

Projecting a Vector (in World-Space)

To project a vector in world-space, you can simply use a position constraint, and only have one (to project the vector onto an basis axis) or two (to project the vector onto a basis plane) of the "Freeze Position Axes" toggles turned on.

Revision #1

Created 10 May 2022 19:51:59 by TheHelpfulHelper

Updated 10 May 2022 19:54:37 by TheHelpfulHelper