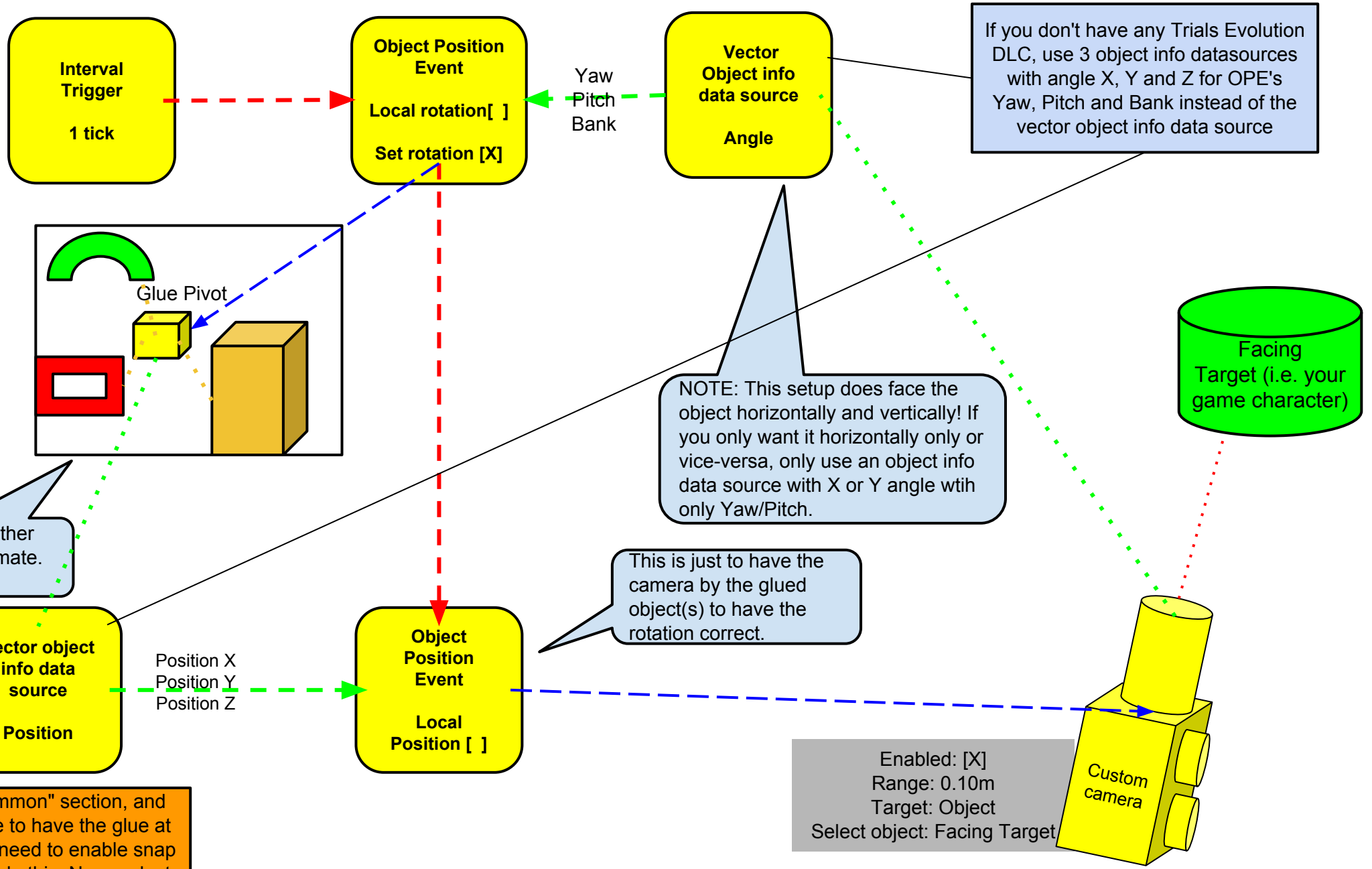


Rotate object always face to an Object with custom camera

Explanation:

This tutorial works exactly the same as the ["Rotate object \(double axis\) to always face the camera"](#) from nannerdw, but this is much easier because the custom camera already does face to the target, so, this tutorial just copies the camera rotation.



Take a Object Glue from the "Common" section, and press at the Xbox <R-Stick> twice to have the glue at the global X,Y,Z at 0 axis, but you need to enable snap X,Y and Z in the editor settings to do this. Now, select the objects you want to animate with the Glue.