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Subject: Swinging Door (SS included)

Posted by [PsycoArmy](#) on Thu, 03 Mar 2005 15:27:37 GMT

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If you want it to rotate like a dooor more easily you can cahnge the pivot point go to Hierarchy (located next to modify which is next to create.) > Affect pivot point only and then just move it to about where the door will roatate and then just animate it. You could also use a bone and link it to the bone but that really isnt necasary for this kind of animation. If you still need help you better post fast or ill sleep soon .

Heres a pic

Peace.

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