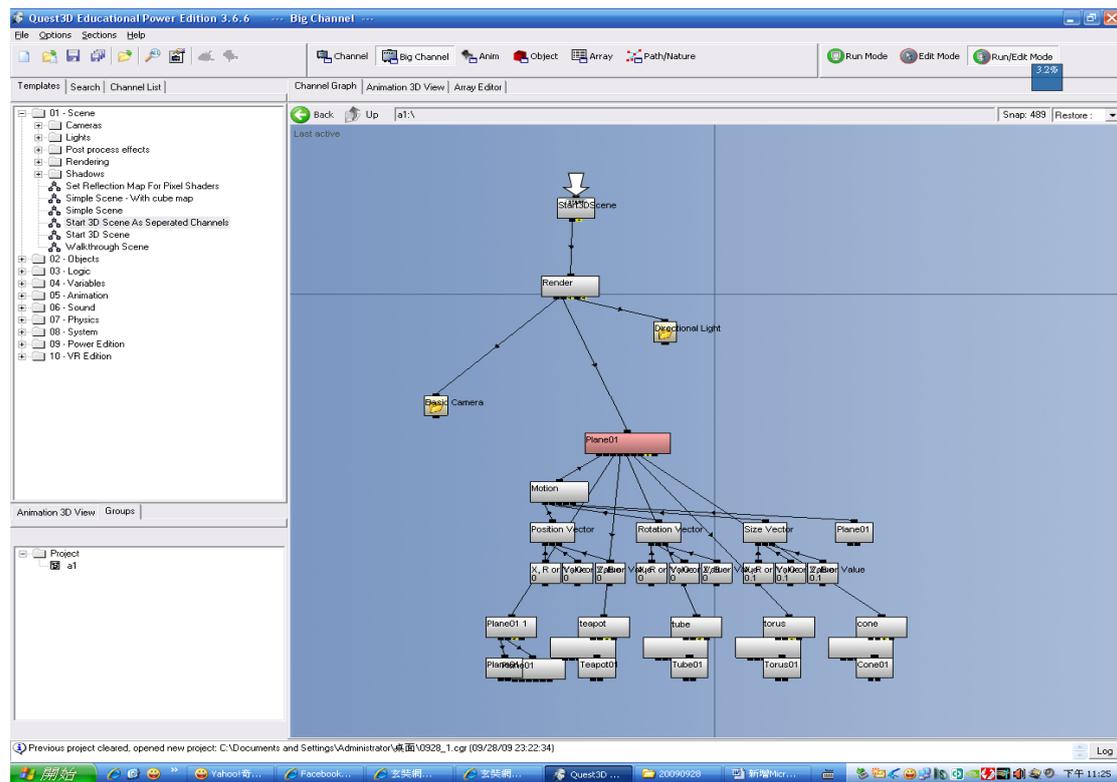
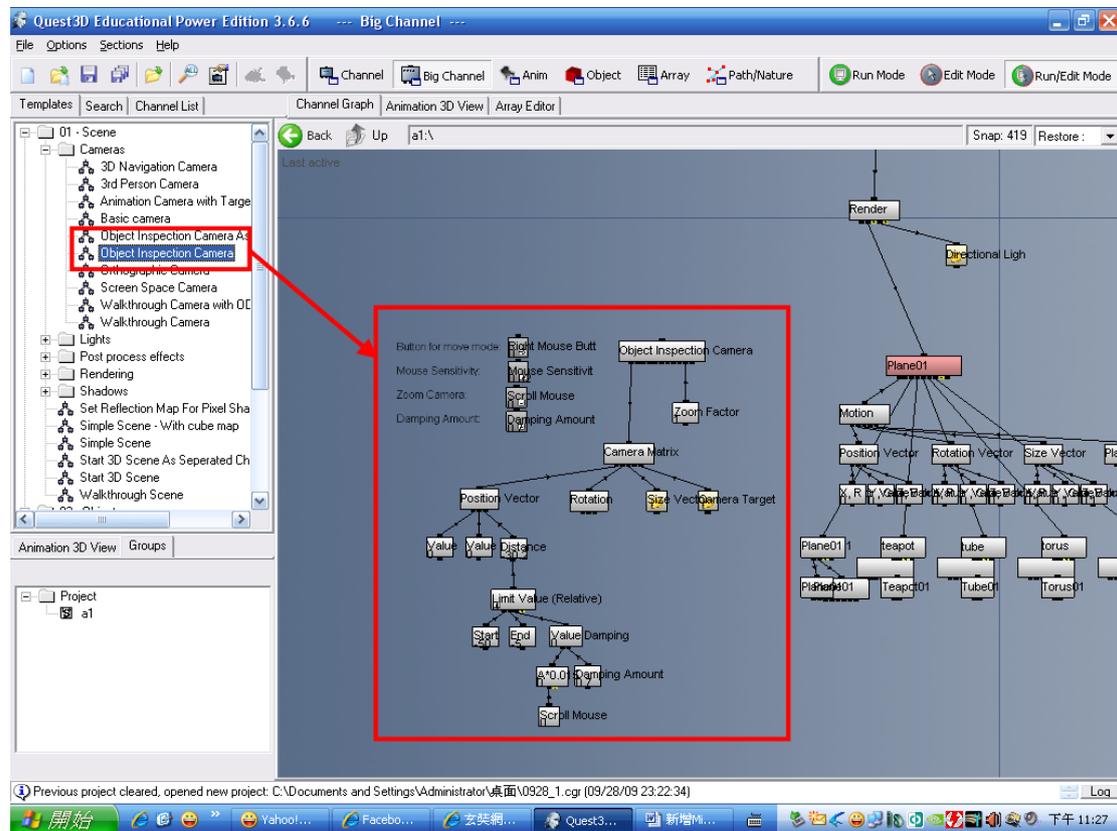


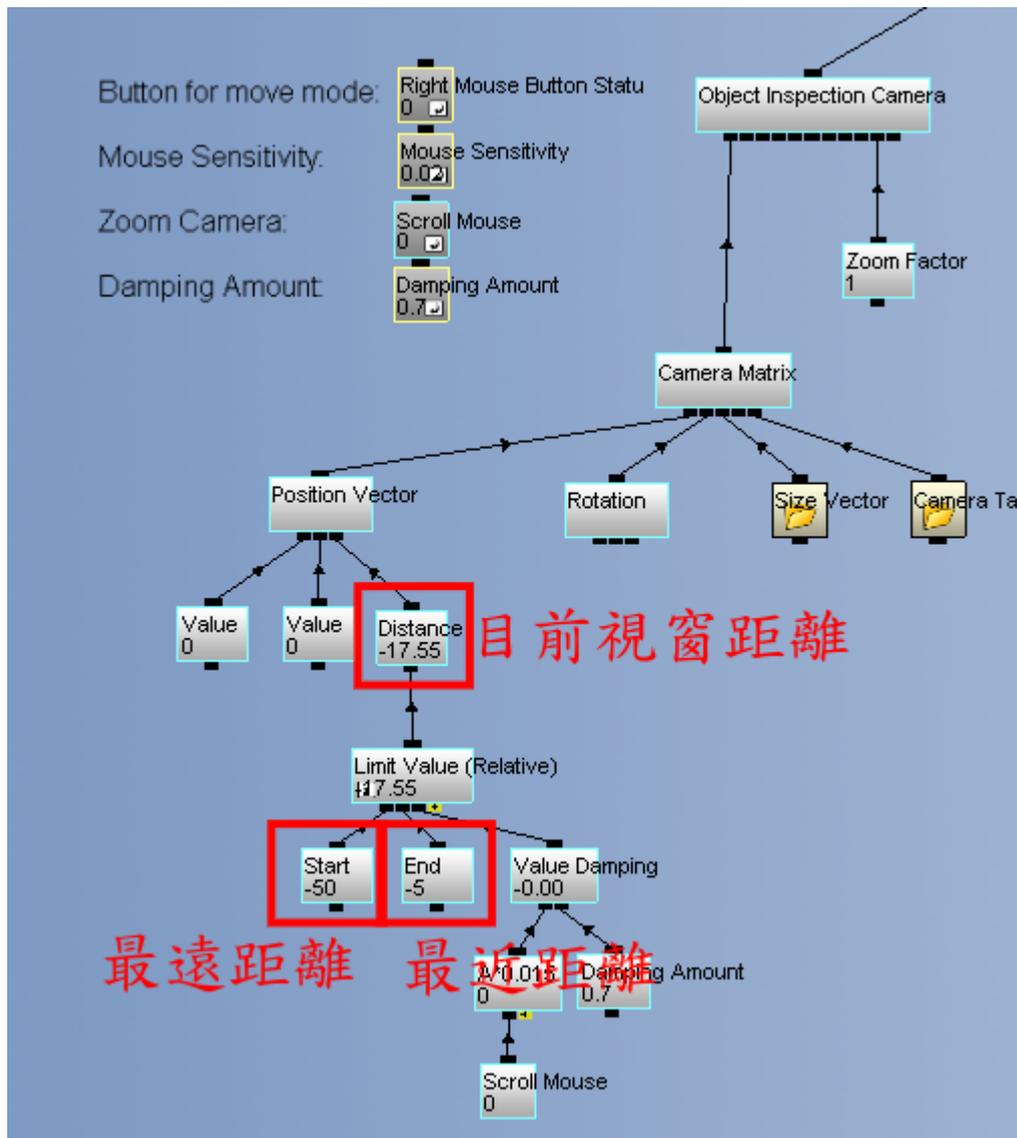
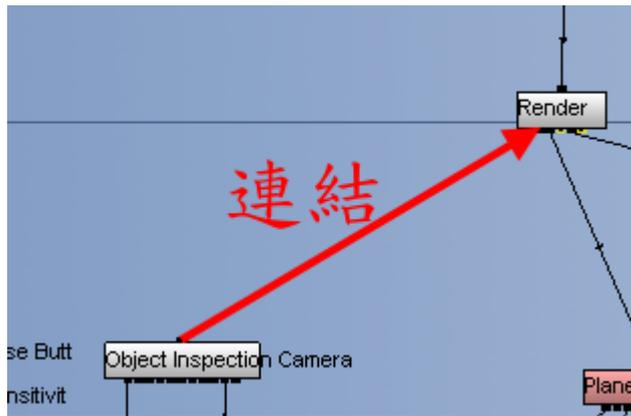
先開啟上禮拜教的檔案



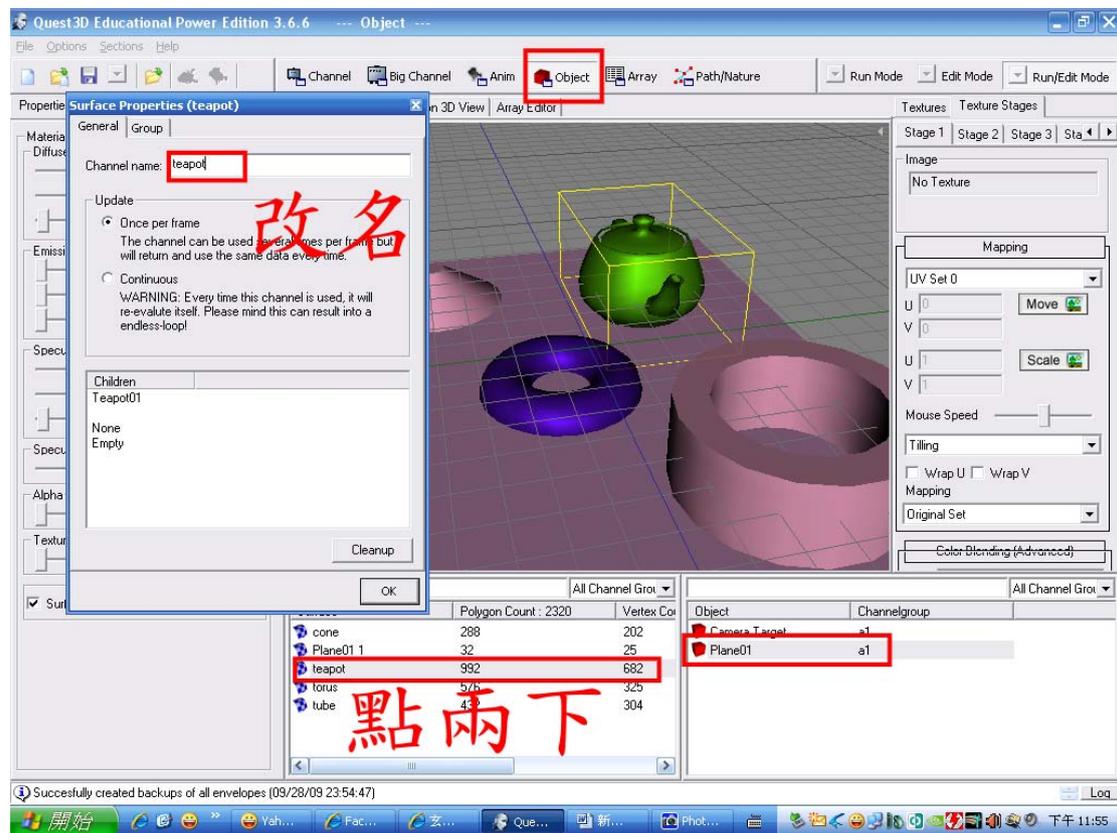
刪除 Basic Camera 且將 Scene→Cameras→Object Inspection Camera 拉進視窗內



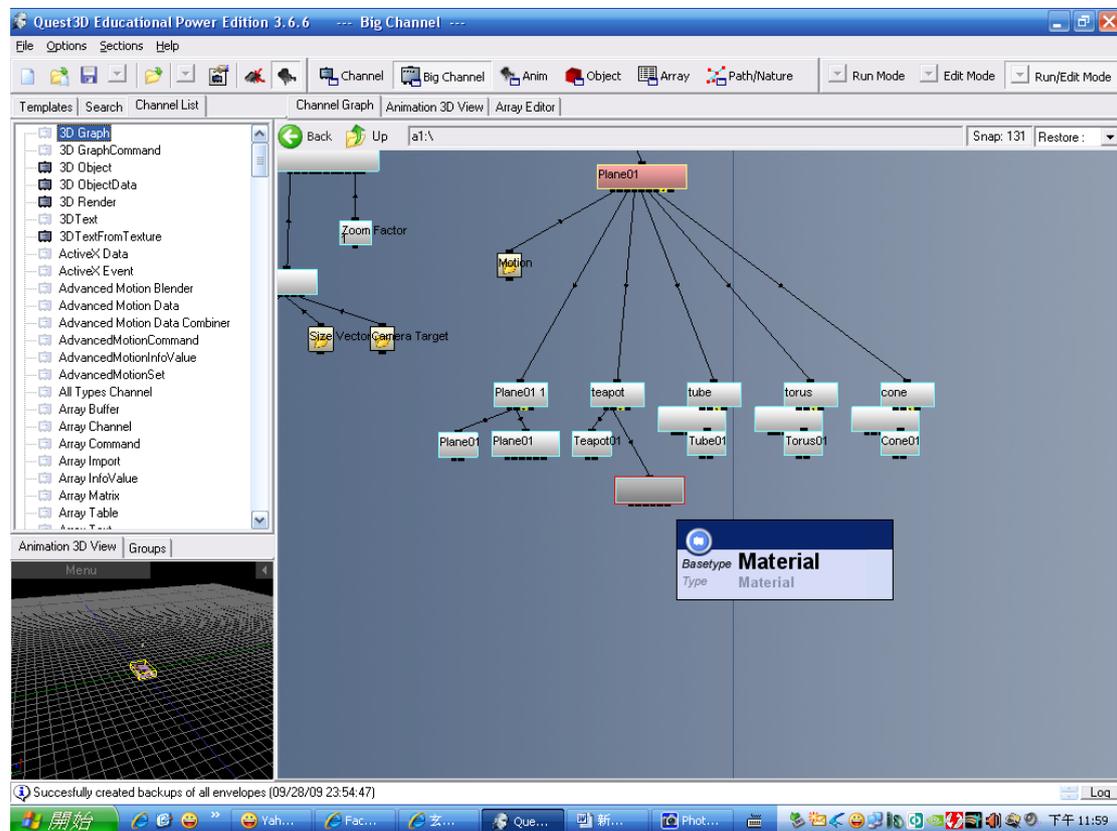
將 Object Inspection Camera 和 Render 作連結



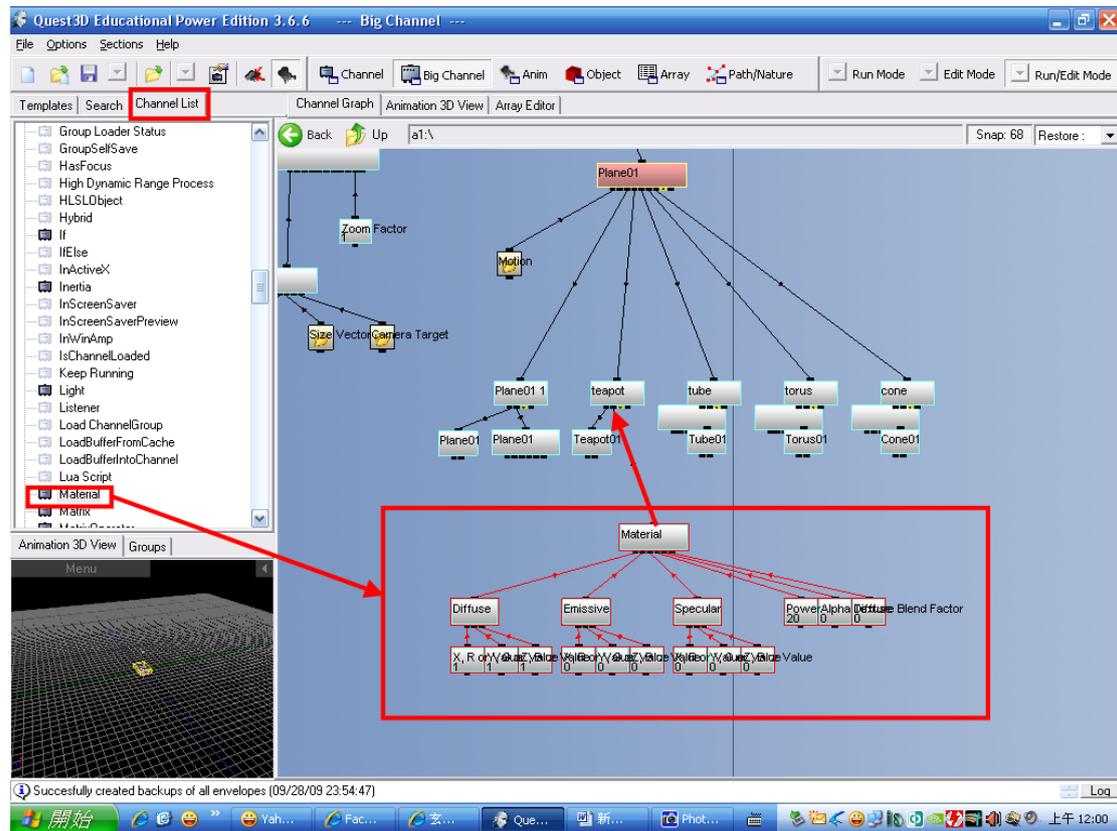
到 Object 選取物件將其改名



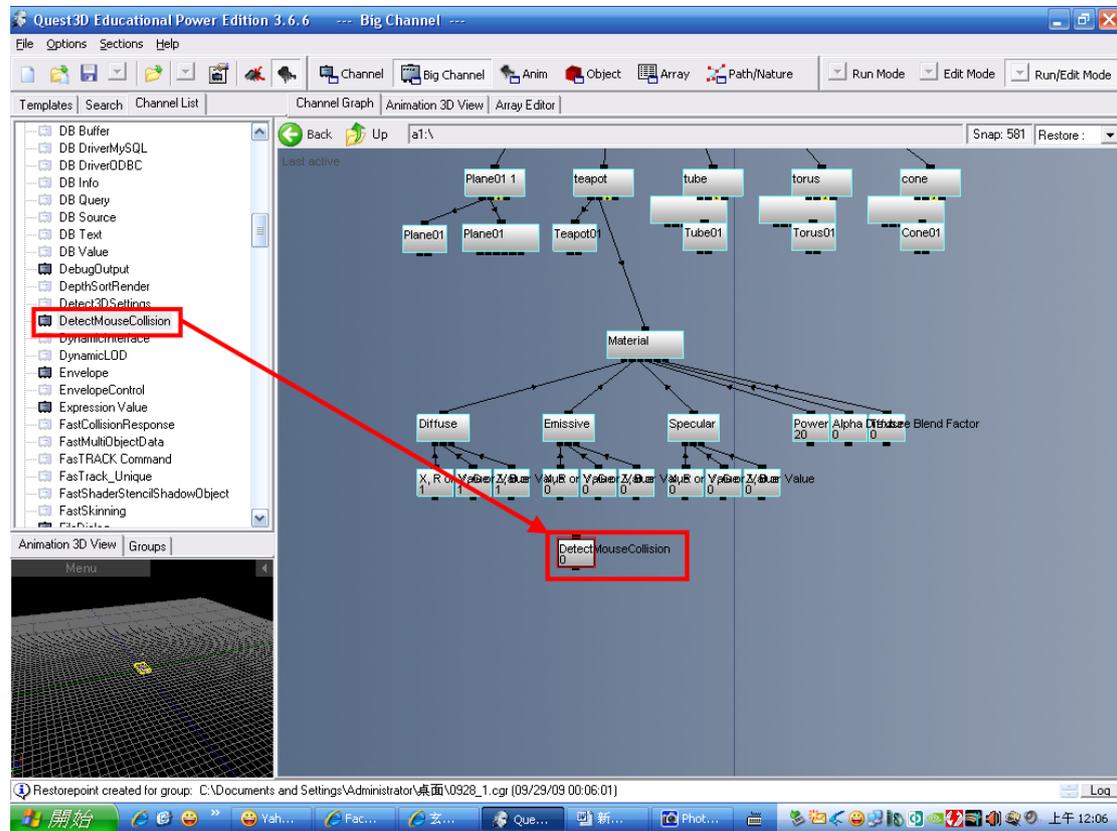
刪除該物件的 Material



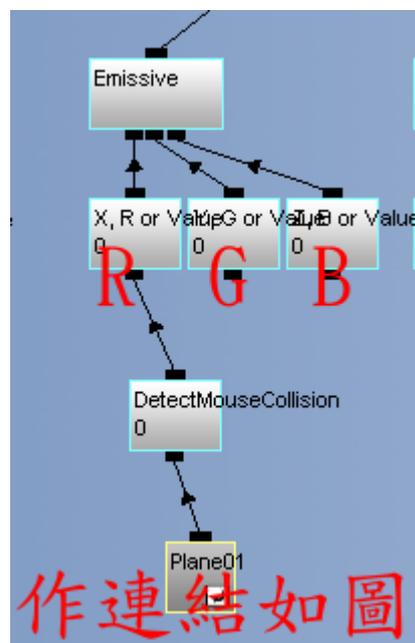
在 Channel List 中按 M 找出 Material 拉到視窗內和 Teapot 作連結



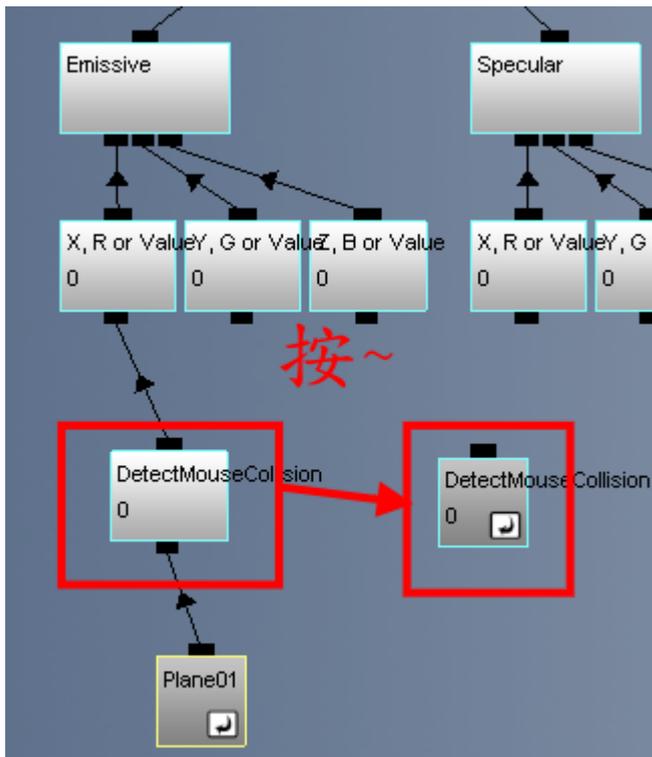
拉出 DetectMouseCollision(滑鼠碰撞偵測)



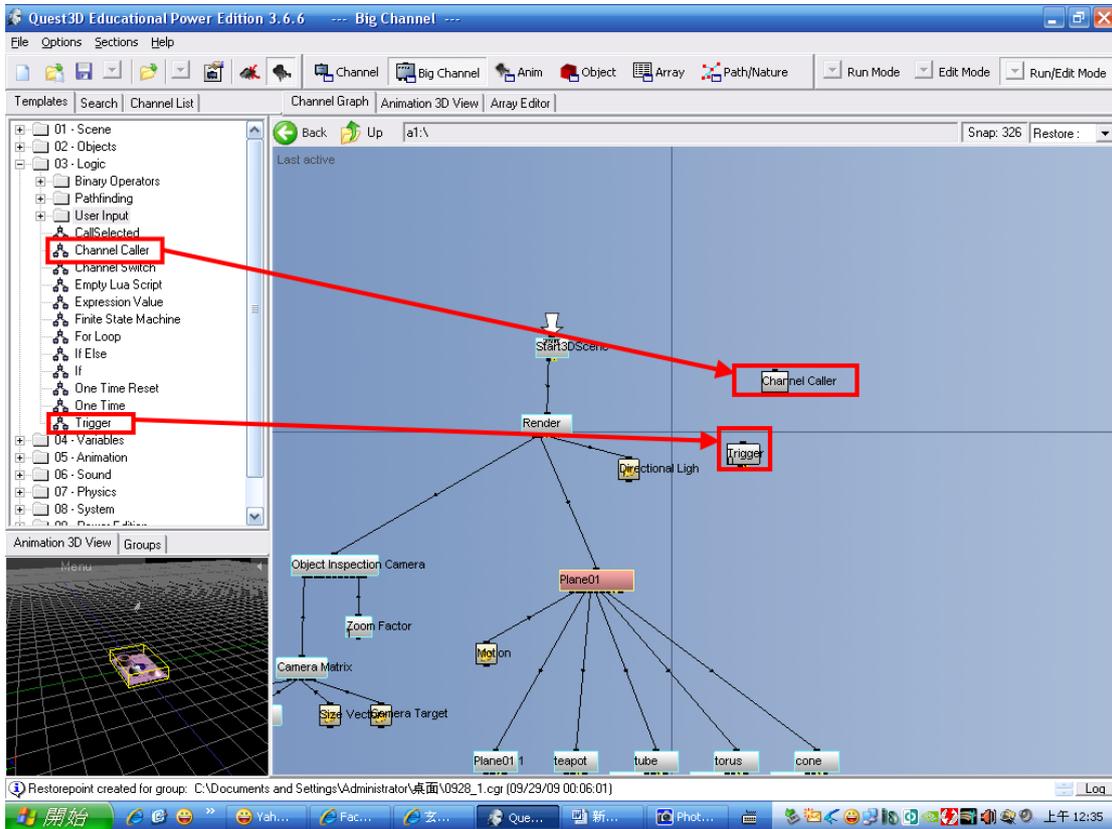
點選 Plane01 按下~作捷徑拉至 DetectMouseCollision 附近



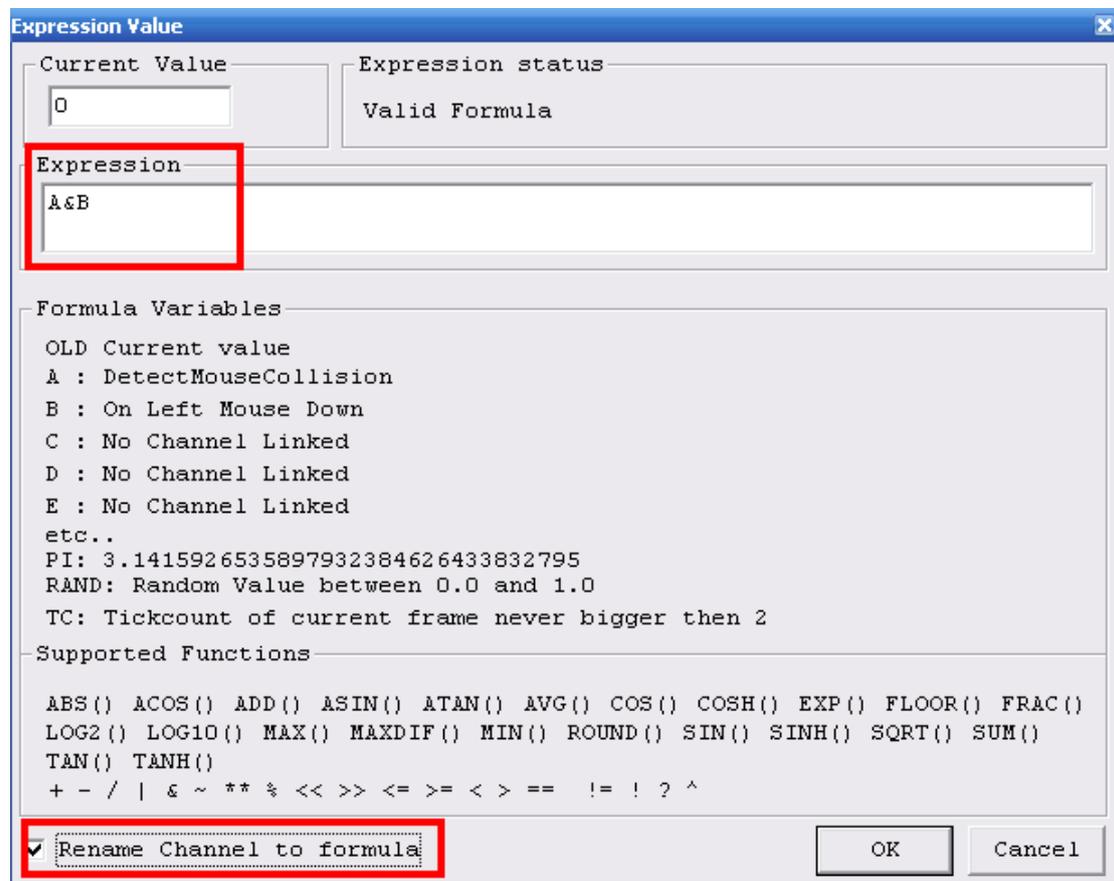
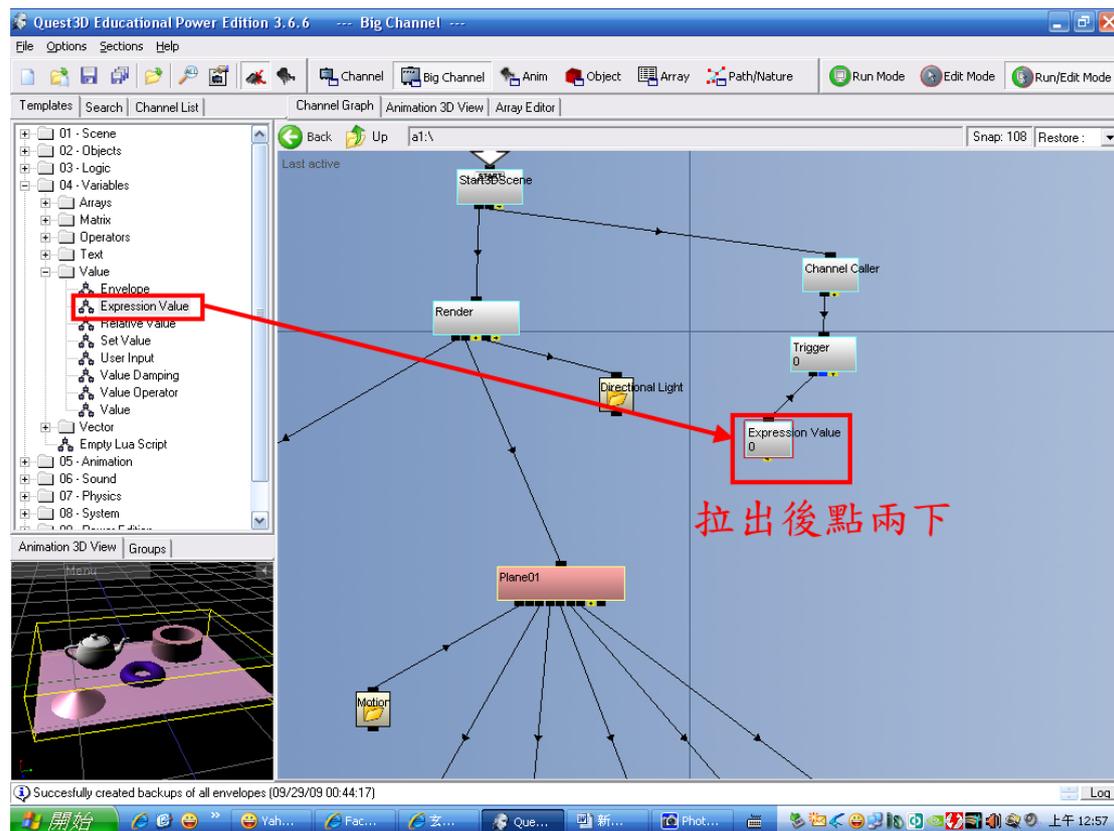
先預作一個 DetectMouseCollision 的快捷拉至旁邊



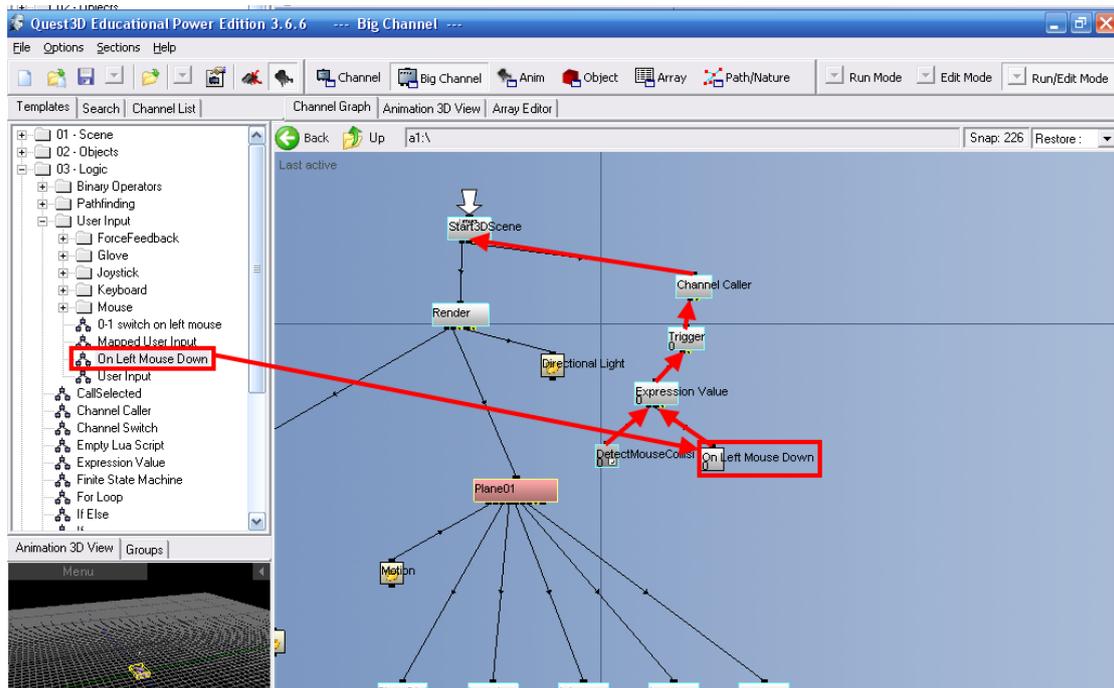
在 Logic 拉出 Channel Caller 和 Trigger



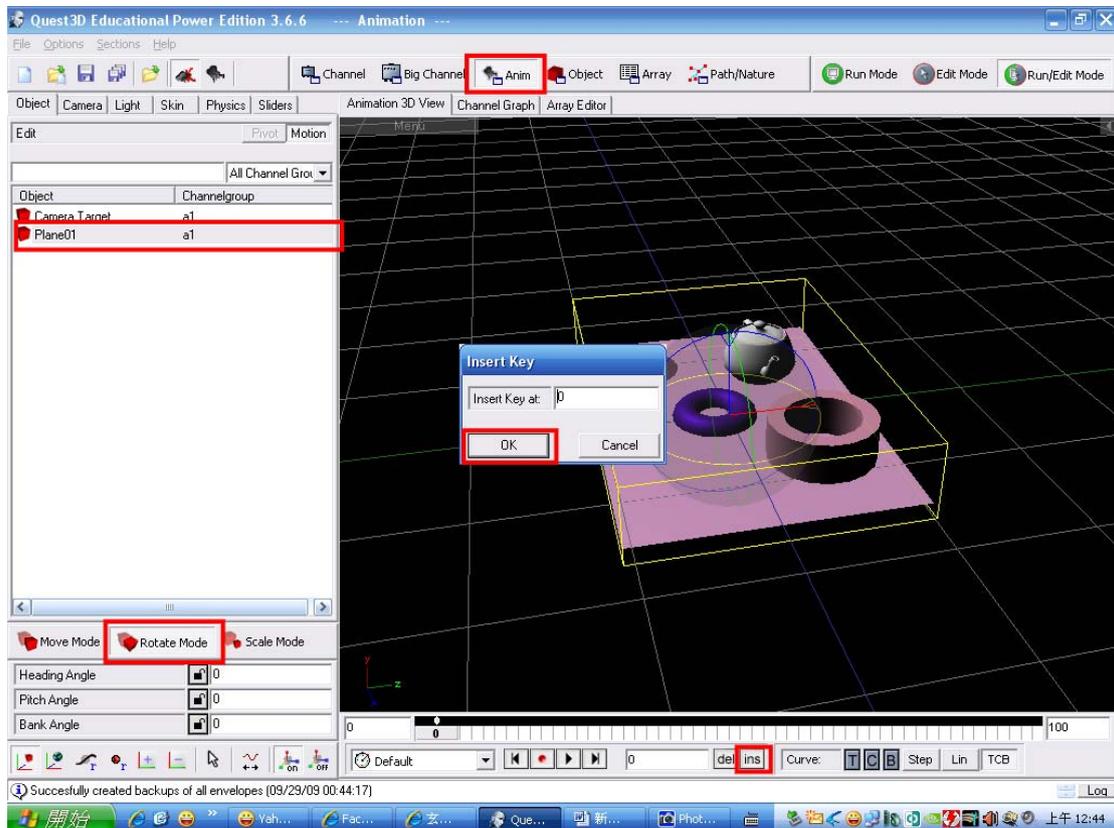
在 Variables→value 拉出 Expression Value 之後點兩下修改參數



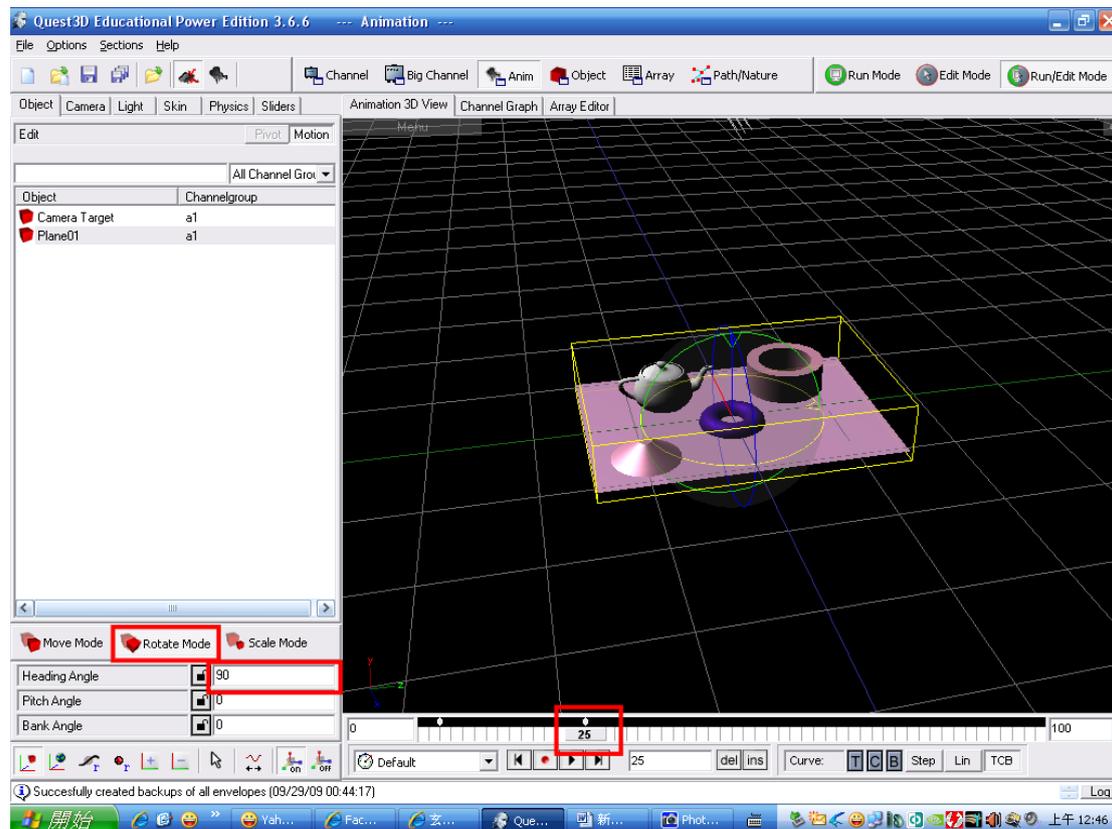
在 Logic→UserInput 中拉出 On Left Mouse Down
再將其他 Channel 作連結



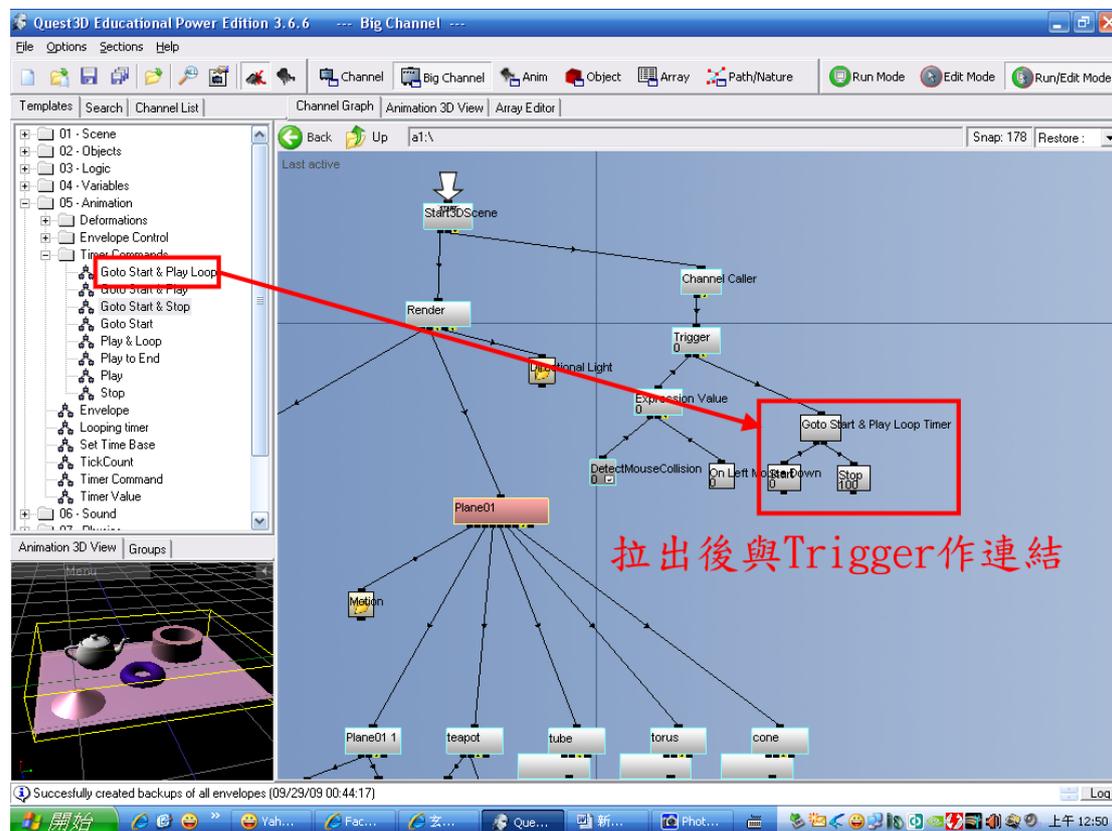
至 Anim 視窗做動作

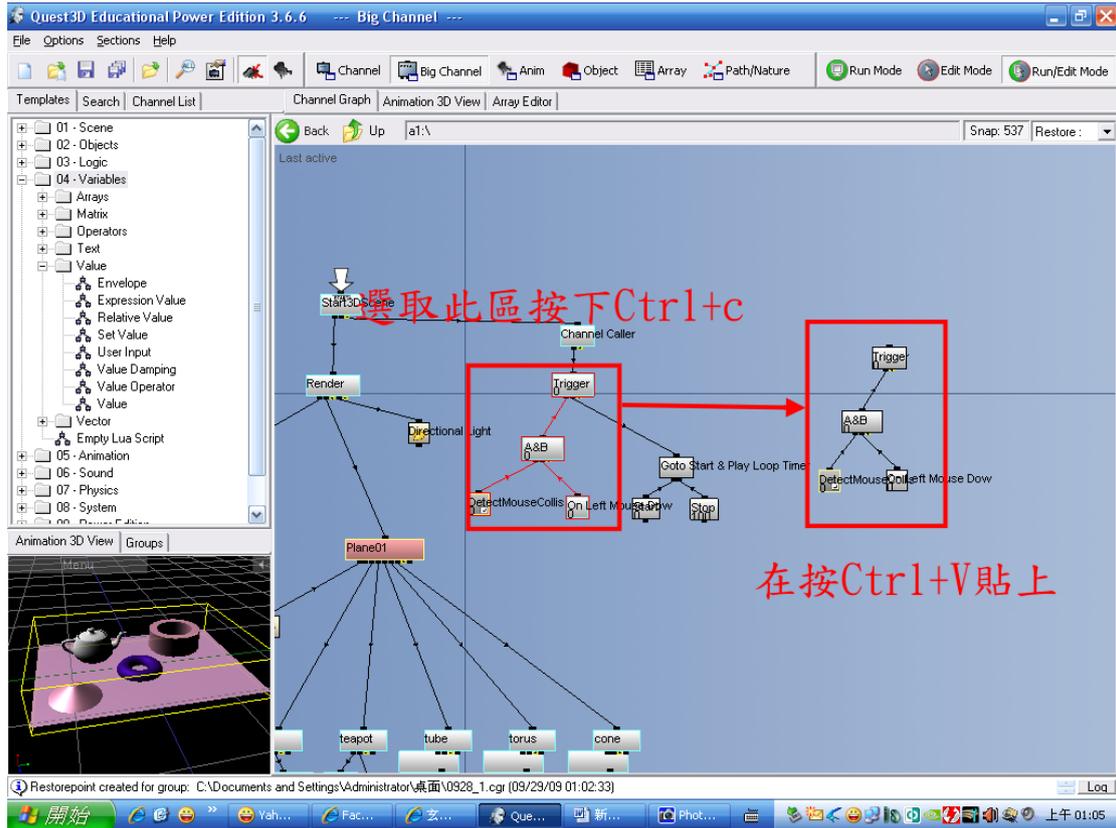


將時間軸拉至 25 格 在 Rotate Mode 中的 Heading Angle 改成 90
之後 50 格 75 格 100 格 以此類推

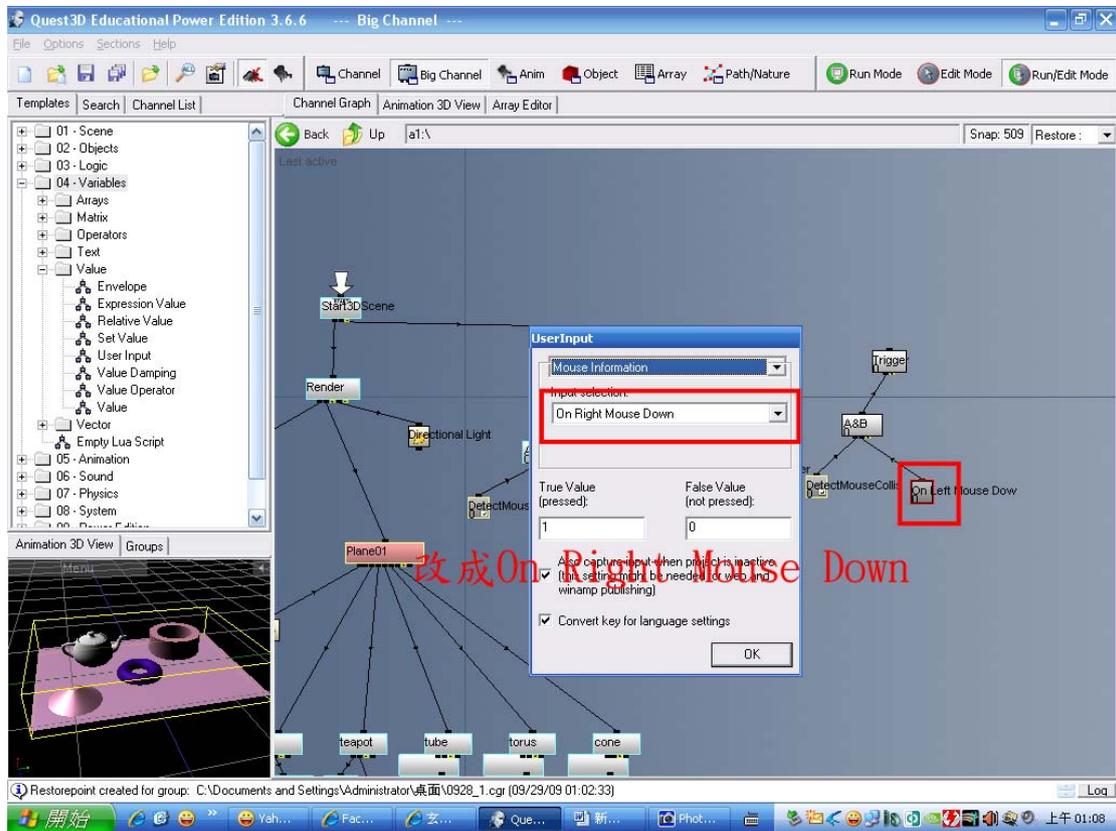


之後回到 Big Channel 在 Animation→Timer Commands→Goto Start&Play Loop





再將拉出的 Trigger 與 Channel Caller 連結
 以及在 On Left Mouse Down 點兩下修改如圖



再從 Animation 中拉出 Stop 與第二個 Trigger 作連結
完成如下圖

