

Exercise 20-5

1. Open the drawing EX20-4 from Exercise 20-4.
 2. In the top view, draw a single line, polyline, spline, or other 2D shape to indicate the camera path through the scene.
 3. Move the shape in the Z direction to an appropriate eye level.
 4. Start the **ANIPATH** command.
 5. Link the camera to the path and specify None for the target.
 6. Pick the **Preview...** button to see the animation.
 7. Cancel the command.
 8. In the top view, draw a point in the center of the scene with a Z value at eye level.
 9. Draw a circle around this point at the same Z level.
 10. Start the **ANIPATH** command. Link the camera to the point object and the target to the circle.
 11. Preview the animation.
 12. Adjust the animation settings as needed, and then save the animation as EX20-5.wmv (or the file format of your choice).
 13. In the top view, draw a spline object through the scene.
 14. Start the **ANIPATH** command. Link the camera to the spline and the target to any object in the scene.
 15. Preview the animation. Then, cancel the command.
 16. In the top view, draw two splines, one for the camera and one for the target.
 17. Start the **ANIPATH** command. Link the camera to one spline and the target to the other spline.
 18. Preview the animation.
 19. Save the drawing as EX20-5.
- To continue practicing walkthroughs using paths, complete act20-05a.dwg and act20-05b.dwg available on the companion website.