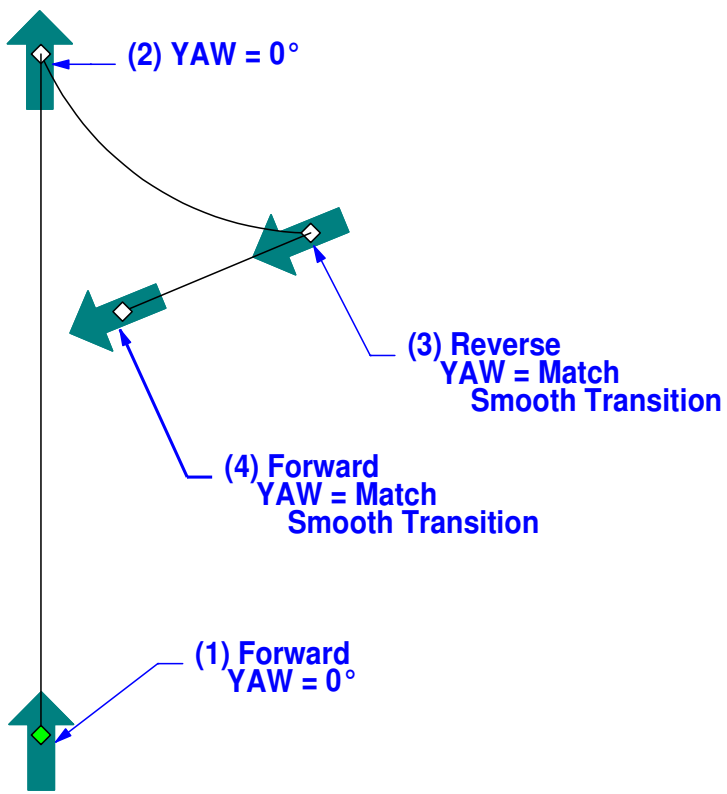
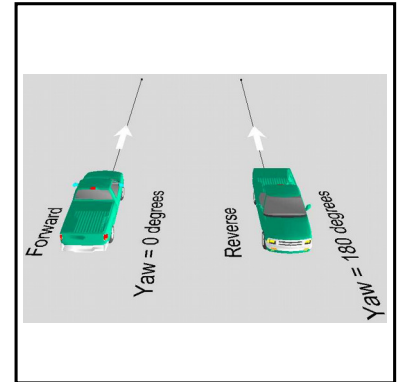
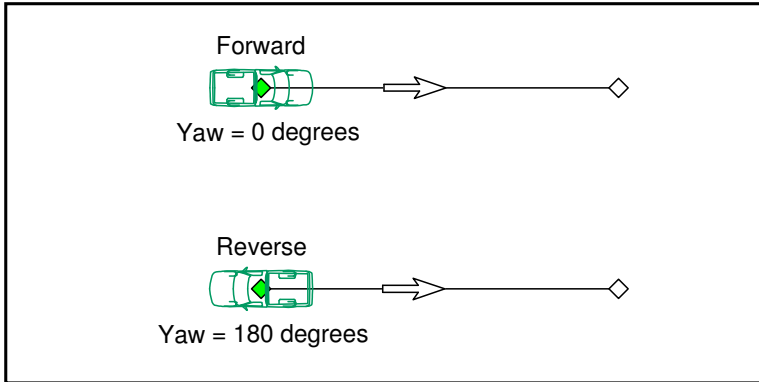
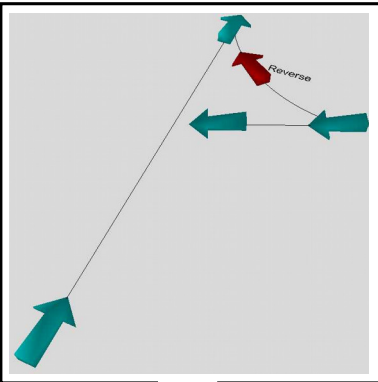


Animation - Backing UP



- 1) Travel STRAIGHT : Yaw = 0 degrees
- 2) Travel BACKWARDS : Yaw = 180 degrees
- 3) On multiple segment paths it's best to position copies of the vehicle at key points along the path, each at its correct rotation. When setting the KEP's use the Match rotation tool to get the correct Yaw of the vehicle at each KEP at the start and end of reverse travel. This will make for a smoother transition along the path.

