

Time Factors:

In order to animate, you must first set the length of your animation in frames and your frames per second (fps). The length in time can be calculated from these.

Frame Rate Options:

NTSC- U.S. and Japan video standard of 30 fps

Film- Movie standard of 24 fps

PAL- European video standard of 25 fps

*We typically use a frame rate of 25-30 fps depending on computer speed or if we plan to save the file to DVD. Hit the "PAL" or "NTSC" setting buttons for these.

Creating Keys:

A key is placed at the beginning and end of a desired move, size change or rotation of an object. Think in terms of how long you want a change to occur and relate it to your fps. For example, if you want an object to move from point A to point B in 2 seconds and you have 30 fps, place 2 keys 60 frames apart.

Following Paths and Objects:

In most animation programs, a camera can follow a path or object (or both) as it moves. This feature saves a lot of animation time and reduces the number of keys needed.

Output Options:

We typically save our movies in MPEG format for Windows. This type of file plays easily on most media players and at a high quality. Depending on how you plan to use your movie (i.e. on the web, saved to DVD, played in a presentation), you may wish to use different formats. Examples include Apple Quicktime and Windows AVI formats. Different formats also allow you to adjust the quality settings. For example, AVI formats can be compressed using a variety of compressors called CODECs.

Real-Time Animation (Blender only):

Real-time animation allows you to add physical properties to your objects and use the keyboard and other features to control them. You can create actors, change masses, control dampening (friction), set force and torque in x, y, and z planes and create relationships with other objects within the scene. With time and practice, interesting 3D games and real-time architectural walk-throughs can be created.

Blender allows you to use the physics engine to create animation tracks. You can now use the physics to create realistic falling, rolling, etc. animations and use them in movies.