3.2.5.5.4 Editors - 3D View - Transforms - Duplication - Dupliframes
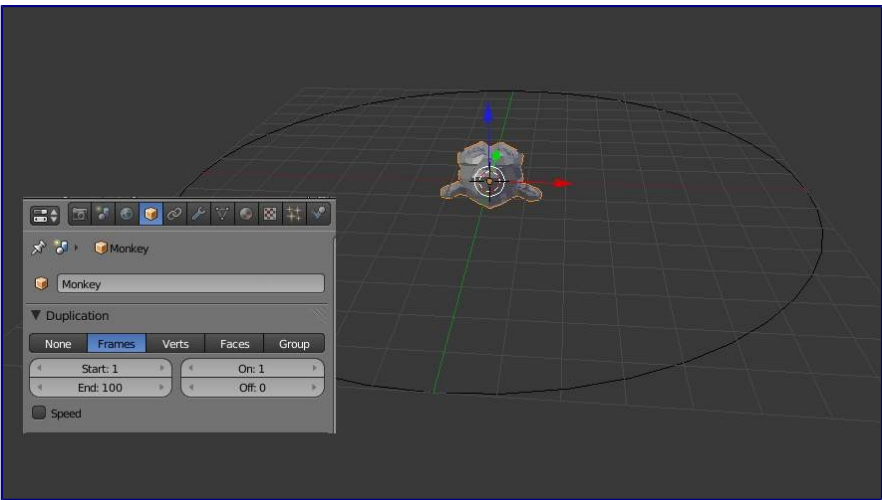
DupliFrames

DupliFrames is a tool to duplicate objects at frames distributed along a path. This is a useful tool to quickly arrange objects.

Examples
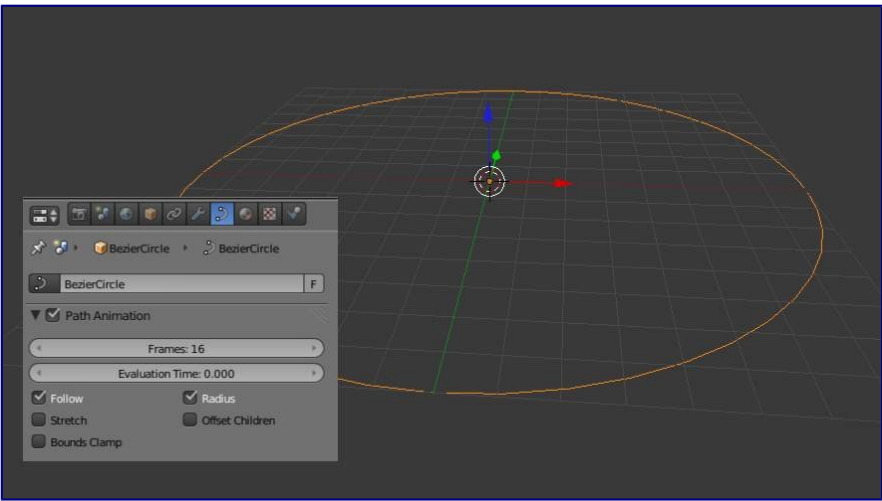
Settings for the curve

Shift-A to add a *Bezier Circle* and scale it up. In the *Curve* menu under *Path Animation* enable *Follow* and set *Frames* to something more reasonable than 100 (say 16).
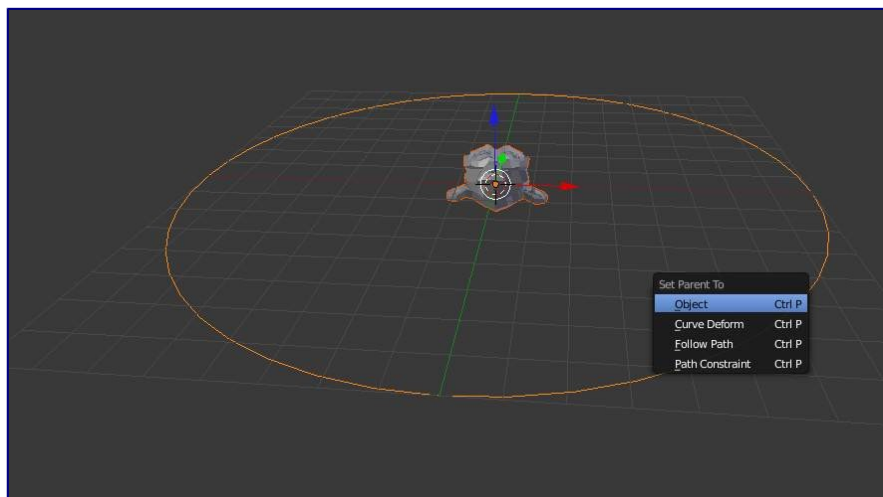

Settings for the object

Add a *Monkey*. In the *Object* menu under *Duplication* enable *Frames* and disable *Speed*.

> **Note**
>
> Speed
>
> *The Speed option is used when the parent-child relationship is set to Follow Path (see below). In this example, the monkey will then travel along the circle over 16 frames.*

Parenting

To parent the monkey to the Bezier circle, first select the monkey then the curve (so that the curve is the active object) and `Ctrl-P`. Select the monkey and `Alt-O` to reset its origin.
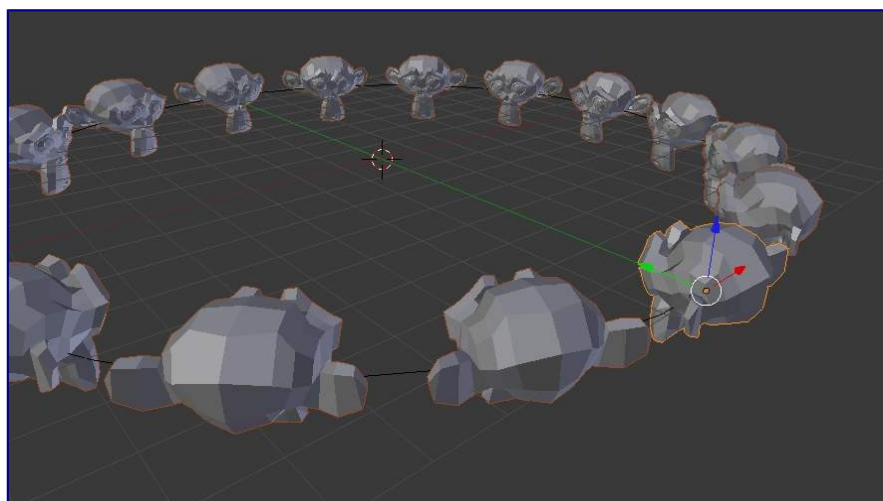
Orientation tweaks

You can now change the orientation of the monkey by either rotating it (either in *Edit mode* or *Object mode*) or by changing the *Tracking Axes* under *Animation Hacks* (with the monkey selected). The arrangement of monkeys can, of course, be further enhanced by editing the curve.

To transform all monkeys into real objects, first `Ctrl-Shift-A` to *Make Duplicates Real*. All monkeys are now real objects, but still linked copies. To change this, Object ‣ Make Single User ‣ ObjectData` then choose *All*.

> **Note**
>
> There are many alternatives to Dupliframes. Which tool to use depends on context.
>
> - To use a small curve as a profile and a larger curve as a path, simply use the former as a *Bevel Object* to the latter.
> - To arrange objects along a curve, combining an *Array Modifier* and a *Curve Modifier* is often useful.
> - *Dupliverts can be used to arrange objects, for example, along a circle or across a subdivided plane.*

External links

- Blender Artists: Dupliframes in 2.5