## Changing the Pivot

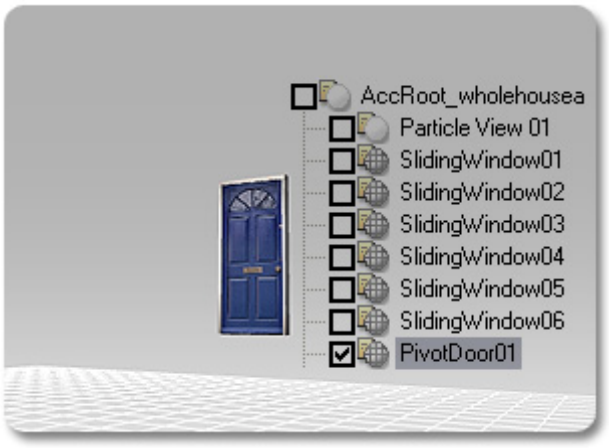
Normally, each node has its own pivot, which is the center. However, when you import a file composed of several nodes, all the nodes in the scene change their pivot to the location where the pivot of the whole scene is. Therefore, exporting one of the nodes into iClone and rotating it needs repair to work properly.

To change the pivot for a single node (The pivot of the door in this case):

1. Open a file in which several nodes build up a scene.
   (The pivot of the door is now the one of the whole scene.)

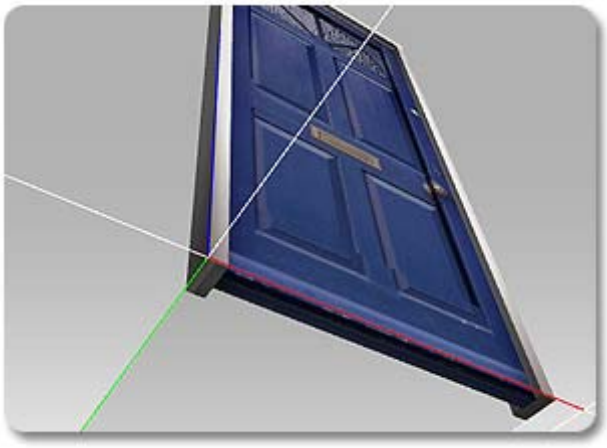
(In 3DXchange)

2. Check off the include boxes of all the nodes except the door.




(In 3DXchange)

3. Use the controls in **Scene Transform** section to move the door and to align the hinge along the Y (blue) axis. This will change the pivot of the door.



(In 3DXchange)

4. Export the door and the house separately.

5. In iClone, apply the door and the house. Switch to the modify page and adjust the value of the Y rotation.

(In iClone 2)

(In iClone 2)

You may imitate the motion of the door since the pivot of it has been changed to the hinge.