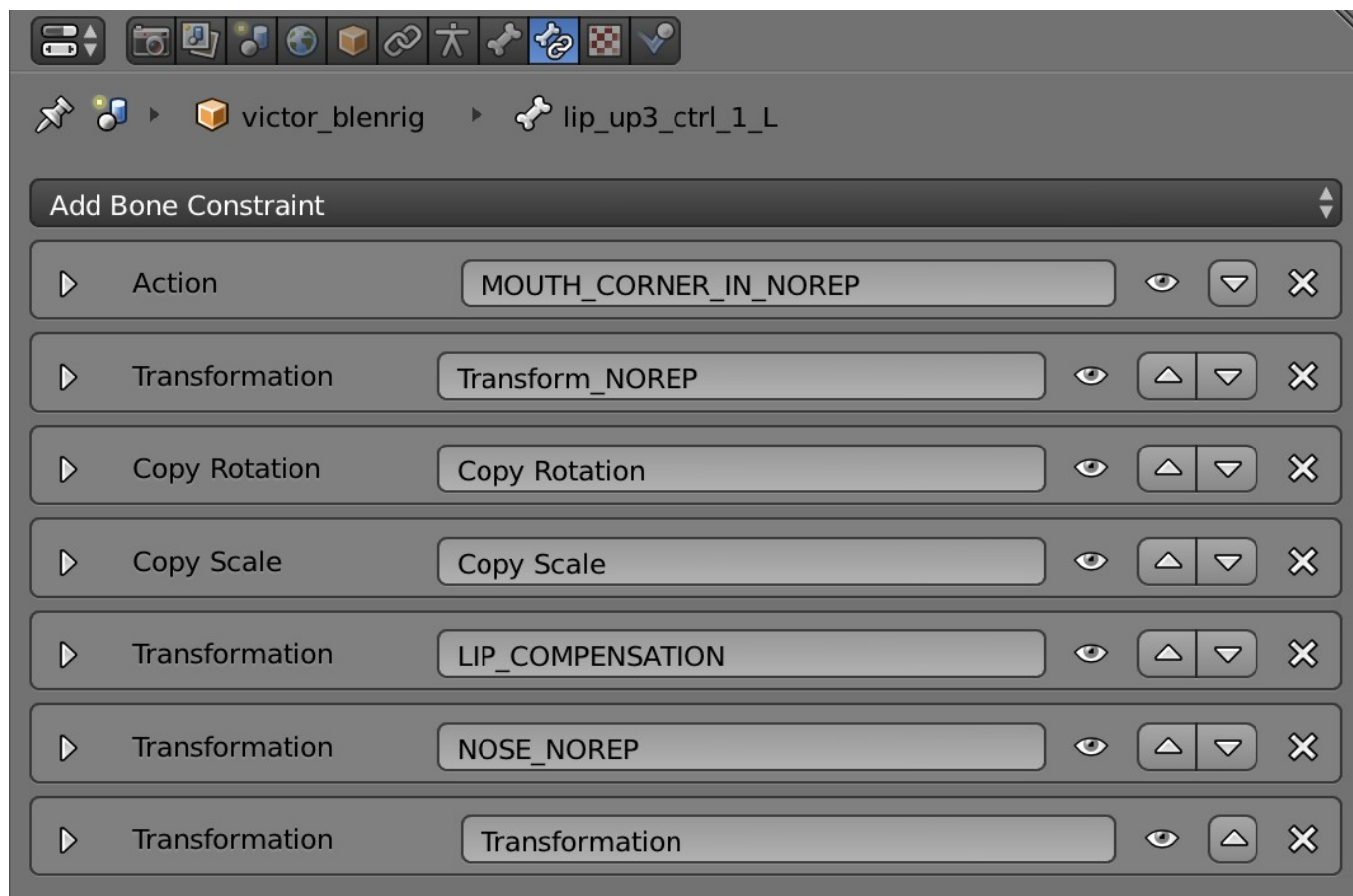


Object Constraints.



Bone Constraints.

Constraints work in combination with each other to form a Constraint Stack.



The Constraint Stack is evaluated from top to bottom.

Constraints are a fantastic way to add sophistication and complexity to a rig. But be careful not to rush in too quickly, piling up constraint upon constraint until you lose all sense of how they interact with each other.

Start simply. Get to know a single constraint inside and out. Copy Location is a good first constraint to explore. Take the time to understand every fundamental concept behind it, and the other constraints will make far more sense.

