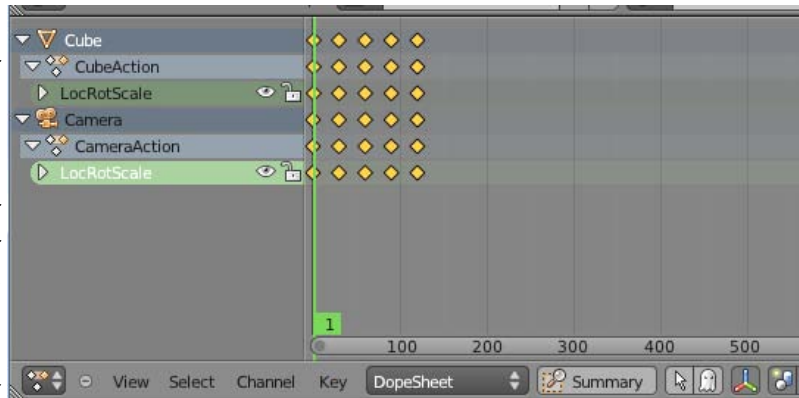


Chapter 9- Animation Basics

More About the Dope Sheet:

The Dope Sheet shows your animation keys as small diamonds along the timeline. This can be very useful when you want to copy keys to other points along the timeline or select multiple keys and scale them to slow down an animation. You can select keys the same way you select other



objects in Blender- by using the RMB while holding "Shift"; the "B" key to box select, or just RMB a single key. You will notice that when you select a key in the Dope Sheet, the same key is selected in the Graph Editor. You will see many of the same options that are available in the Graph Editor, discussed below.

More About the Graph Editor:

In older versions of Blender, you could animate many things, but not everything. The newest version boasts that everything can be animated and so far from what I've seen, this appears to be true. Everything can also be displayed in the Graph Editor, but trying to look at everything at one time is confusing. Below is a short description on how to control the Graph Editor window:

