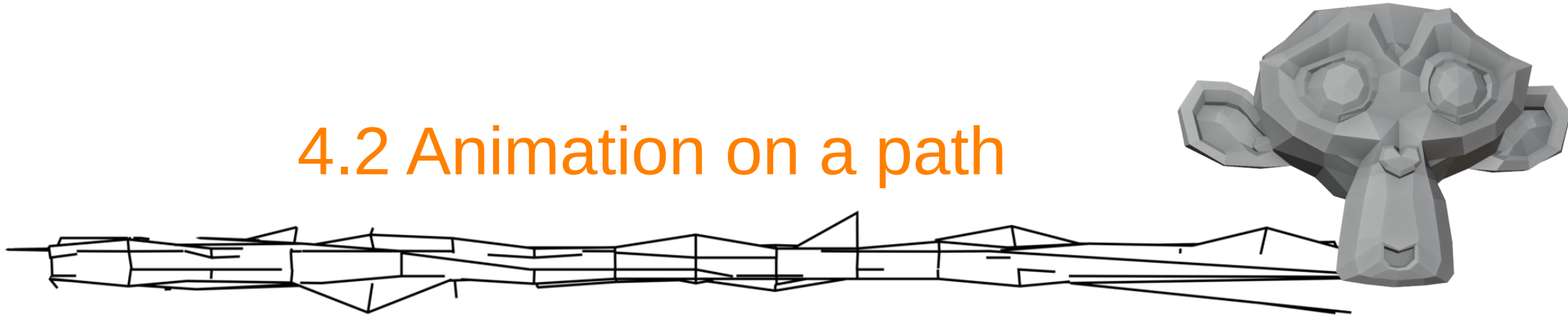


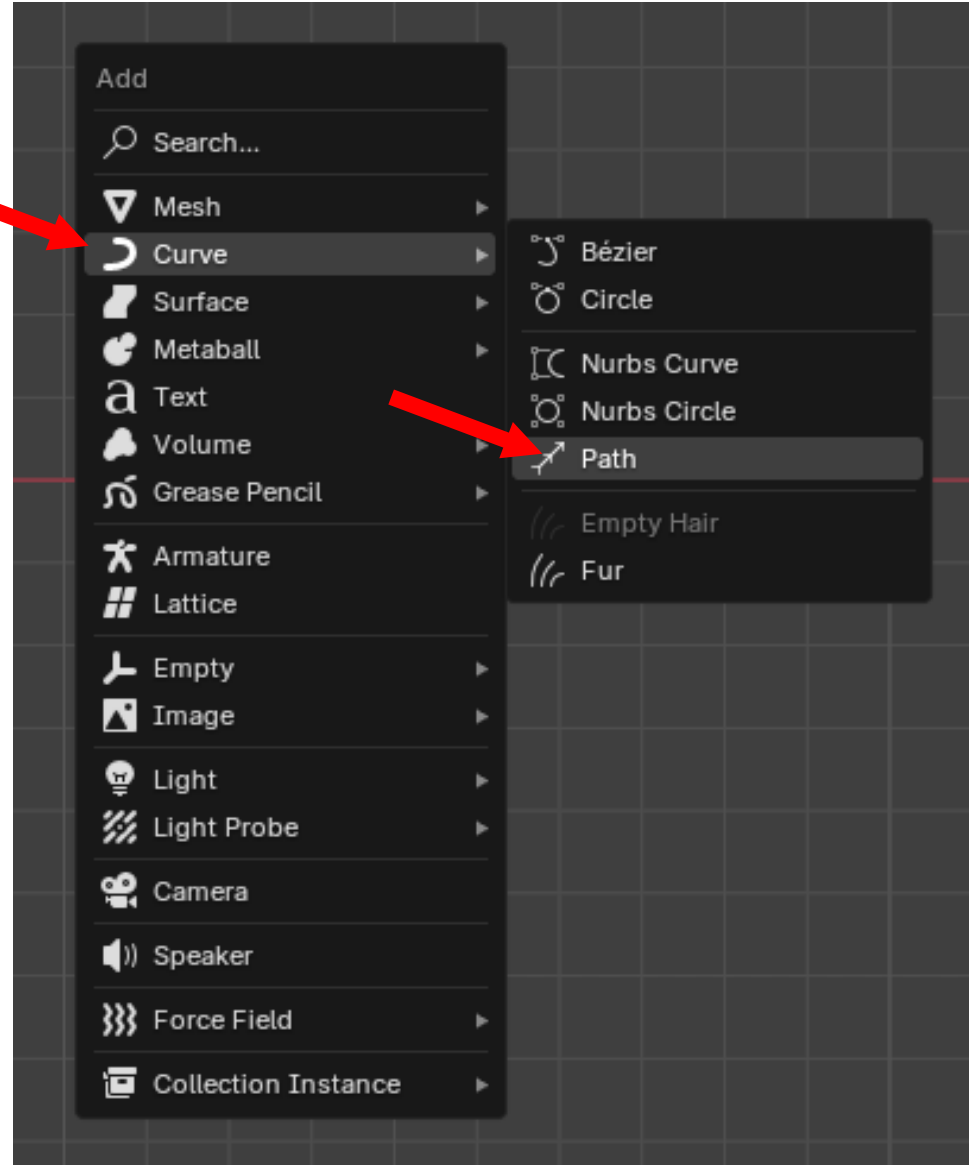
4.2 Animation on a path



Ordu, 12.05 – 16.05 2025

Add a path

Make sure the beginning of the path (**first point**) and the **origin** of the path are at the **center of the world**.



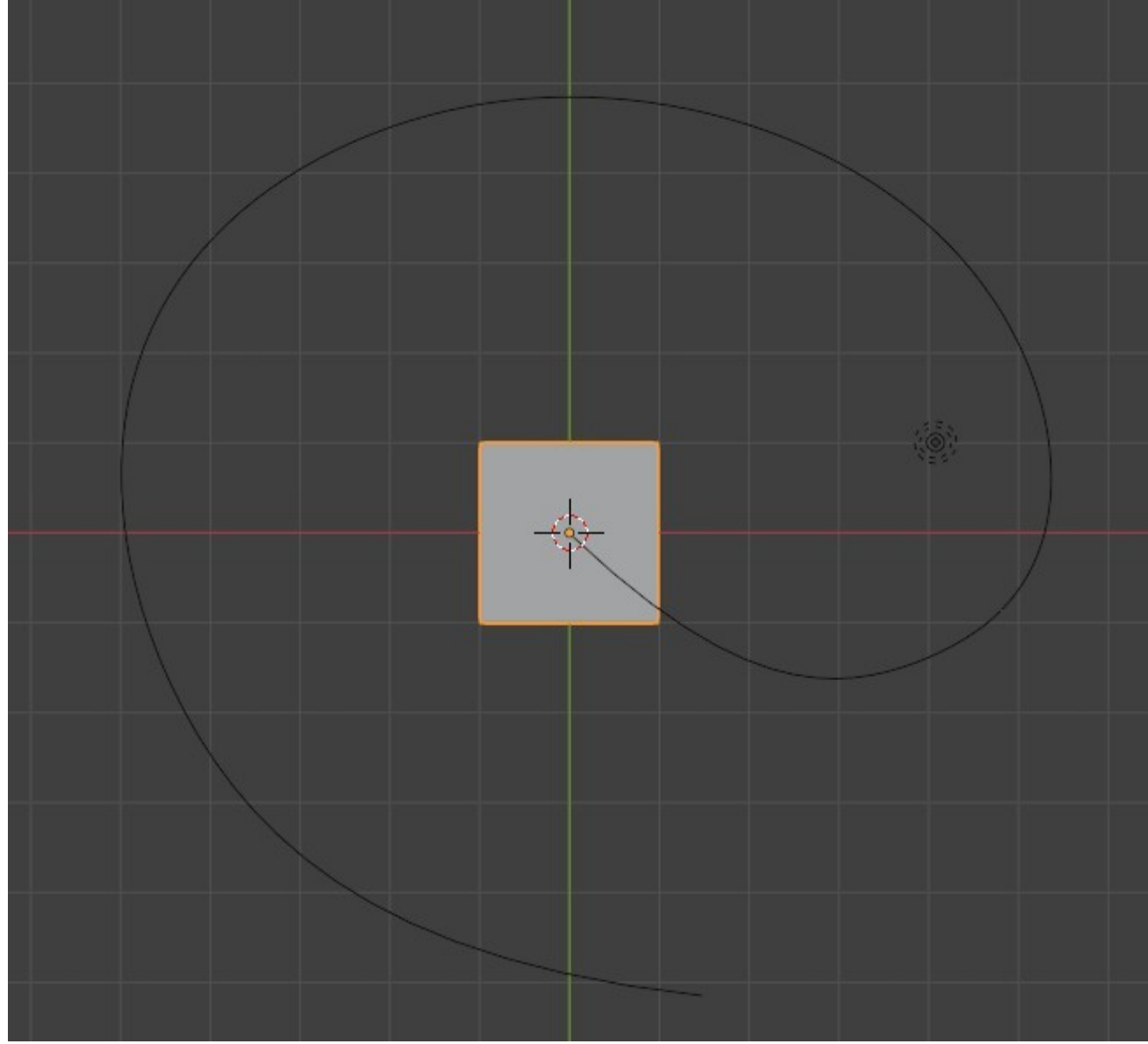


Select a point a
make extrudes...

Add object

Add your object at the center of the world.
Object's origin should be at center of the world.

Object is aligned with path.



Add constraint to object

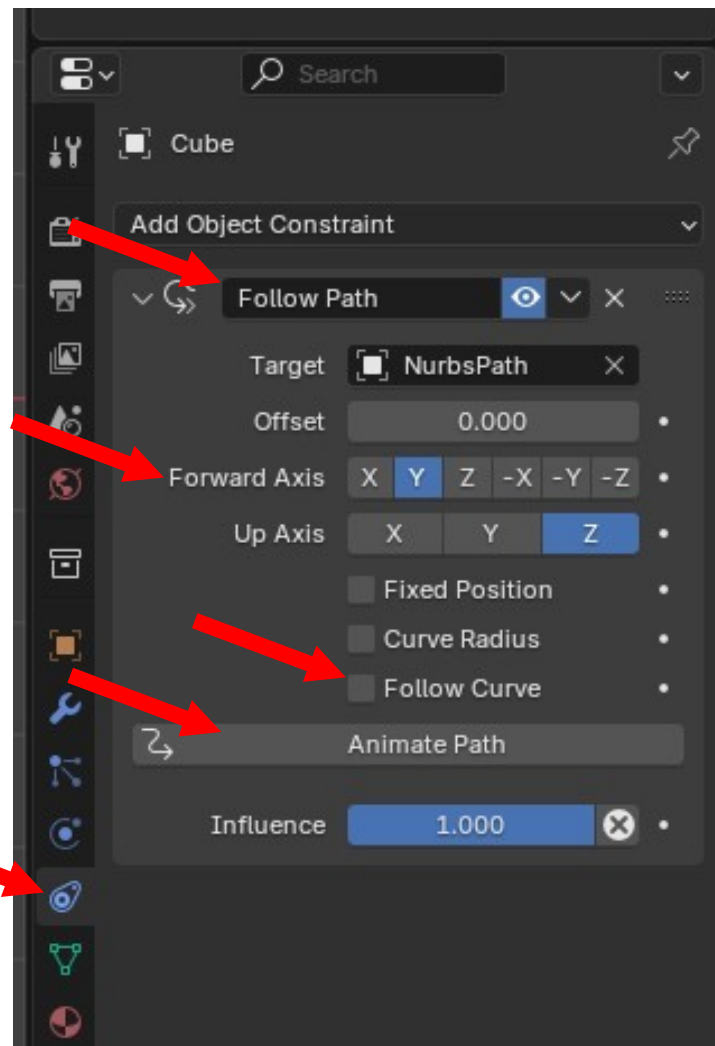
Select the object and then...

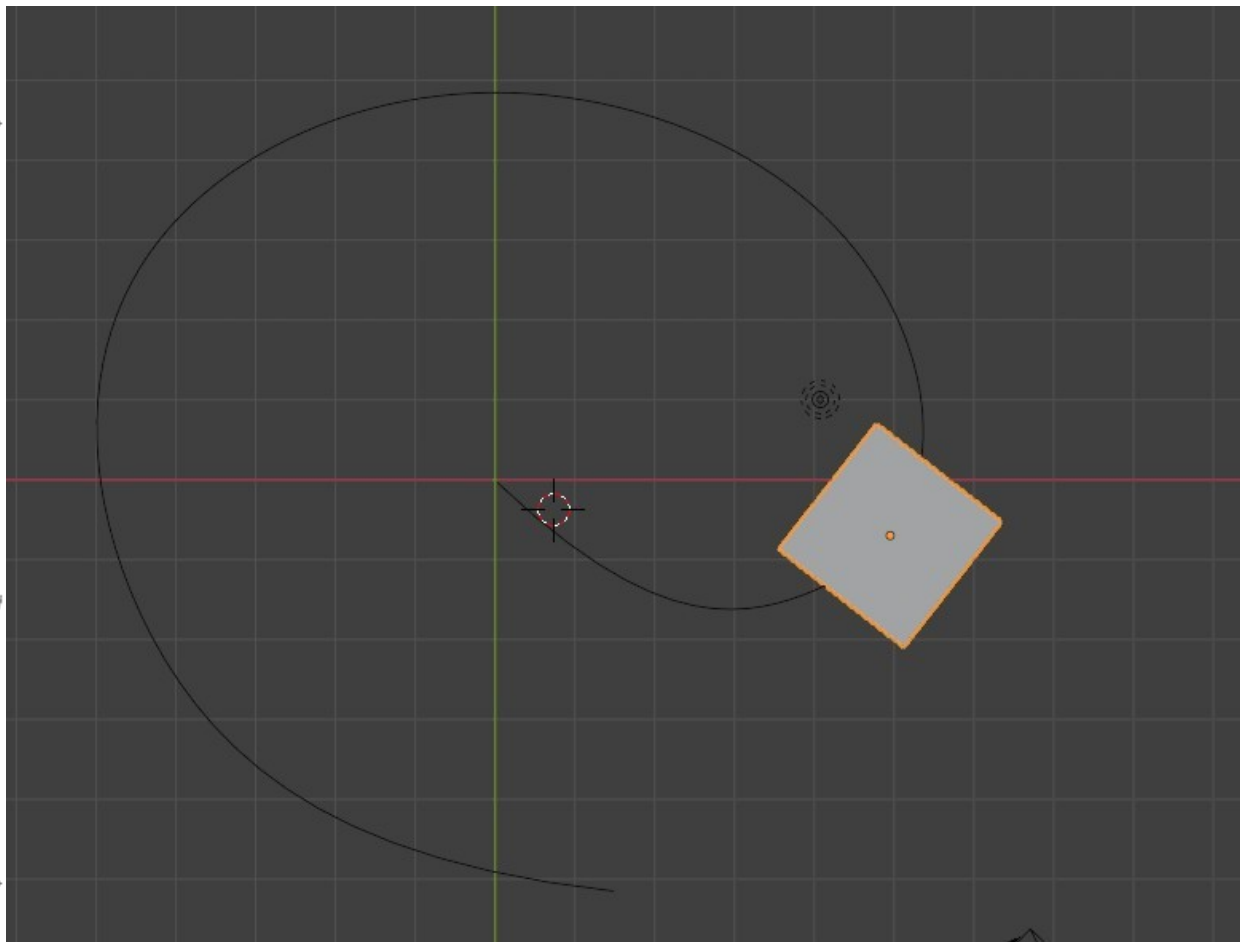
Add a **Follow Path** constraint to your object.

If needed, correct the **forward axis**.

Check **Follow Curve**

Click **Animate path**

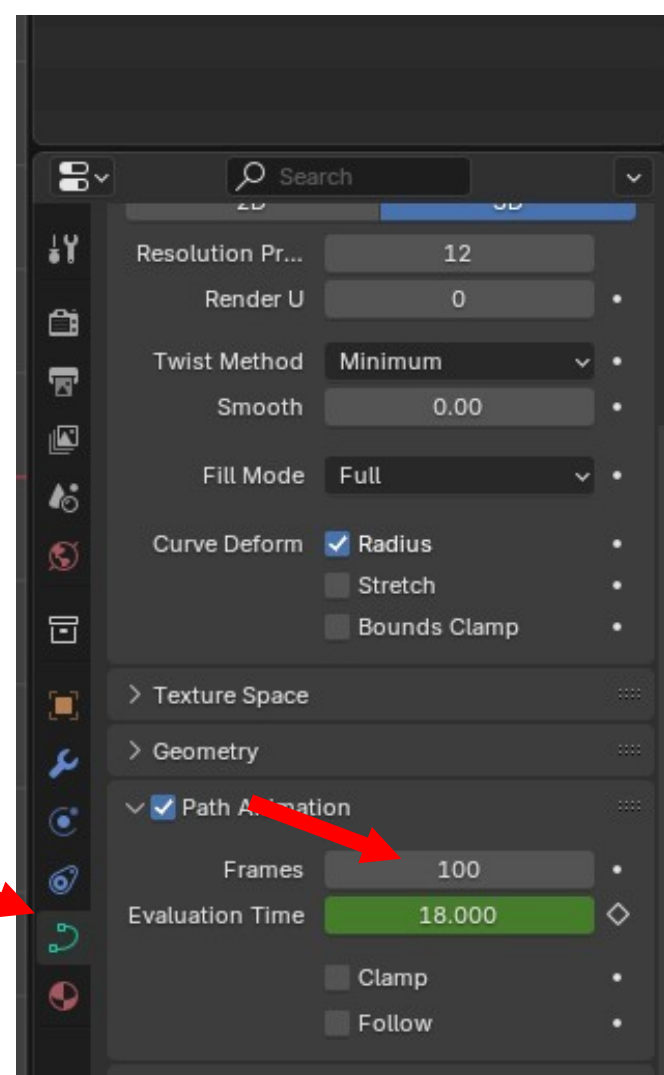




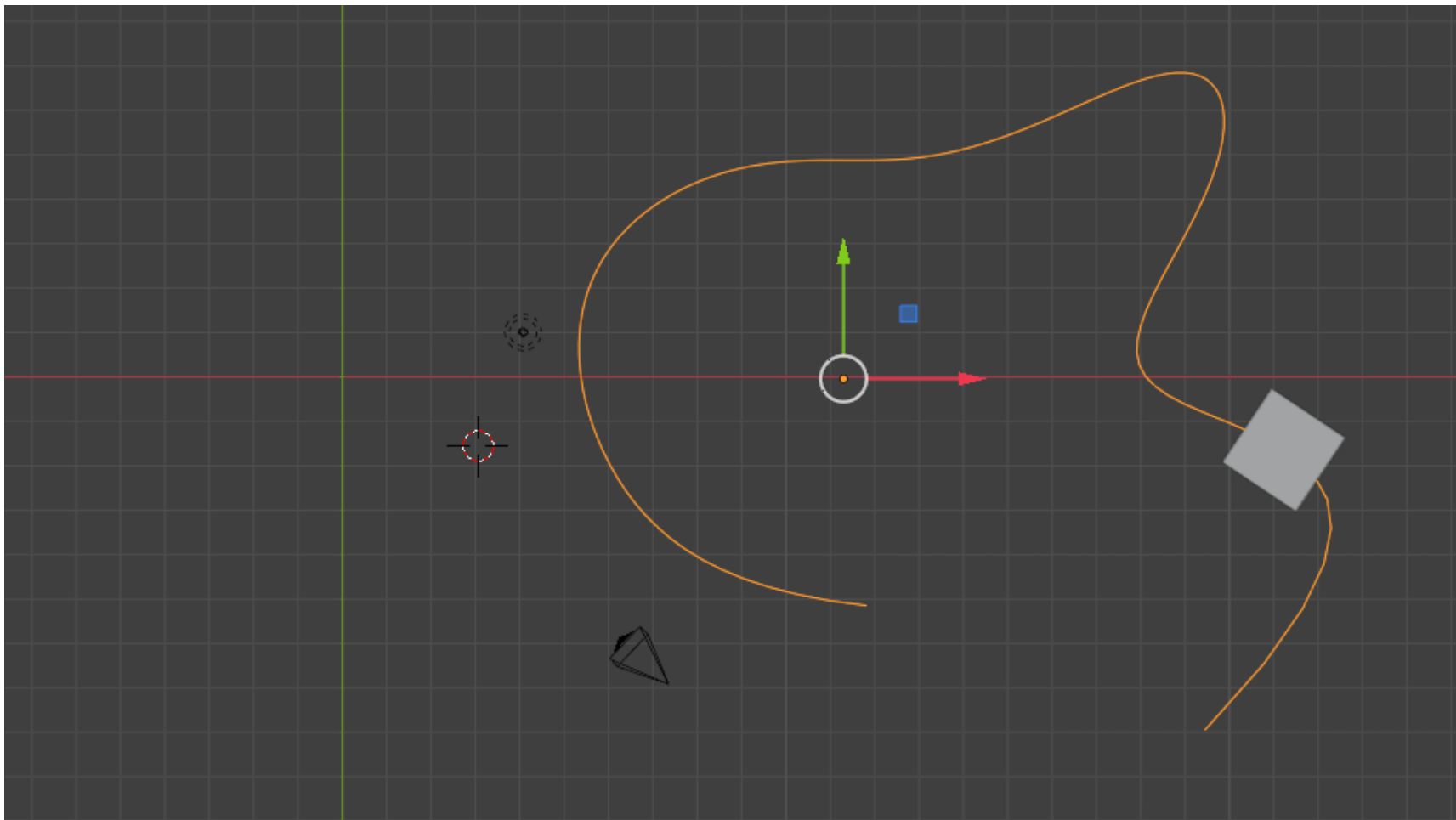
Object should be animated...

Select the Path...

By default, the **Path Animation** takes 100 frames. Change the value as needed.



Edit and/or move the path as you wish





Make it fly...

