

# Texturing

## How to animate a propeller

Align the propellor bone so the propellor rotates when you rotate the bone along its Z axis.

Change the propellor bone's rotation driver to Euler.

- In a Choreography, Action or Pose window:
- Select the bone.
- Right-click on "Rotate", which is under "Transform" in the Properties palette.
- Choose "Convert Driver To > Euler"

Go to the frame in the timeline where you want the propellor to stop rotating.

On that frame, enter the total number of degrees you want the propellor to rotate (360 degrees x number of turns).

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