

ROTATE ON TOUCH / MOUSE OVER

Objective:

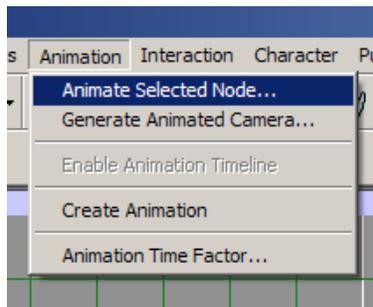
To control the action of an object by clicking on it or by moving the mouse over it.

Actions:

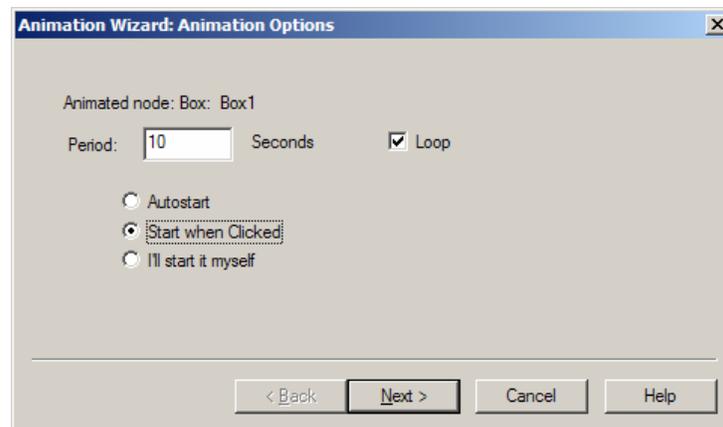
1. Use Top View
2. Place a box of default size in the window and zero it for all 3 axes.

NOTE: Zeroing first isn't absolutely necessary but in the long run it does help to keep track of where things start and helps to keep things aligned. It's a good habit to get into.

3. Switch to Front View.
4. Make sure box is still selected.
5. Choose **Animation > Animate Selected Node**

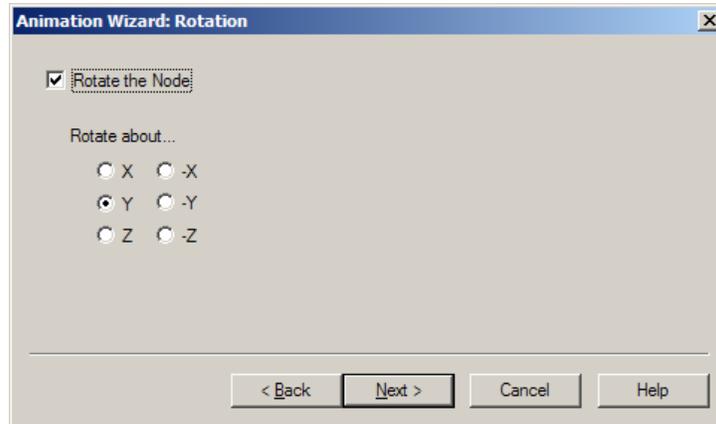


6. The following window will open:

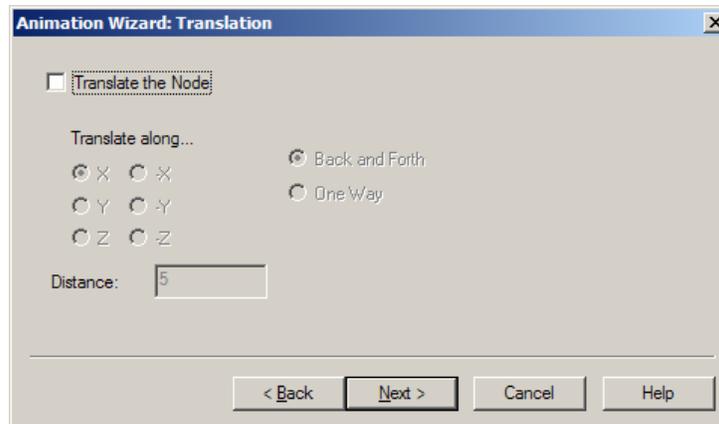


7. Select the **“Start when Clicked”** option, leaving **“Loop”** selected and the 10 Seconds default for **“Period”**. Then click **Next**.

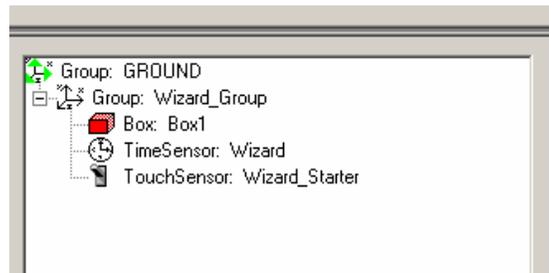
8. In the next window choose “**Rotate about ...**” and leave the default “**Y**” axis selected. You can alternately choose the “**-Y**” option depending which direction you want the box to rotate.



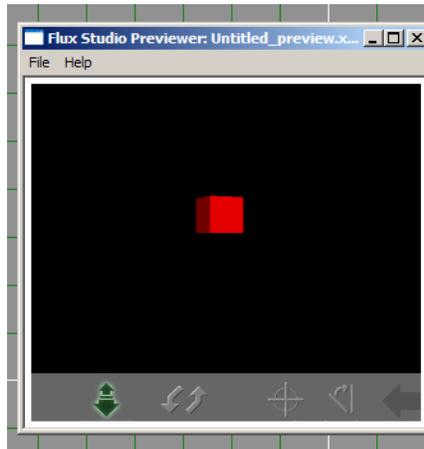
9. Then click **Next** to open this window:



10. For a basic rotation you don't need to select anything here or in the next window so just click **Next** twice and then **Finish** to complete the Animation wizard.
11. Your Box and 2 Sensors will now be a new Group in the tree window. It should look similar to this:



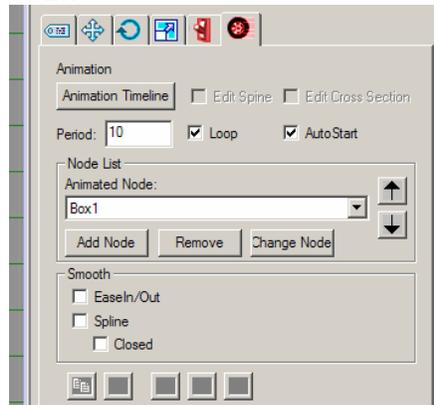
- Go check out what you have now. Click on **Publish > Preview in Flux** to test drive your animation.



- The box will be sitting there until you click on it – then it will start rotating. In order to make it a little more interactive you will need to make a few changes to the Animation settings.
- In the Tree window click on **“TouchSensor: Wizard”** to open the TouchSensor properties window below.



- Notice that the settings say that when the box **“Is Clicked”** Wizard will ... **“Start (in this case the rotation) at Beginning”**.
- Click on the down arrow beside **“Start at Beginning”** and select **“Toggle”** from the list that drops down.
- Again click on **Publish > Preview in Flux** to test drive your animation and this time when you click the first time the box will start to rotate and if you click on it again it will stop.
- But what if you want it to be rotating UNTIL you click on it to stop it? Not a problem!
- Click on **“TimeSensor:Wizard”** in the Tree window to open the Animation properties window.



20. Select the “**AutoStart**” checkbox and **Publish > Preview in Flux** again. Now it should be rotating until you click on it. Click once it stops – click again it starts (this is called *Toggleing*).
21. You can change the sensor to toggle it when you put your mouse over it just by selecting “**Enter Mouse Over**” rather than “**Is Clicked**” in the **TouchSensor:Wizard** properties window.

Summary:

1. Select your object.
2. Animate Node
3. Select the properties you want in the Time and TouchSensors.

Words to Know:

- ★ **Animation Period** – amount of time it takes an animated image to run between its beginning and its ending.
- ★ **Default** – choice made automatically and usually preset by the program.
- ★ **Loop** – to repeat over and over.
- ★ **Mouse Out** – to move the mouse cursor focus off of an object.
- ★ **Mouse Over** – to move the mouse cursor focus over an object.
- ★ **Rotate** – to move in a circular motion.
- ★ **Sensor** – a built-in function that allows easy interactions to be set up. These interactions include touch (mouse cursor), proximity (nearness), visibility (in the scene), drag (to allow object moving), and keyboard (using the keys instead of a mouse click).
- ★ **Toggle** – a basic switch to turn things off and on or stop and start them.
- ★ **Zeroing** – to set an object’s XYZ axes to zero in the scene.

