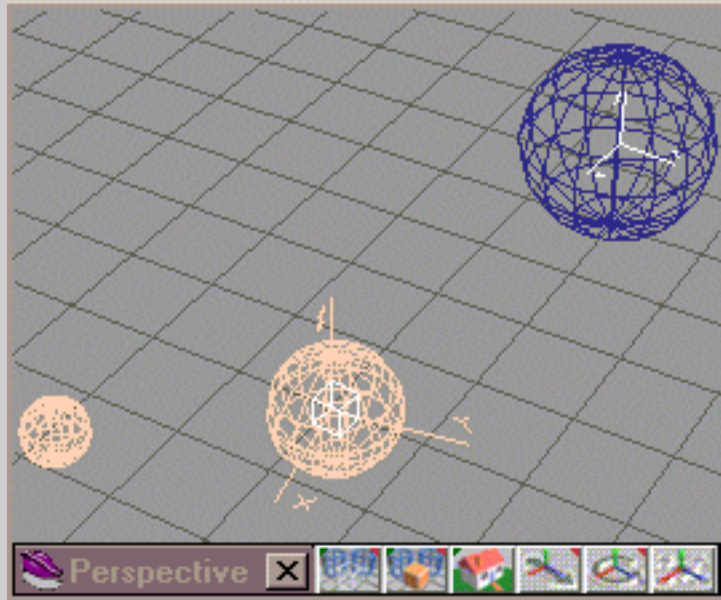


Orbit © Matthew Bennett



The technique here is simple, but it took a bit of hair pulling to get it to work properly. Basically, the idea is to put the axis of each orbiting object in the center of the object it is to orbit. Ok, you are saying "duh". Here's how it works:

The sun object is stationary, so there isn't much to say about that. The earth object will need to rotate about the sun object, however, if we move its axis to the center of the sun, then we will have a problem when trying to get the moon to orbit. The solution is to put a small cube (or any object) within the earth. Let's call it the earth's core. Set the earth's axis to be at the center of the sun. Don't glue these yet. Next, set the moon's axis at the earth's axis point. Animate the moon orbiting the stationary (non glued) earth. Make this animation local. Now comes the gluing. Start with the earth's core, and glue the earth as a child, to this glue the moon as a child. This allows the entire glued

object to orbit the sun, and selecting only the earth (not the earth's core) will allow the moon to orbit the earth.

The main trick here is to not glue the objects till you have everything you will want to orbit in place and to set the local animation prior to gluing as well. With this technique I was able to create a simplified solar system. Jupiter had the 4 galilean moons, even the earth was rotating through one day while the moon orbited the earth every 30 days. Of course this took a few more cubes placed at the center of orbiting bodies, but it works well.

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