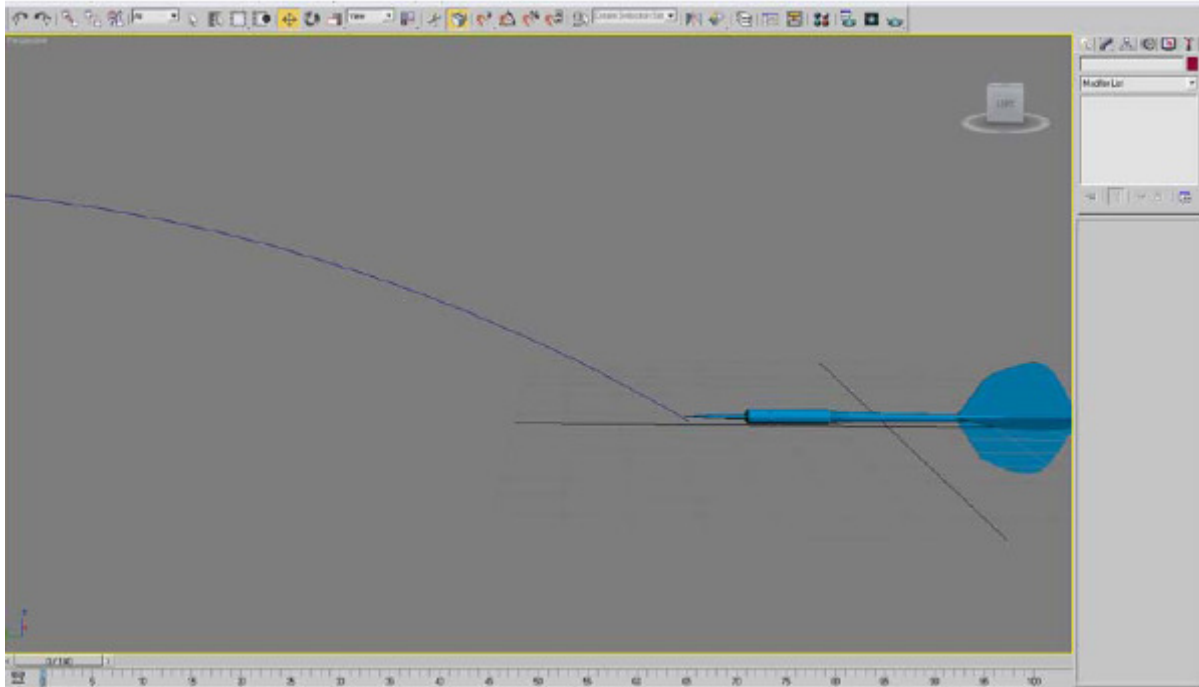


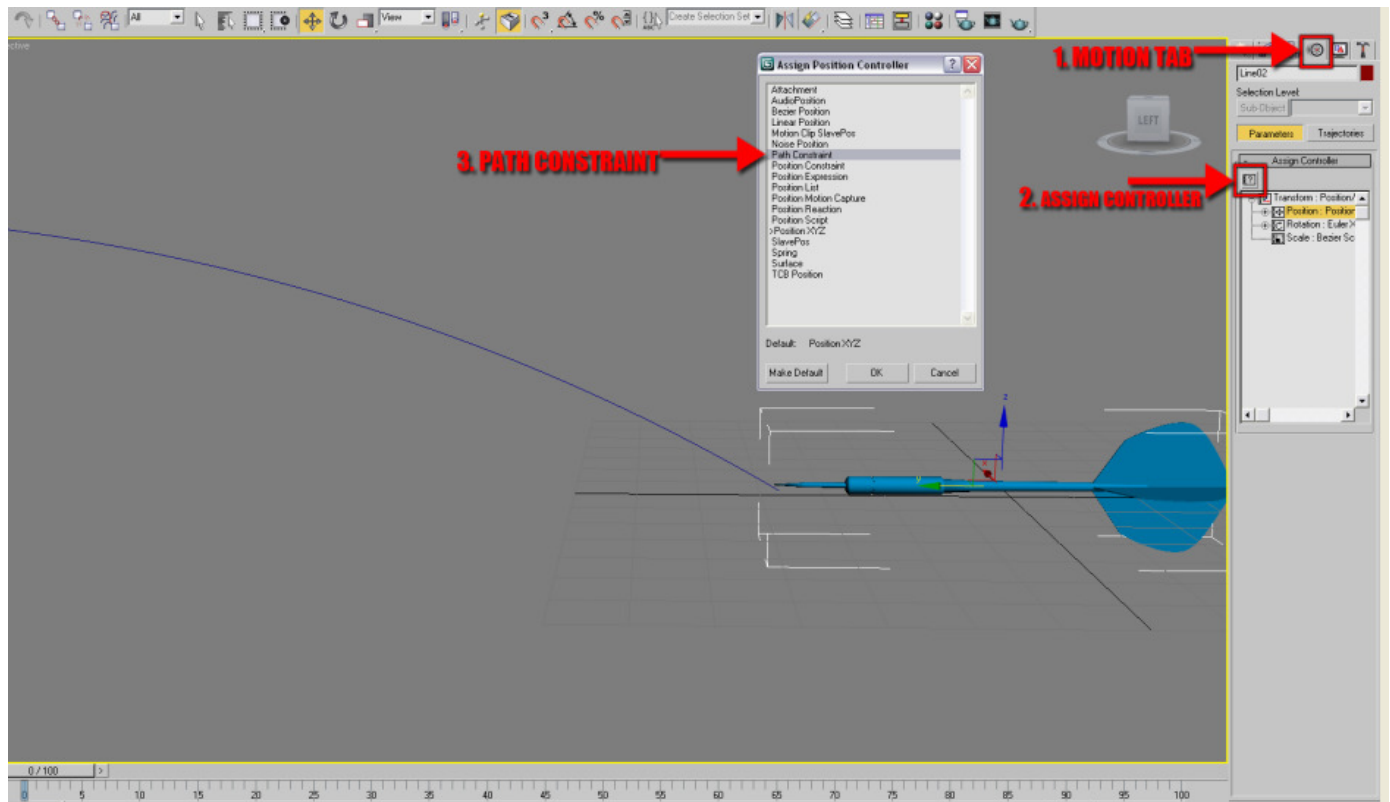
## Applying a Path Constraint to Position Controller

Making a path for an object can help with accuracy and increase the workflow. There are a couple different ways to assign an object to a path. This demo will use the Motion tab.

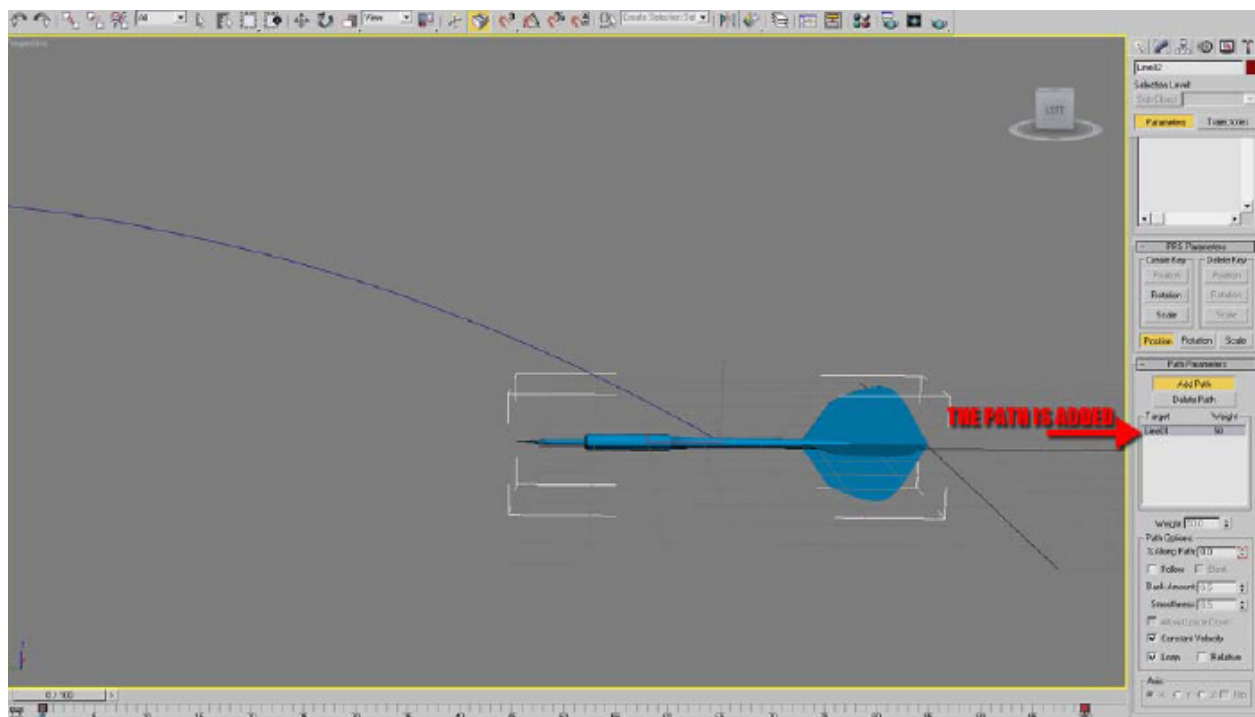
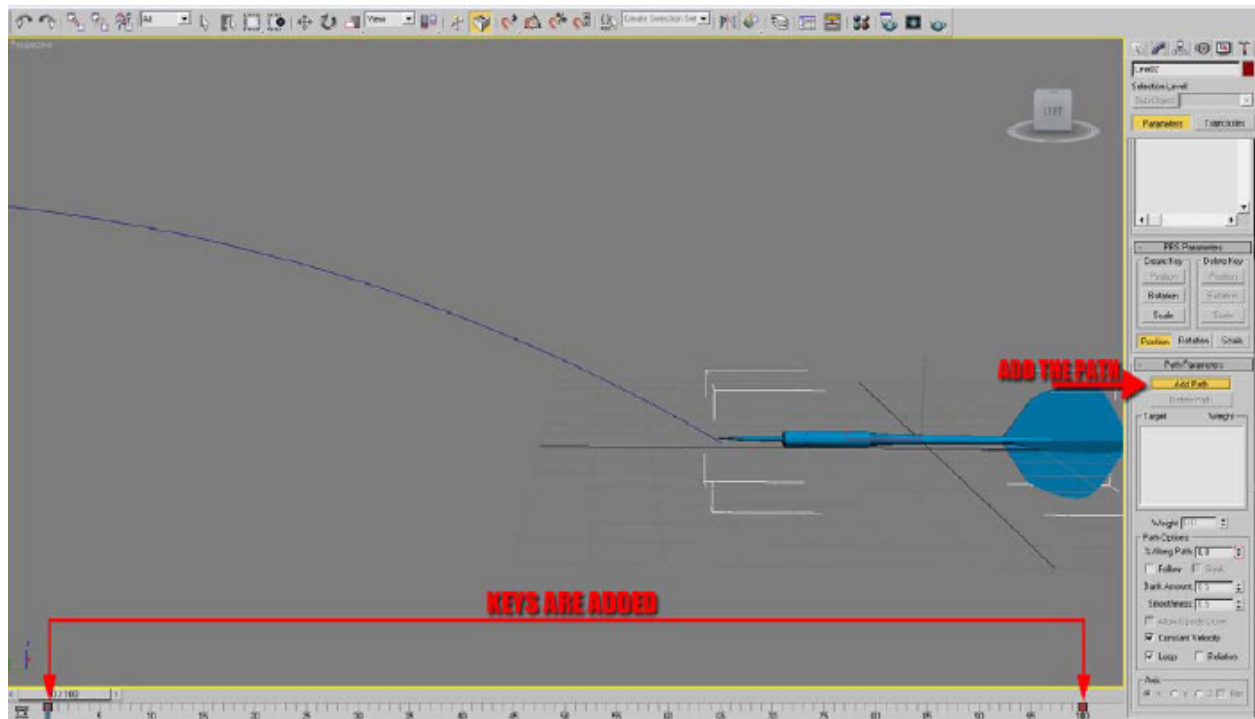
1. Once an object is ready for animation, create a path using the Line tool on the Shapes tab.



2. Select the object and click the Motion tab. Use the Assign Controller icon to select the type of controller. The path constraint is a position controller.



3. Once the path constraint is assigned, add the path. Once the path constraint is added, the object is automatically keyed at the start and end of the animation.



4. Once the object is assigned to the path, use the path options to fine-tune the look.

