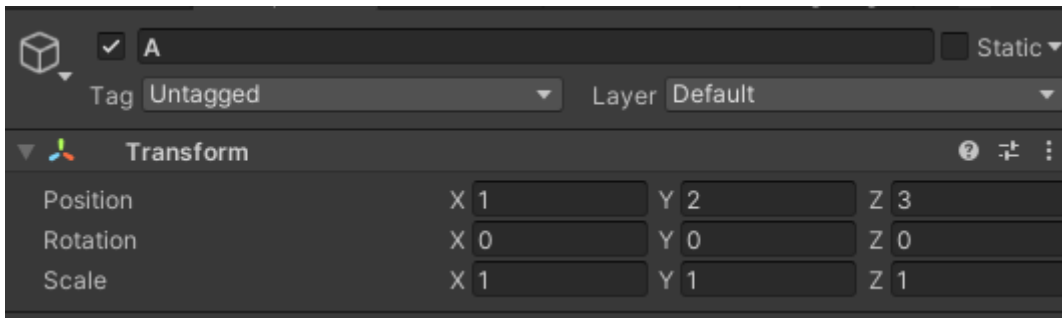


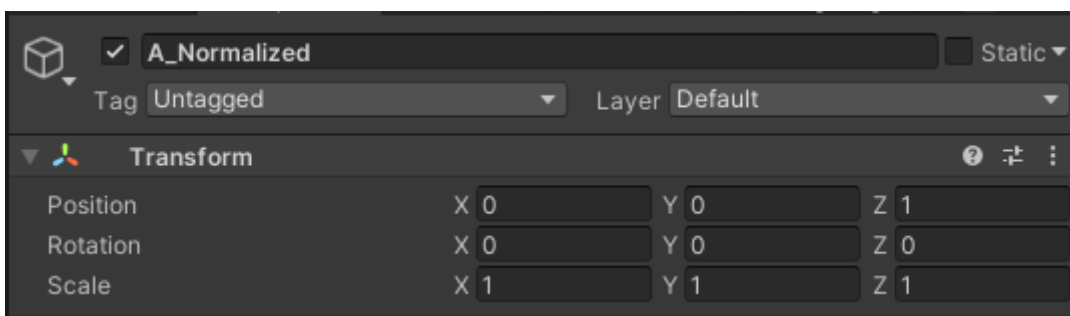
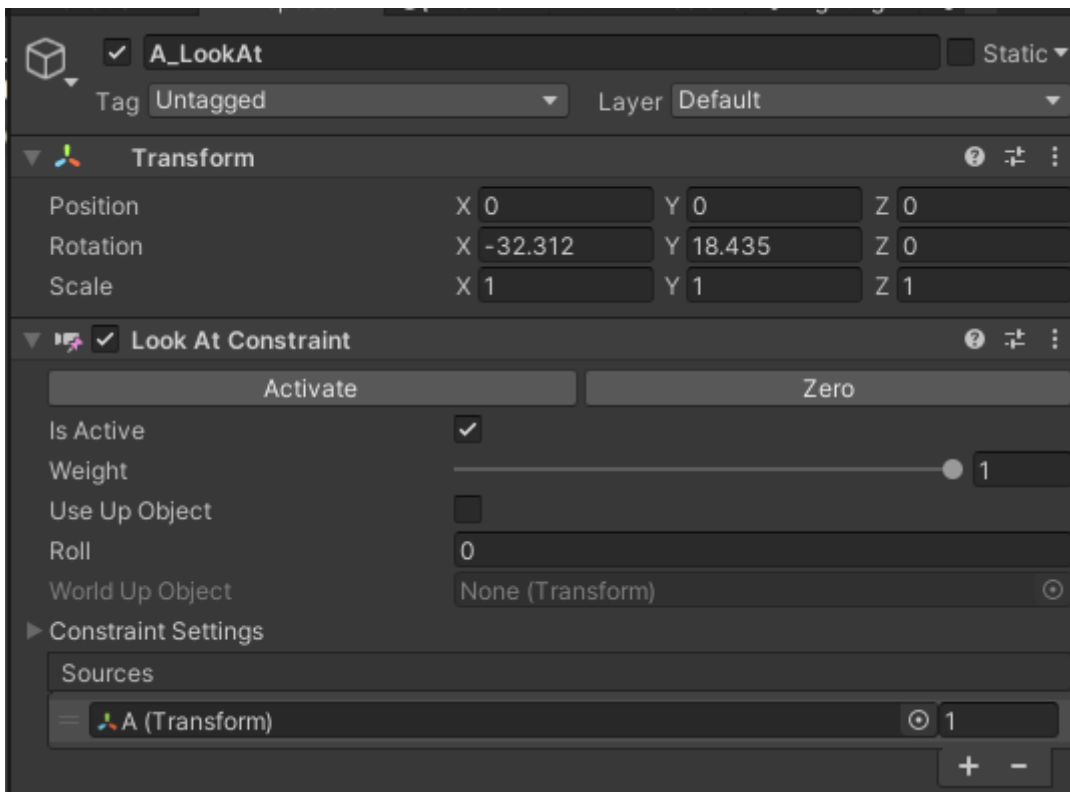
Normalizing a Vector

To normalize a vector we can use the LookAtConstraint. Make it look at the vector i.e. transform that you want to normalize. Give it a child with an offset of +1 on the Z-Axis. You have now normalized a vector.

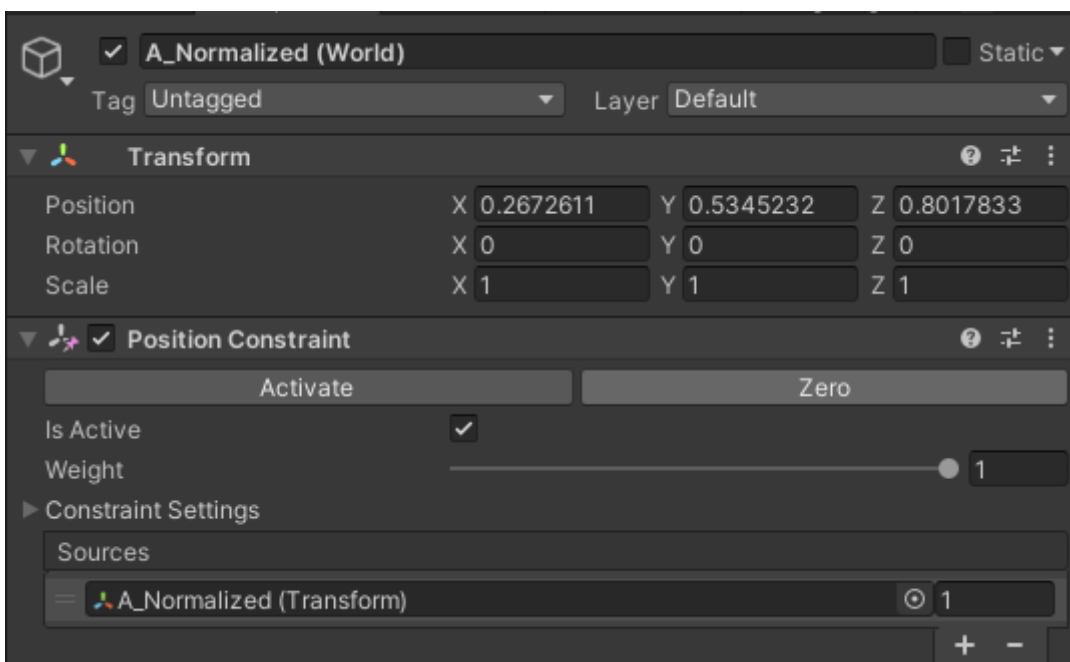


Hierarchy:





As previously mentioned "A_Normalized" shows its position in local-space. However we can show its world-space position by using another position constraint. This is **not** necessary for the math to work, but can be nice for debugging and visualization.



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