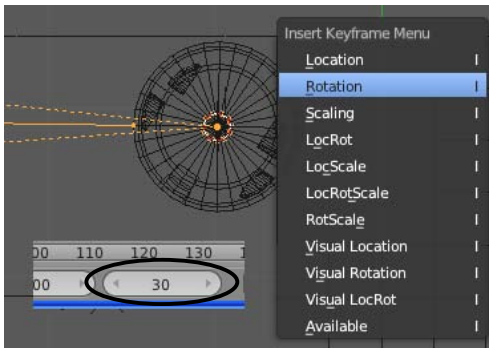
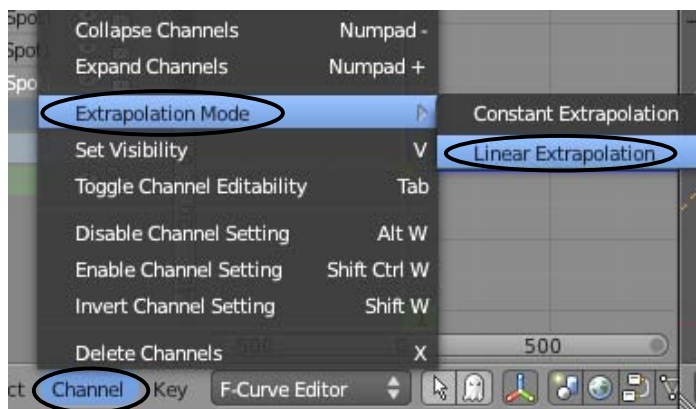
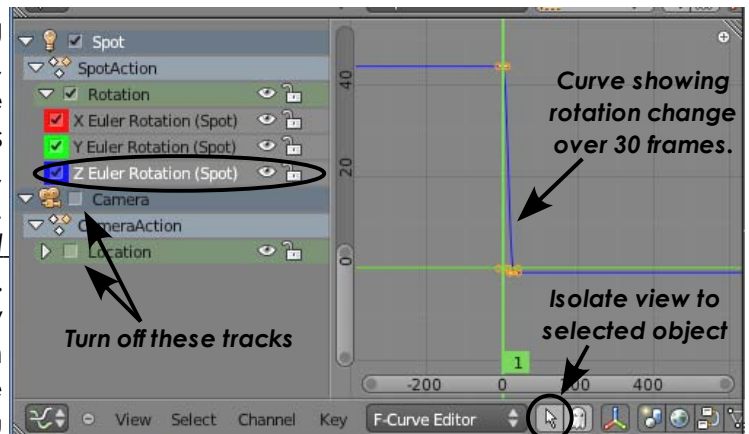


Animating Your Lighthouse



Go to frame **30** (one second) and rotate the spotlight **45 degrees**. To do this, type "**R**" to rotate, then type **45** on the keyboard. Press "**Enter**" or **LMB** click. The lamp will have rotated exactly 45 degrees. If you want the lamp to spin the *opposite* direction, type "-" after the 45. Press "**I**" to insert another Rotation key. Use your left arrow key to go back to frame 1. You should see the lamp spin back to its original position.

In order to keep the lamp spinning consistently the entire animation, we could attempt to continue along the time line, inserting keys every 45 degrees and 30 frames, but that would get boring very fast. Instead, we will use an Extend mode in the Curve Editor window. Enlarge the Curve Editor window large enough to work with and turn off the animation tracks for the camera to simplify your view. You could also press the small arrow button at the bottom of the window to isolate viewing to only the selected object as well. Expand the tracks displaying the rotation keys for the Spotlight. Isolate the track that shows change over time by clicking on it, representing the animation of the lamp over the 30 frames. It will probably be the "**Z Euler Rotation (Spot)**", the blue curve.



With the curve selected, go to the "**Channel**" menu, "**Extrapolation Mode**", and "**Linear Extrapolation**". The curve should now extend infinitely in both directions. Test your animation by pressing the "**Play**" button in the Timeline, or hitting "**Ctrl-A**". The lamp should spin the entire animation.

The lamp speed should be fine, but if you wish to speed it up or slow it down, you could select the rotation keys at frame 30 in the Dope Sheet and move them to a different location. The curve will adjust.

