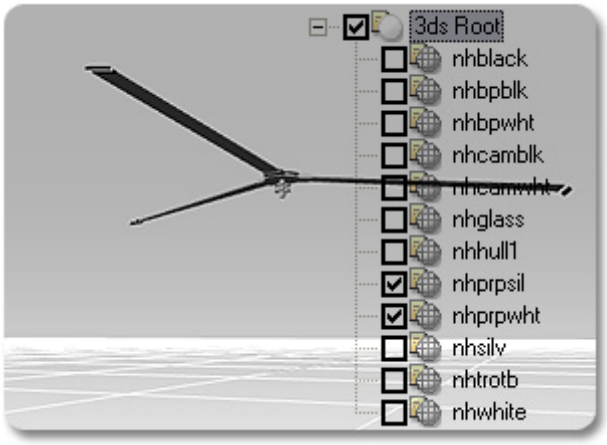
Animating a Static Helicopter

To animate a static helicopter, you must rotate its propeller (Please visit http://www.amazing3d.com/free/free.shtml for downloading the chopper model - Copyright 1997-2002, Amazing 3D Graphics, Inc):

1. Open a model file in which a static helicopter exists.

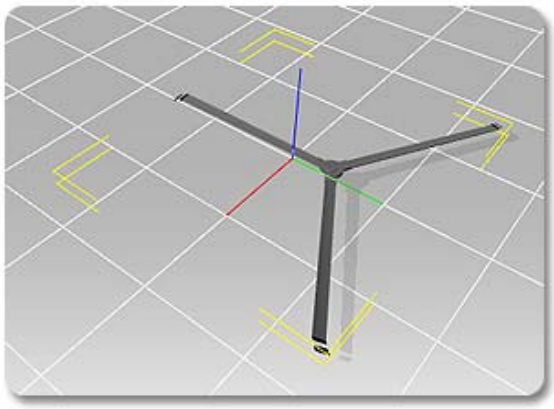
(In 3DXchange)

2. Check off the include boxes of the airframe, which is the body of the helicopter. Only the propeller is checked and included.

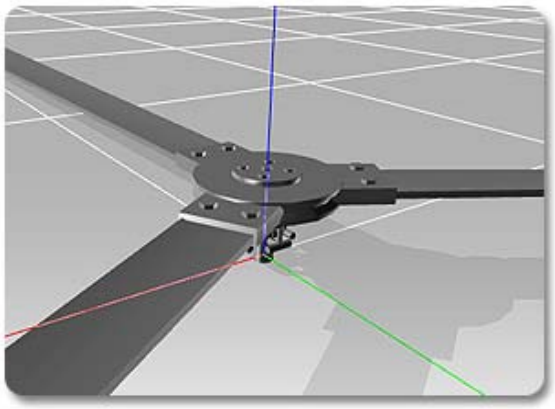


(In 3DXchange)

3. Move the motor of the propeller to the scene root since the motor is not necessarily the center of the propeller set.



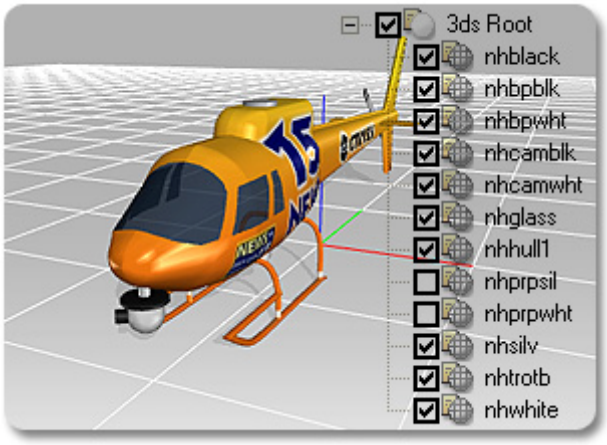
Align to ground
(In 3DXchange)



Manually move the propeller to the origin
(In 3DXchange)

4. Export the propeller as a prop.

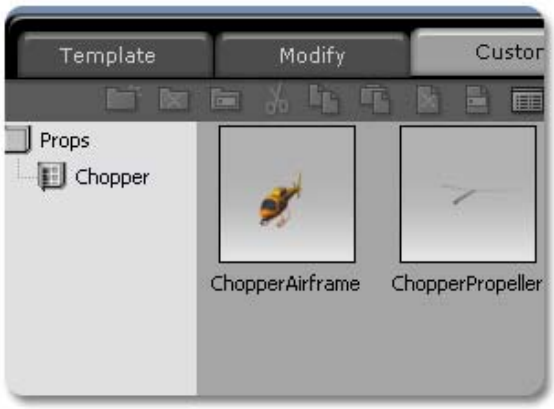
5. Click the **Invert** button so the airframe is selected and the propeller is deselected. Check to include all the nodes forming the airframe.



(In 3DXchange)

6. Export the nodes.

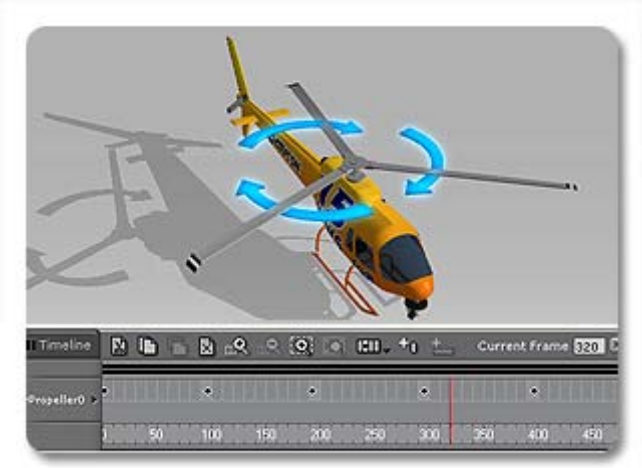
7. In iClone, apply both of the new props. Move the propeller to the top of the airframe.



The airframe and the propeller are exported as individual props (In iClone 2)

Move the propeller to the top of the chopper (In iClone 2)

8. Set keys in timeline to rotate the propeller.



Set keys in Timeline to rotate the propeller (In iClone 2)

Tip:

You may optionally merge the two props as one so the merged prop becomes one with animation clips. One object is still and the other is idle and the propeller now rotates.