Animating Objects

Objects can be animated by setting KEYPOINTS. To illustrate this let's set a plane to take off from a runway.

Selecting the World

1 Load Kahootz or close the current file and start a NEW Xpression.

2 Select the WORLDS tab, open the CITY category and select the AIRPORT world (the last world).

3 Zoom out and use the arrow keys to set the view so that the intersection of two runways is visible.
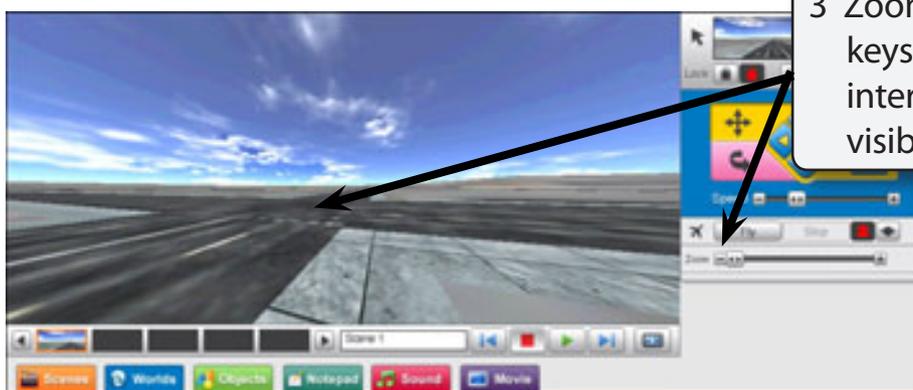
4 Lock the world so that it cannot be accidentally moved.

Adding a Plane to the World

A plane will be added to the world then set to take off from the runway.

1 Open the OBJECTS tab and set the drop down menu to the TRANSPORT category.

2 Double click on the JUMBO JET (first object on the third row) to add it to the world.

Dropping the Plane

The background is a three dimensional drawing. At the moment the plane is sitting above the runway. To animate it effectively it is best to drop the plane to the level of the background.

1 Click on the DROP button in the OBJECT TOOLS and the jet will drop to the runway.

2 Click on the + RESIZE button in the OBJECT TOOLS 2 or 3 times to increase the size of the plane.
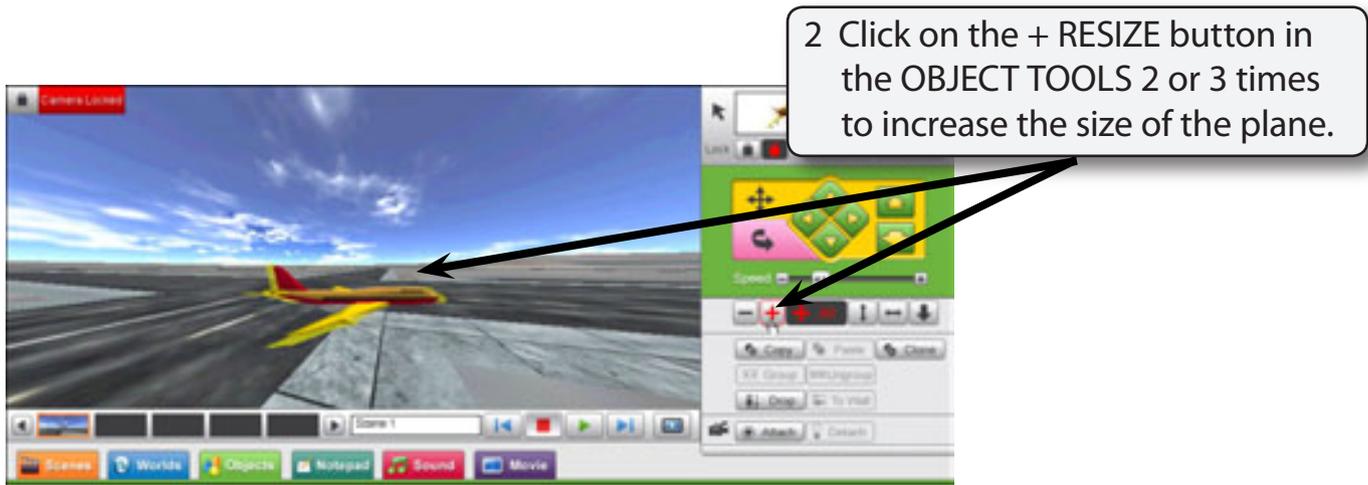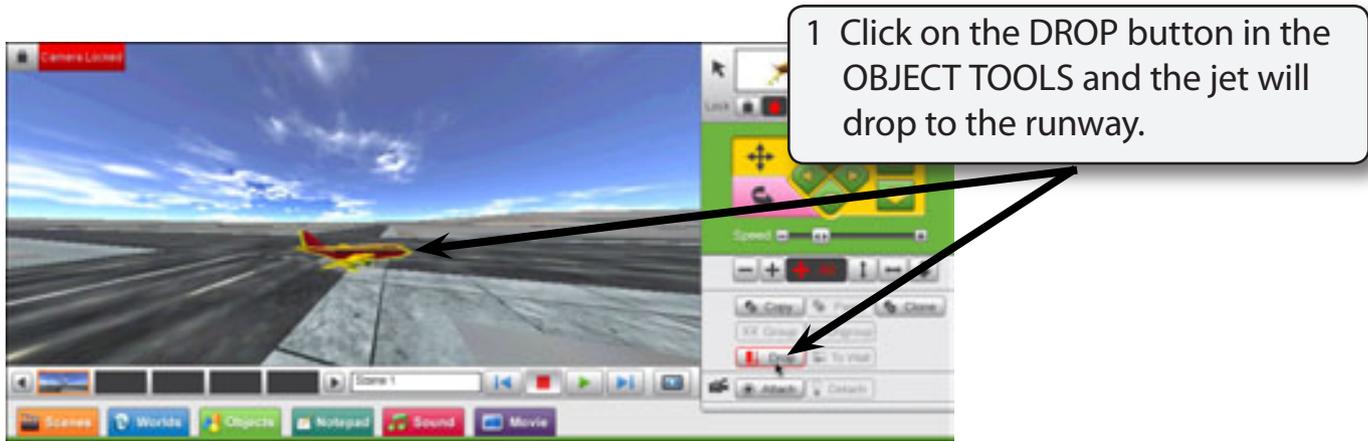
Rotating the Plane

The plane will taxi from the right of the screen so it will need to face the opposite way.

1 Set the MOVEMENT CONTROL PANEL to ROTATE MODE.

2 Use the ROTATE arrows to set the plane to face to the right and be in line with the runway.
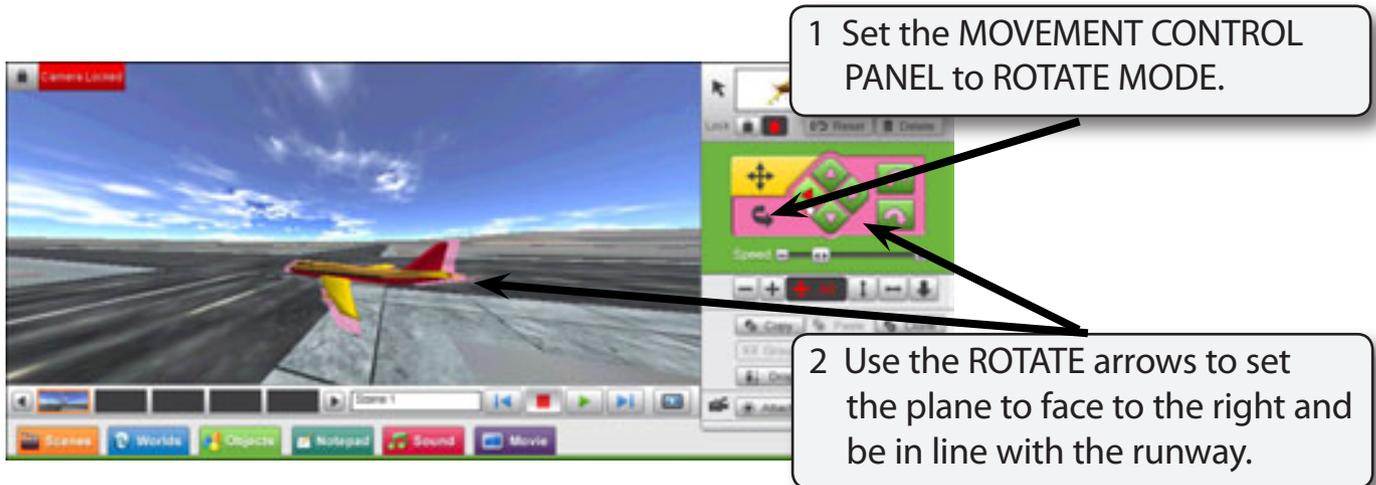
Setting the Plane's Starting Position

The first step in animating an object is to set its starting position.

1 Set the MOVEMENT CONTROL PANEL to SLIDE MODE.

2 Use the mouse or MOVEMENT arrows to place the plane at the right of the horizontal runway.
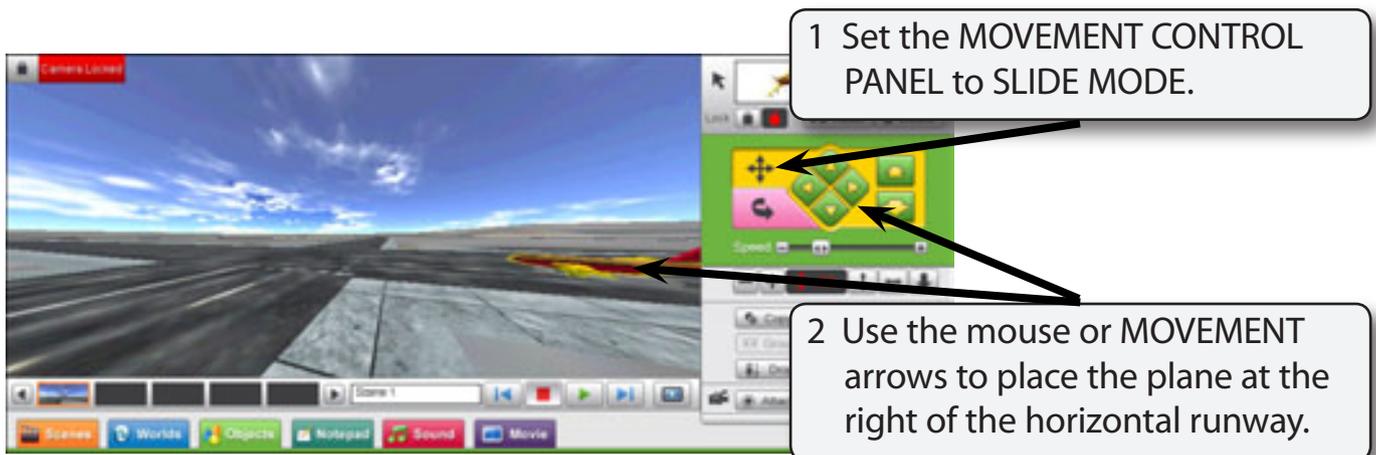
NOTE: Adjust the rotation of the plane if it is not facing down the runway.

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Animating the Plane

The KEYPOINTS section of the OBJECTS panel is used to animate objects. A KEYPOINT is an important point where a change occurs to the object's movement.

Setting the Starting Keypoint

When you want to move an object you must set a KEYPOINT at the starting point of the movement.

1 Click on the KEYPOINTS tab in the OBJECTS panel.

2 Click on the CREATE button and the first KEYPOINT will be inserted (a red 1 is added to the OBJECT bar and 1 is added to the object).
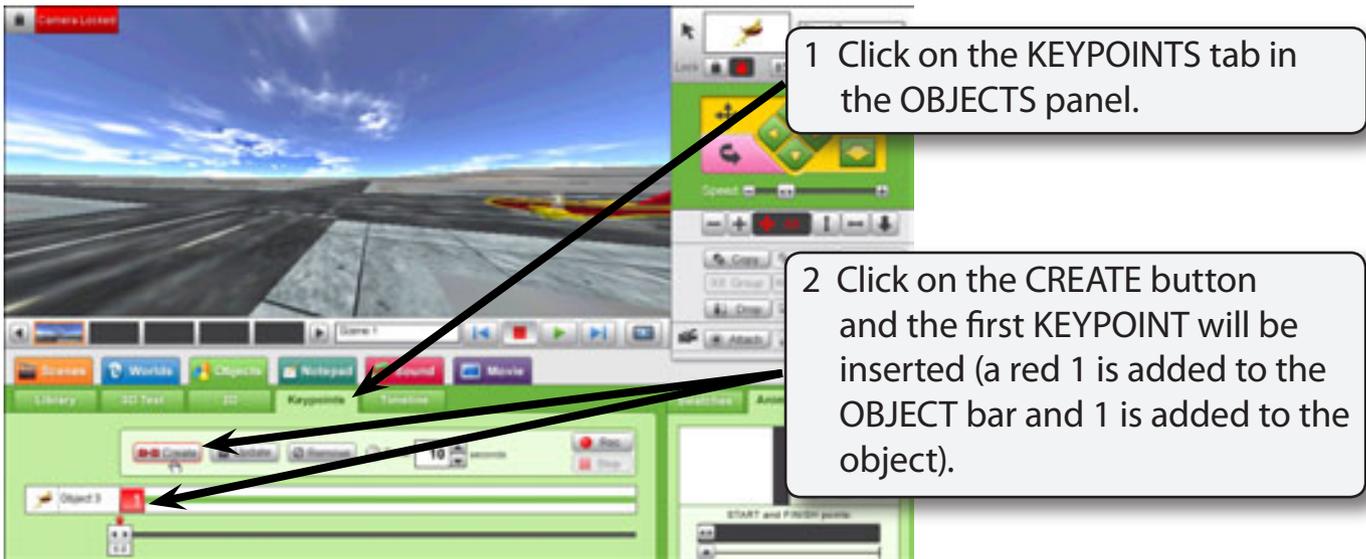
Moving the Plane to the Runway Intersection

1 Use the mouse or MOVEMENT arrows or mouse to move the plane to the centre of the runway intersection.

2 Click on the CREATE button to add another KEYPOINT.
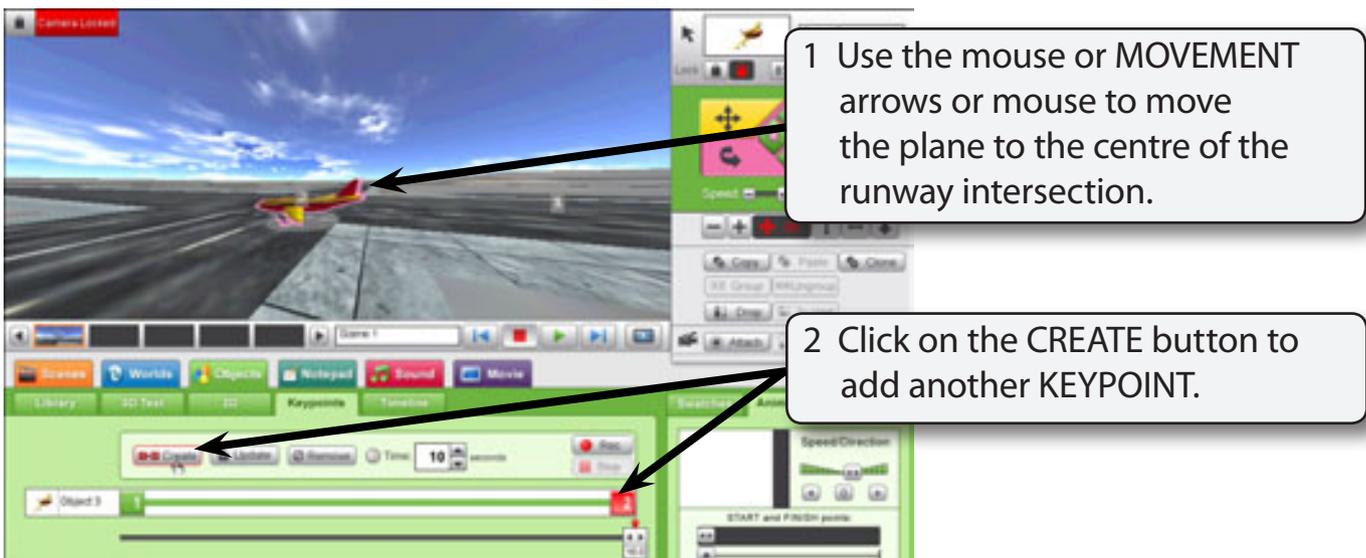
Rotating the Plane

We want the plane to face the vertical runway so it needs to be rotated.

1. Select ROTATE MODE in the MOVEMENT CONTROL PANEL.

2. Rotate the plane so that it up the vertical runway and CREATE a third KEYPOINT.
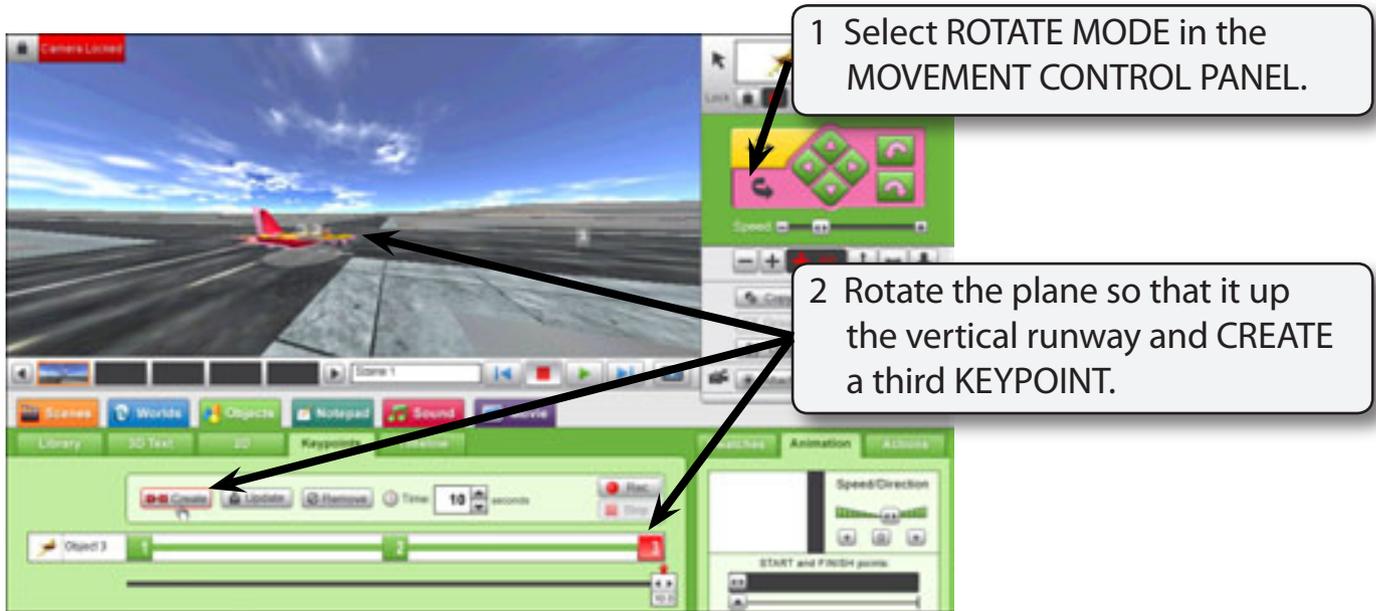
Moving the Plane to the Take-off Position

1. Select SLIDE MODE in the MOVEMENT CONTROL PANEL.

2. Use the ARROW keys on the keyboard to move the plane up the vertical runway and CREATE another KEYPOINT.