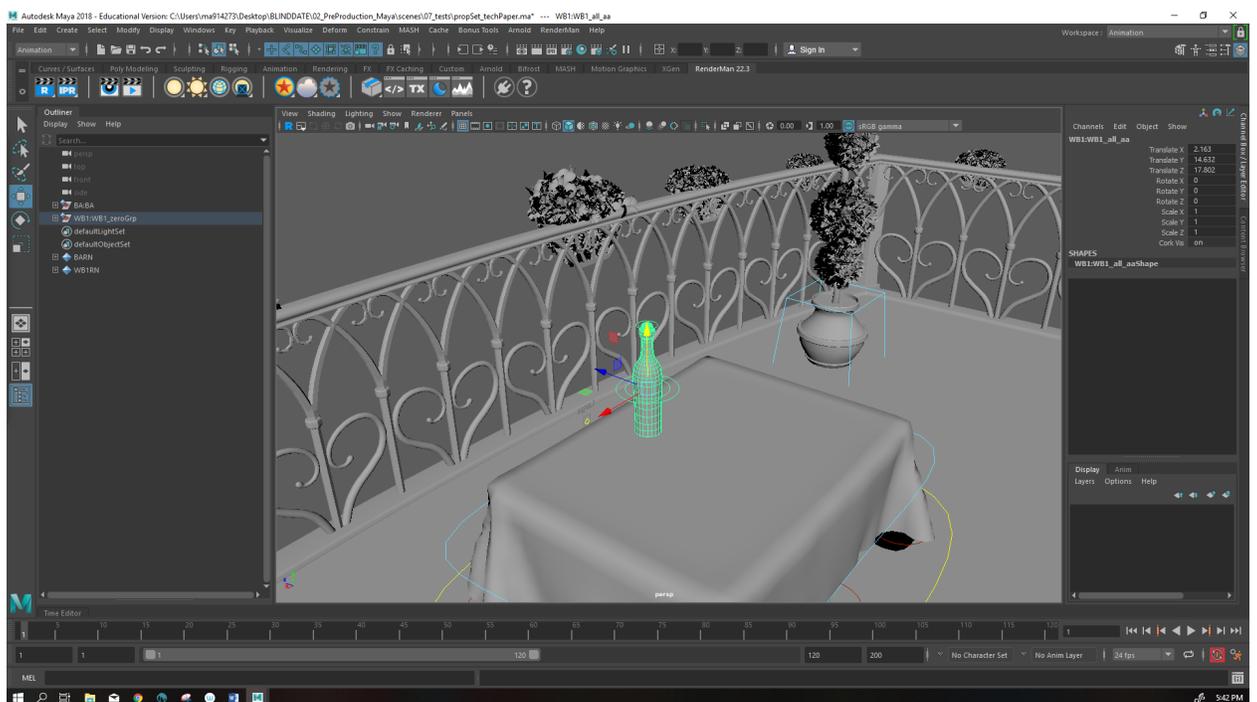


## How to Make a Prop Set

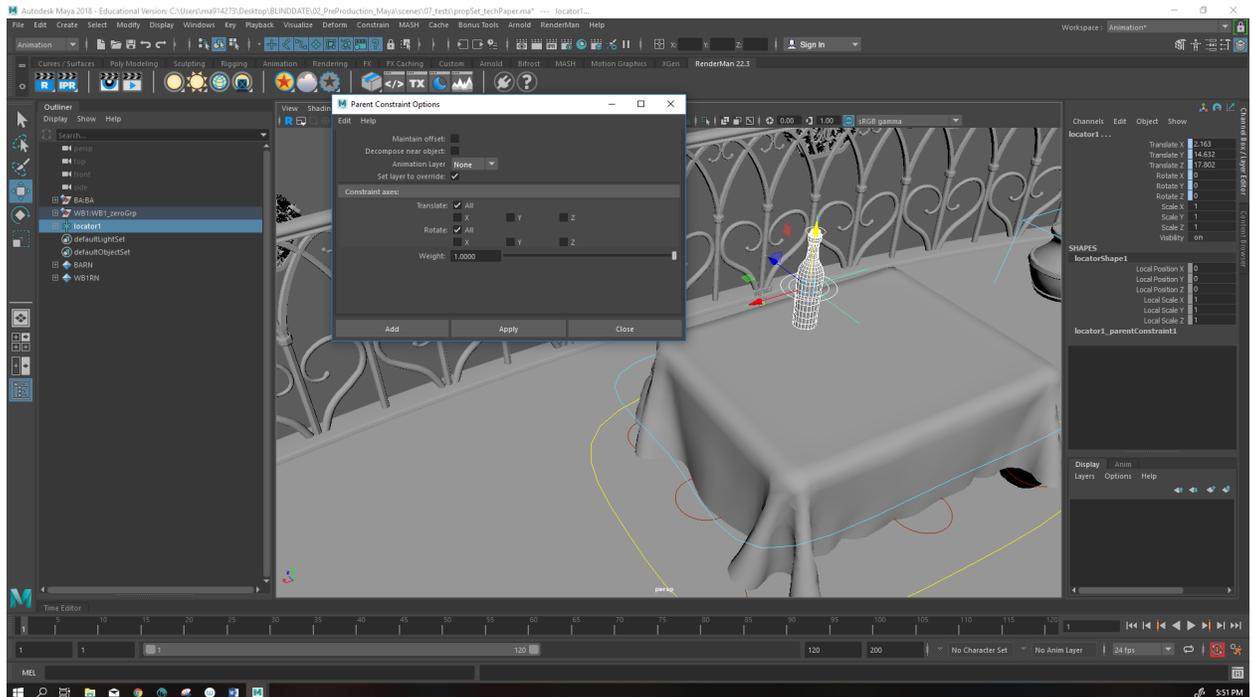
When animating, there often comes a situation where you need to move props around from point A to point B. Working with multiple animators means another animator may need to know where that prop has been moved but the previous animator may not always be on hand to pass on the information. To combat this problem, a method was developed to save the translate, and rotate values of any prop on a locator to

1. Reference Prop > Place prop however you want within the scene



2. Create a locator > select the prop's all\_anim curve and then shift + click the locator

- Parent the locator to the prop (with Maintain Offset UNCHECKED)



- Rename the locator a in the Outliner to fit the naming structure of production. Name the locator something along the lines of “propSet\_(fileName)\_(shotNumber) “
- Delete the constraint
- Select the locator in the Outliner.
  - Go to File > Export Selection
  - Place it in your folder. (probably around the same file where you keep your props folder)
- Open a new scene file for the shot that you need the prop location for.
- Select the locator or propSet, then shift select the prop
- Parent constrain with Maintain Offset UNCHECKED
- Set a key on all the transformation values of your prop
- You may now delete the constrain and animate to your hearts content.