How to Change Group Center and make Special Interactive Animation

1. When we want make some special interactive animation, such as open the door or increase a chart height. Now, let's learn how to use "adjust group center" function to realize it. First, we import a 3d car model. And select that Door group. We can see the group center at the center of the group.



2. Right click on the group. And check the "Adjust Group Center".



3. Then, we can use manipulator click any arrow to "Move Node". In this sample, we used "Move Node Z". Move the center to the left of the group.



4. When you finish this step, Rotate the Y axis, look we can get open the door along the Y axis.



5. Right click on the group again, and un-check the "Adjust Group Center".



6. Then, let's make a interactive animation on the door. Select the group and add a event: Add -> Node -> Left Mouse Click.

	Interactiv	e	8 ×
	Events	🗂 Add 🛛 😒 Delete	
	Loop	Slide Show Slide Hide	Event
d.com		KeyPress	
		KeyRelease	
Left Mouse	Click	Node 🕨	
Middle Mou	se Cličk		
Right Mous	e Click		
Mouse Hov	er	🛅 Add 😢 Delete	ave Save

7. Then, select the "Left Mouse Click" event, and add a node animation for this event.

Loop	Node	Event
	door_rf_ok(53)	Left Mouse Click
ctions	Add 🙆 Dele	ita 🗖 Sava
Actions	Add 📀 Dele	ete 🗖 Save

8. On the "Node Animation" dialog, set a Y axis animation. The value is 40. If you want make the animation looks real. You can set the speed to "InOutQuad".

😨 Node Anima	tion			? 🔀
Action Name	door_rf_ok(53)_Ani	Delay 0.00 🐼	Duration 1.00	😺 🗖 Finish Hidden
Repeat	(None)	Speed 🖌 InOut	Quad 💌	
Movemen	t 0.00 Y 0.1	00 Z 0.00	0.00	Duration 1.00
I Rotation □ In X	0.00 ¥ 40	.00 🖉 Z 0.00 🛞	Delay 0.00	Duration 1.00
Scale	1.00 ¥ 1.0	00 S Z 1.00 S	Delay 0.00	Duration 1.00

- 9. if you want play a sound when you open the door, add a "PlaySound" action under the actions list.
- 10. now, we add a "open door sound" under the actions list, in order to both actions at same time to start, we set the "Start Time" value is 0, and don't check "Trigger" at the PlaySound action.

Actions	🎦 Add 🛛 Save		Actions	🐘 Add 🙁 Delete 🔚 S	ave
Trigger	PlaySound	Duratic	Trigger	Action	Start Time
	PlaySound From Library			door_rf_ok(53)_Ani	0
	Camera Animation Camera Fixed Animation			PlaySound_open_door	0
	Tooltip Action			2	

11. Above steps is for open the door, if you want close the door, add another Node animation, the step like above. But the Y axis, we need set to "-40".

🕐 Node Animation
Action Name door_rf_ok(53)_Ani Delay 0.00 🐼 Duration 1.00 🐼 🗖 Finish Hidden
Repeat (None) 💽 Speed 🗹 InOutQuad 💌
□ Movement □ In X 0.00
Rotation Y<
Scale Y 1.00 Y 1.00 Z 1.00 Delay 0.00 Duration 1.00 S

12. When we finished, we get a "Left Mouse Click" event, in this case, we have 2 Trigger actions, so we need select "Loop" at the Event.

Interactiv	/e	₽×		
Events 🛅 Add 🕴 Delete				
Loop	Node	Event		
	door_rf_ok(53)	Left Mouse Click		
Actions 🚹 Add 😢 Delete 🔚 Save Trigger Action Start Time				
Actions Trigger	Add 😒 Delet	e 📕 Save Start Time		
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Actions Trigger	Add Ocean Action Action door_rf_ok(53)_Ani PlaySound_open_d PlaySound_open_	te R Save Start Time O O O O O O O O O O O O O O O O O O O		

13. If we want preview this animation, click "Preview" on the interactive tab. Then we can click the Door control open and close.



14. Another sample, make a rectangle height increase animation. First, create four rectangle.



15. If we scale that height, because the center at the center of the shape, so the top and the bottom increased at the same time.



16. Select all rectangle and right-click on them, make it to a group.



17. And right-click on the group, check "Adjust Group Center".



18. Use manipulator adjust the center of the group, in this case, we move the Y to the bottom of the group.



19. Right-click on the group and un-check the "Adjust Group Center".



20. Then, scale the Y axis, look, just increase the top, the bottom don't through the black line.

