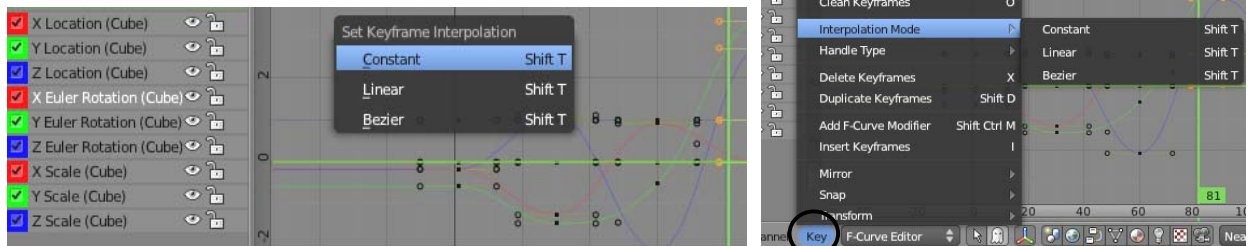


## Chapter 9- Animation Basics

As mentioned before, when you create an animation for an object, Blender automatically tries to “**smooth**” the path of animation through your key points. You have ways of controlling the results of the path. One way is to click on the path(s) you want to modify in the Graph Editor window and, with the cursor in the Editor window, type “**Shift-T**” for type. You can also access these “*Interpolation Modes*” by going to the “**Key**” menu and select “**Interpolation Mode**”. You have 3 options:



### Constant-

Gives a square waveform, like turning it on and off. No smooth flow.

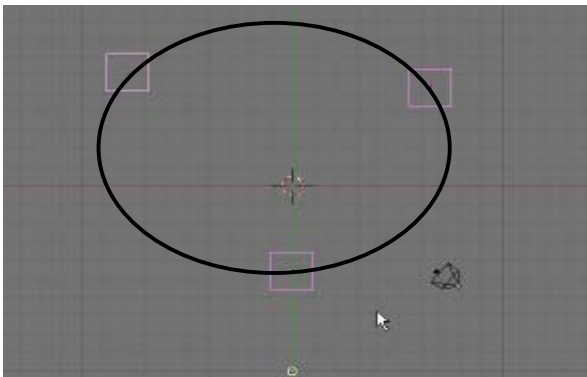
### Linear-

Takes a straight path from point “A” to point “B”. Solves problems of animations swinging way out of where you want it to go, but jerky motion at key points

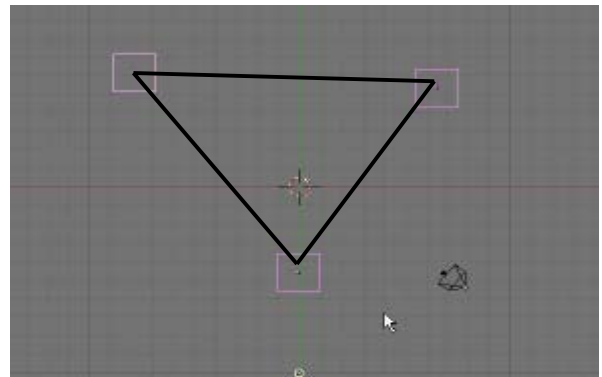
### Bezier-

The default type which tries to make the motion through the points smooth.

**Every application may require a different type and can be frustrating to work with until you get some practice.**



Animation path of a cube with 3 keys placed at shown locations with Bezier path type selected. Path is smooth, but curves way out.



Animation path of a cube with 3 keys placed at shown locations with Linear path type selected. Path is straight, but jerky at key points.

There is another way to keep the bezier type, but control the flow. It requires you to go into the track in **edit** mode (unlocked) and adjust vertices on the graph individually. First, select the track you wish to modify (Loc, Rot, Size- X, Y, or Z) and make sure the track is unlocked (Tab key). **When you do that, each key will be displayed as 3 points.** By grabbing (“G” key) an end of the “3-point spline”, you can move and size it to get a different flow through that point. This technique requires some skill and practice. Key points can also be moved to different locations using this method (change a key from one frame to another.)

