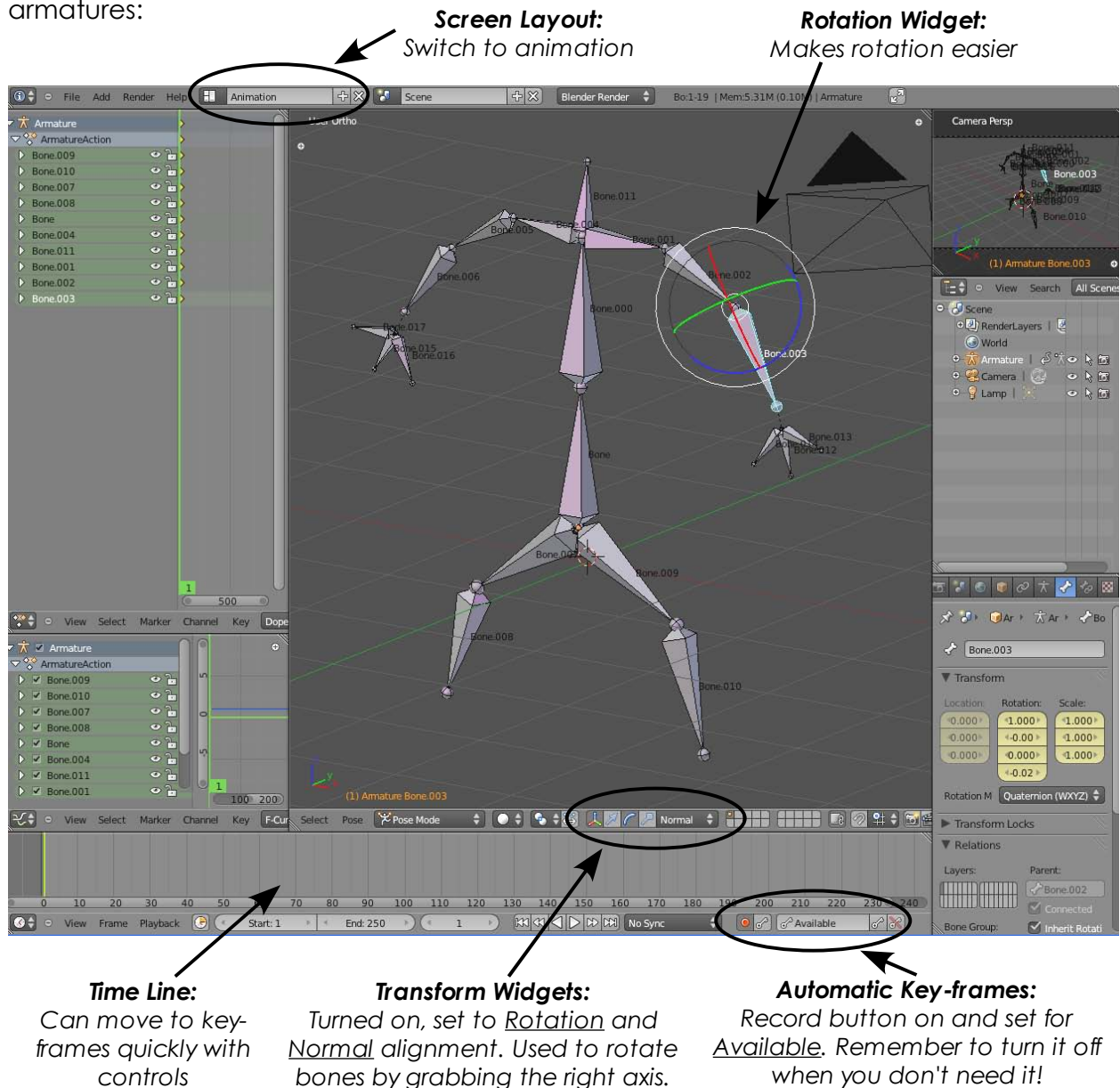


Chapter 16- Armatures

Animation Tips:

When animating an armature, there are a few techniques that can make your life easier and were discussed previously in the animation chapter, but will be reviewed here. Since you have so many bones to animate, it makes sense to use the Automatic key-frame feature. It is also helpful to use the Rotation transform manipulator and the time line to advance through time. It may be helpful to review the chapter on animation for assistance. Below are some of the basic setting that we use for animating armatures:



RoboDude Asks: Why doesn't my armature animation start correctly on frame 1?

When working with automatic key-framing, don't forget to move every bone a little at frame one to set the initial animation keys, then move up through time to make your next move. A lot of people forget to add keys to frame 1.