

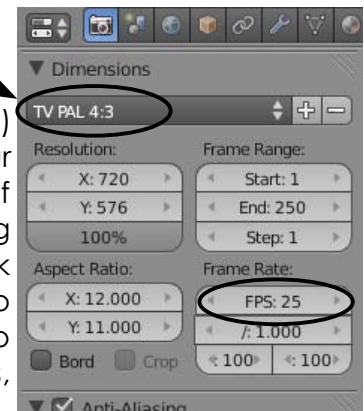
Chapter 9- Animation Basics

Basic Key-framing and Auto Key-framing

Now that we know how to make stuff and make it look good, it's time to figure out how to move it around in your scene. If you're familiar with older versions of Blender, this is a **HUGE** change from the past! What used to be called the **Action Editor** and **IPO(Interpolation)** windows are now called the **Dope Sheet** and **Graph Editor** windows. Basically, The Dope Sheet shows your animation keys as points that can be easily copied or moved on a line. The Graph Editor shows your animations as graph curves, where different things can be done with them. This is a big area with lots of things we can do and talk about. Many of the features available will become understandable with practice and by getting beyond the basics. This is a highly developed area in Blender where new features will more than likely be available before this document can ever be printed. For this reason, we will deal with the basics. The first thing we need to do is go back and re-read the section on **Rendering and Animation Basics (pages vi and vii)**.

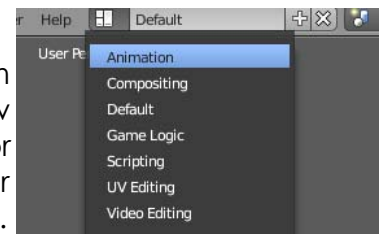
Selecting a preset format will set your frame rate correctly.

After you set up your scene and set the Frames/Second (FPS) in the render button area, consider what you want your "actors" to do and how long they should take to do it. One of the problems that beginner animators experience is making the motions occur in an appropriate time. Remember to look at your frames/second (FPS) when animating and relate it to time. For example, if you want something to take 3 seconds to get from point "A" to point"B" and you are running at 25 fps, you need to complete the animation in a total of 75 frames.



Moving Through Time:

In the picture below, you will find some controls at the bottom of the screen in the Timeline window. If the Timeline window isn't visible by default, you can select the Default or Animation screen in the top toolbar. There are several other ready-made screen layouts that we'll discuss in later chapters.



Timeline window type

Current frame:
This is your current frame. Can be controlled with the Arrow Keys- Up/Down will change 10 frames, Left/Right will change one frame at a time.

Playback Controls:
Just like any player, moves through time.

Synchronization:
Used to match playback- sound & video.

Alternate Playback:
If this is selected, you can set the playback start and end frames here different then the actual scene frames.

Start and End Frames:
Sets the movie length, unless the Alternate Playback button is press. The it will just display working frames.

Key-framing:
Control for inserting/removing key frames/types.