

Redisegni

Enable “import images as plane” add-on

Select texture mode

Select shading GLSL

Render → shading → Alpha = transparent

Import image as plane

- select “use alpha”
- select “Z Transparency”

7 → SPACE → Align camera to view

Motion:

- select object (image, lamp,)
- grab keyframe I → LocRotScale
- ... move, scale, ...
- go latest frame SHIFT R
- grab keyframe I → LocRotScale

From:

<https://wiki.csgalileo.org/> - **Galileo Labs**



Permanent link:

<https://wiki.csgalileo.org/tips/blender/redisegni?rev=1429130931>

Last update: **2015/04/15 22:48**