Using Blender 2.5 for Animation - Part 4 - Animated Child Objects

To make an object the child of another, select the object, click the Constraints button on the right, then click “Add”, “Child Of” then choose the other object by clicking the cube under Target then the name of the other object.

3-Axis rotation is not perfect. If two of the axes line up with each other in a certain way, they will point the third axis in only one direction, and the ability to rotate will be limited to two dimensions. This is called Gimbal Lock. This even happens with robots that use 3-Axis mechanisms, and this problem also happened with Apollo 11’s inertial measurement unit. (“Gimbal”) If To avoid Gimbal Lock, set rotation mode to Quaternion—click View, Properties, then change Euler to Quaternion. If you already have the object animated and rotating on more than one axis when it should only rotate on one, you can remove the other rotation by changing the 3D view to a Dopesheet view, then deleting all axes of rotation for the keyframe except the axis you want.

Sources Cited

"Gimbal lock." *Wikipedia*. N.p., n.d. Web. 9 Nov. 2011. <http://en.wikipedia.org/wiki/Gimbal\_lock>.

**Part 4 Project**

Animated Child Objects (Forward Kinematics)

* **Create an animation of something picking up a second object**
* **Create an environment appropriate for your animation**
* **The second object would not be part of the chain**
* **There must at least one instance of a chain of 2 or more levels (grandchild or further)**
* **Save as h.264 video file to your home drive (320x180, 100%)**