11 The Foreach Loop

1. Create Pig Head, enter set Diffculty = Easy;
2. Create Subdivide Node, Create For-Each Primitive Node;
3. Create Color between For-Each, set Class = Primitive, Color Type = Random;
4. Select foreach\_begin1, Create Meta Import Node, select color1 = detail("../foreach\_begin1\_metadata1/", "iteration", 0);
5. Create Transform Node instead of Color, set rotate x = detail("../foreach\_begin1\_metadata1/", "iteration", 0);
6. Create Null Node, rename Controller, Click Setting, Edit Parameter Interface, Drag Float, name = rotamp, Label = Rotation, set transform1 Rotate x =

detail("../foreach\_begin1\_metadata1/", "iteration", 0) \* ch("../Controller/rotamp");

1. Select Controller, Edit Parameter Interface, Add RotationY and RotationZ, set Transform RotateY and RotateZ;