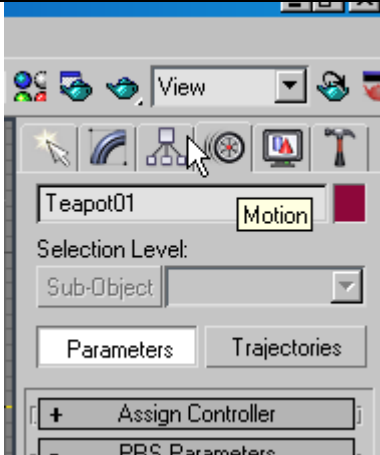
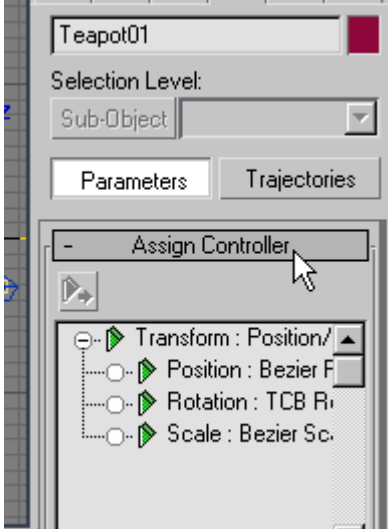


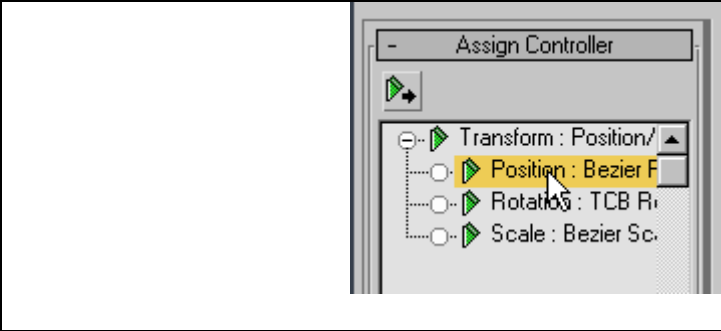
Create a very small teapot in the Top View near our camera. Make sure the time slider is at frame 0



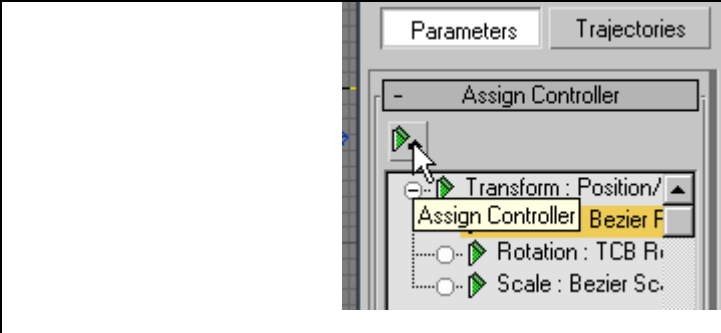
We are going to put it on the path in the exact same way that we put the camera on the path. Make sure the teapot is selected and then select the Motion icon



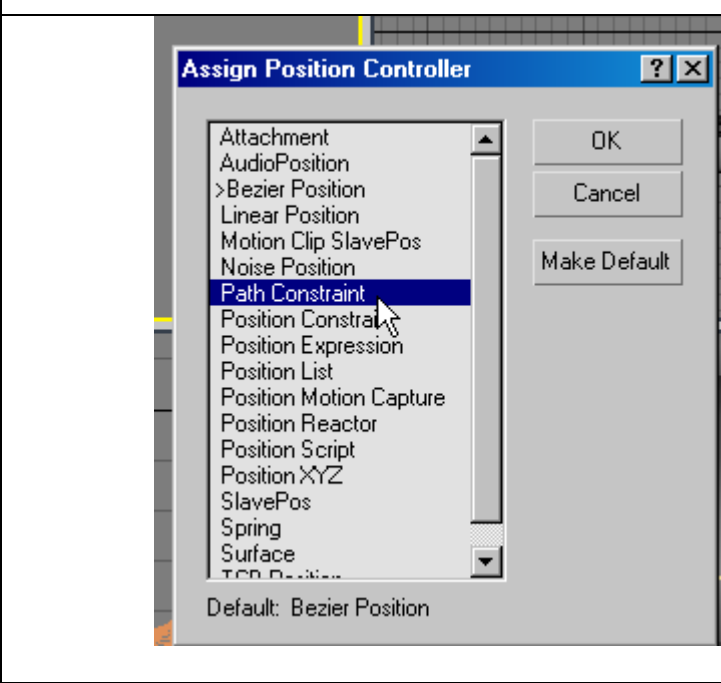
Open the assign Controller rollout



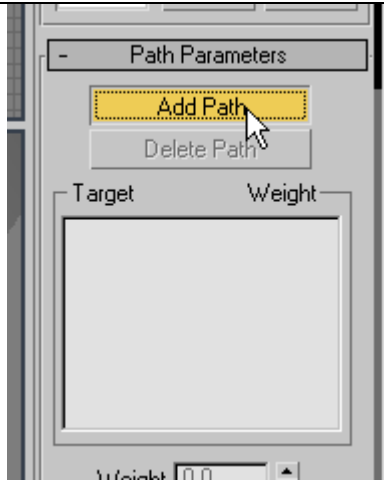
Click on Position



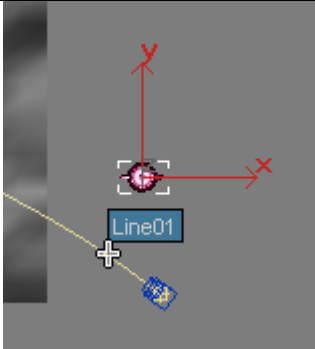
Click on Assign Controller



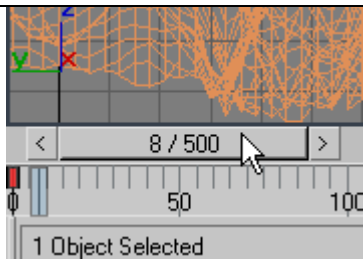
Then Path Constraint and then OK to close this dialog box



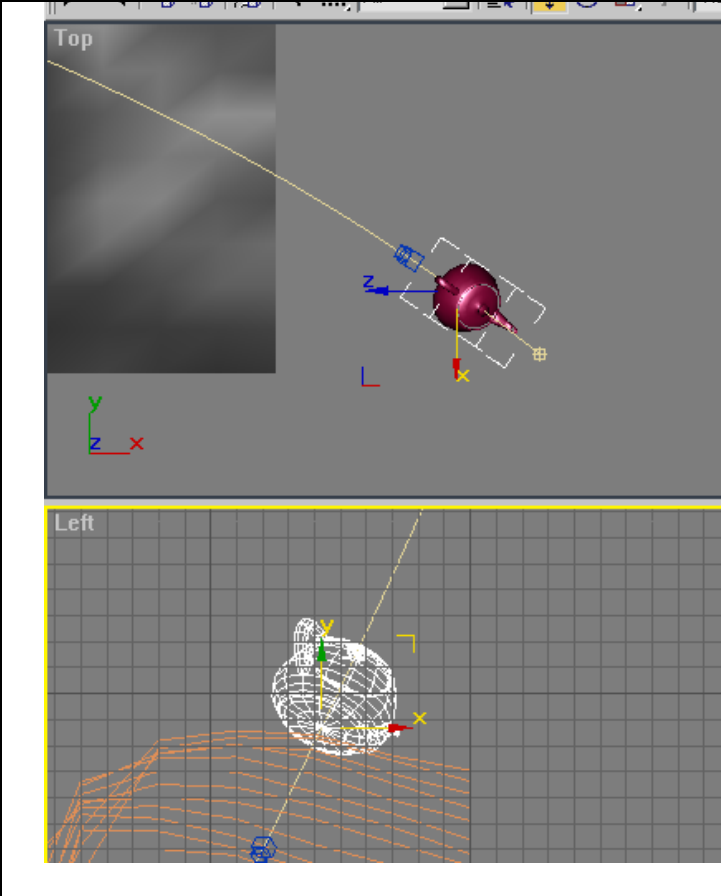
Then click on Add Path



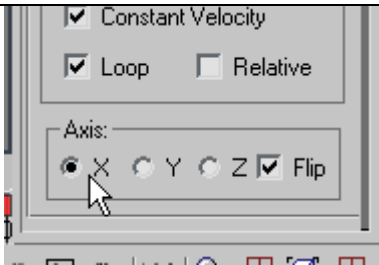
Click on the path in the Top View



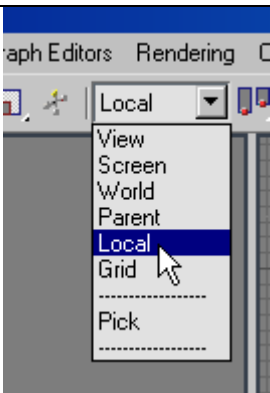
If we move the time slider, the teapot should move along the path. When you are finished, move the time slider back to Frame 0



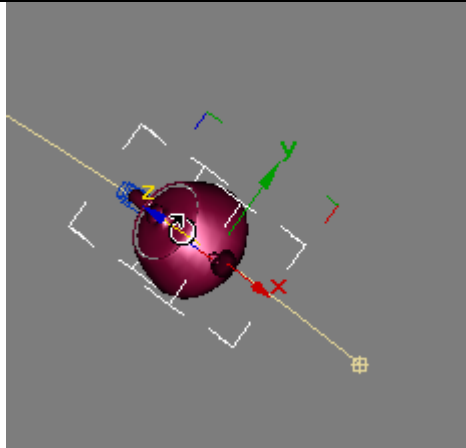
Our teapot is facing the wrong way!



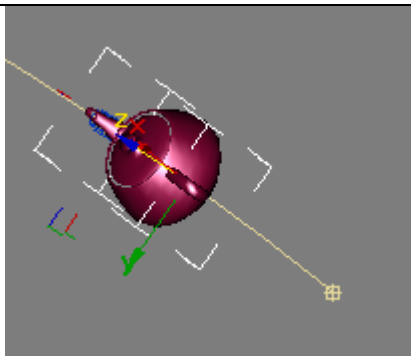
First make sure the Follow box has a check in it. This time lets put a check in the X radio button



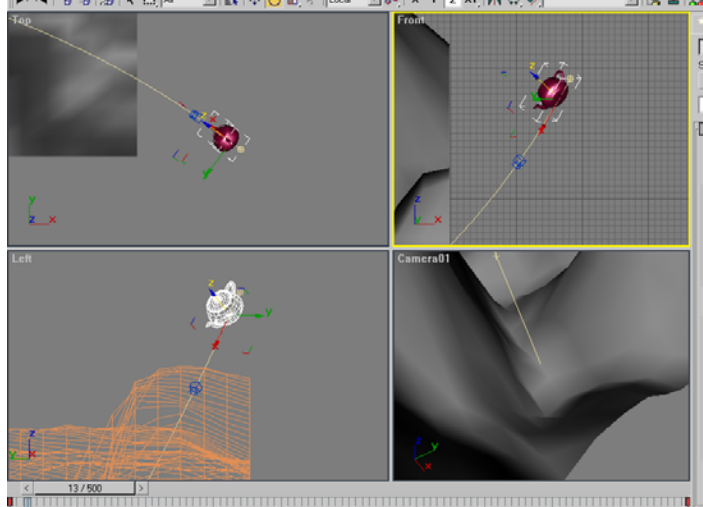
We'll still need to rotate it so lets go and change the exes to Local



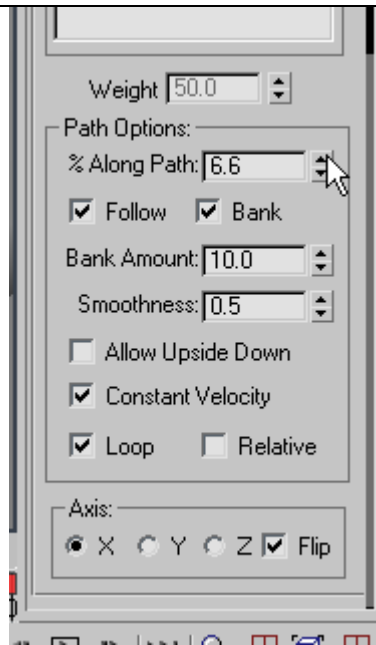
If you look closely you will notice our teapot is flying backwards which is pretty silly. Now we can spin it around in the Z axis and get it facing the right direction.....



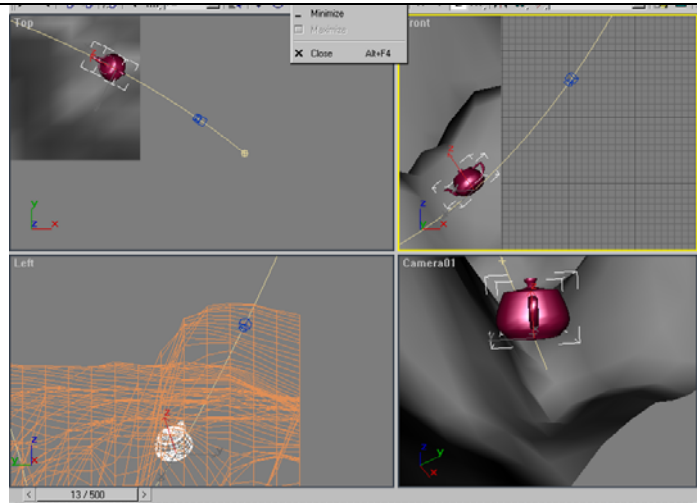
Like this!



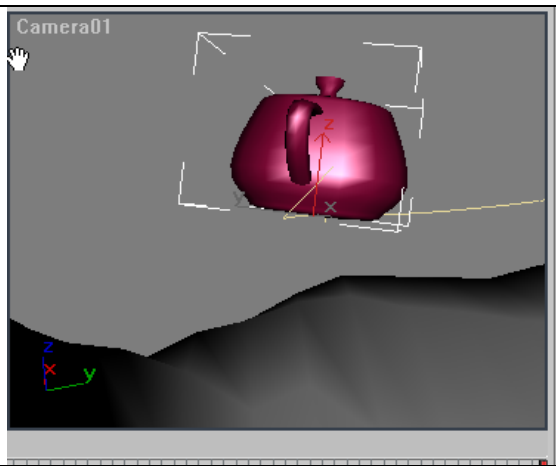
Look at our teapot in all views to make sure it is oriented correctly. We have a problem.....our teapot is behind our camera! That's easy to fix.



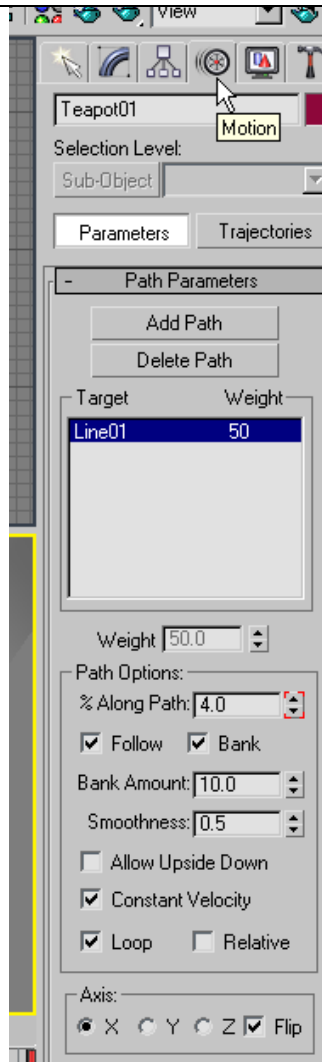
Make sure Follow, Bank and Constant Velocity are checked. Change Bank Amount to 10. Lastly if we change % Along Path to about 5 or 6 %, it will begin its journey at frame 0 slightly farther down the path in front of the camera



Now lets see how things look.

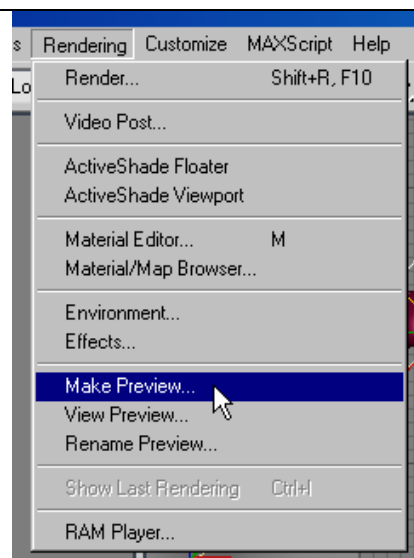


Maximize the Camera 01 View. If the teapot is too far ahead or too near to the camera we can adjust its % Along Path



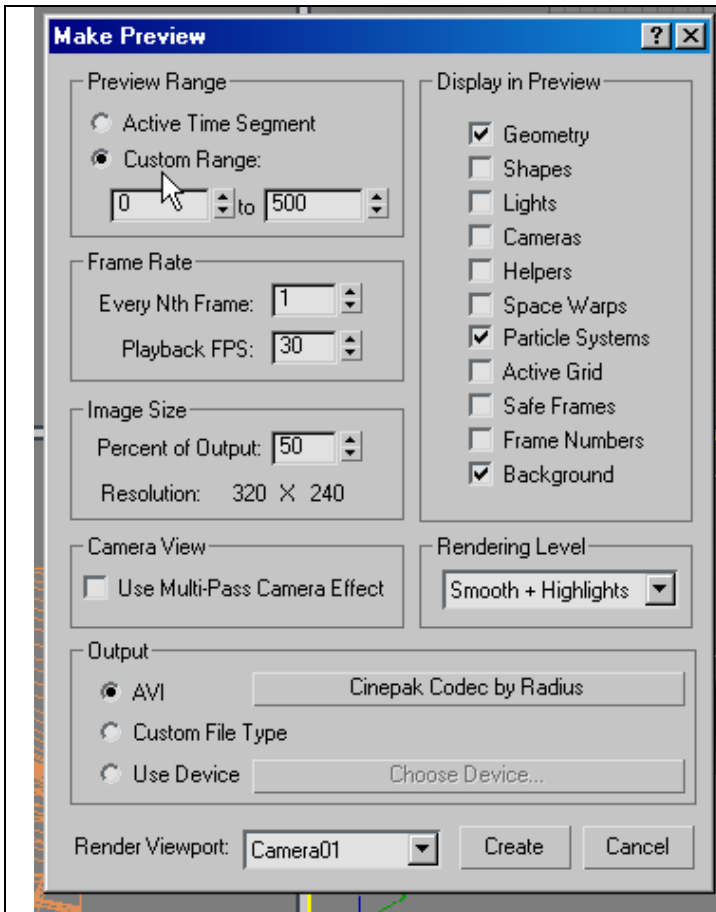
To edit an Objects motion we don't use the Edit Tool in the command panel like we used to edit shapes. If we tried it would only allow us to the edit the teapot itself. To adjust its motion we go back to the Motion icon.

Adjust the % Along Path has needed. Does the teapot need more bank? Adjust it here too.



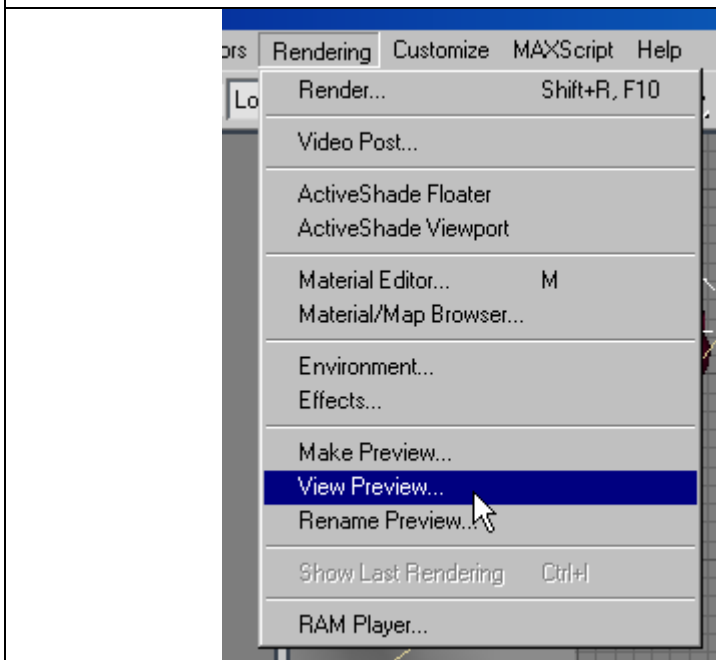
We are reader to make a test render called a preview. If we were to do a regular render it would waste too much time. We are just looking for overall smoothness along the path and the positioning of the teapot in relation to the camera.

Under Render along the top of the screen, select Make Preview

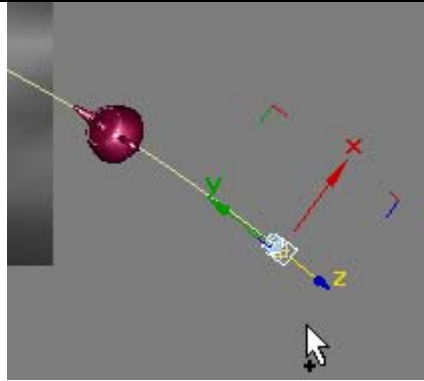


Select Custom Range and make sure it is set from 0 to 500 and Render Viewport is set to Camera 01.

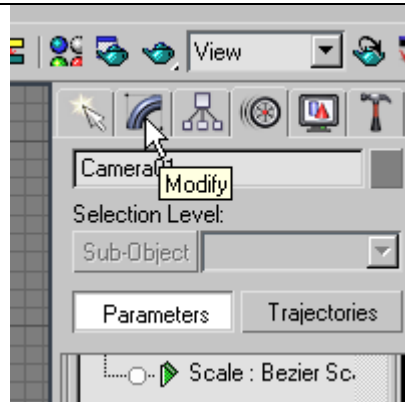
Click on Create, when it is finished it will automatically play



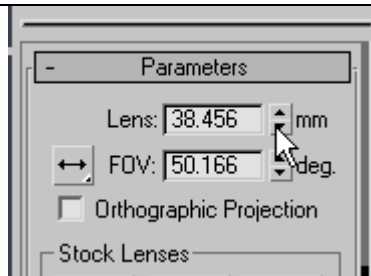
If you close the Preview window and want to view the preview again, go back to Render and select View Preview and it will play the last preview which was made



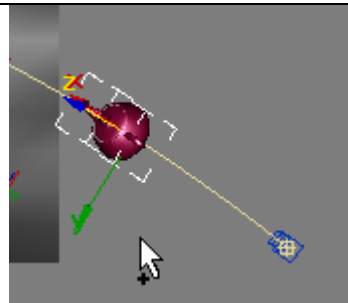
What do we need to modify?  
First of all, our teapot will never always stay in view. Its going to move around a lot. If you can keep it in view 70 to 80% of the time that's fine. If its moves out of view too much, there are two fixes. The first is to adjust our camera Lens length. Select the camera



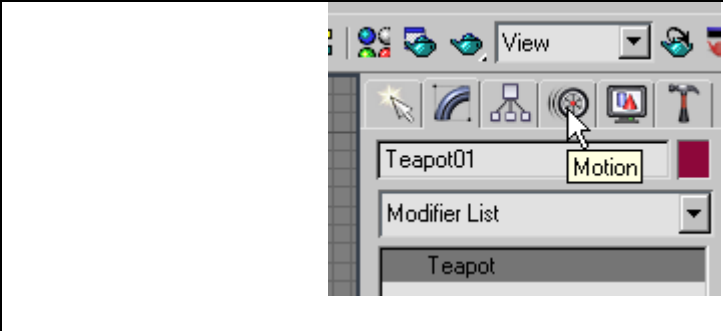
Open Modify



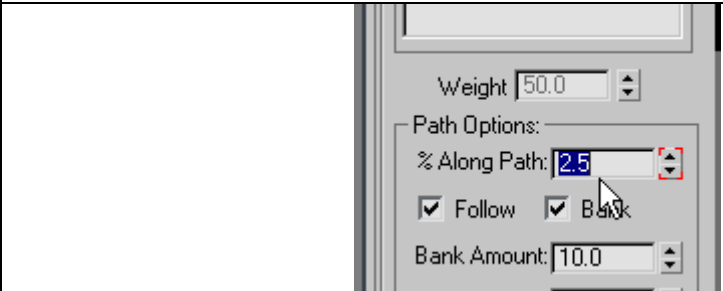
You can adjust the length of the camera lens as in real life. A lower number gives a wider angle of view. Don't adjust this too much!!!! Too wide of angle will distort the view



And the other way is to adjust % Along Path for the teapot. Select the teapot



Open the Motion Panel



Adjust while watch through the Camera 01 Viewport