Chapter 8

Animation

Learning Objectives

After completing this chapter, you will be able to:

- *Create key animation*
- *Create path animation*
- *Work with the Timeline panel*

Figure 8-1 *The animated logo at frame 109*

Figure 8-2 *The c08_tut1_start.c4d file*

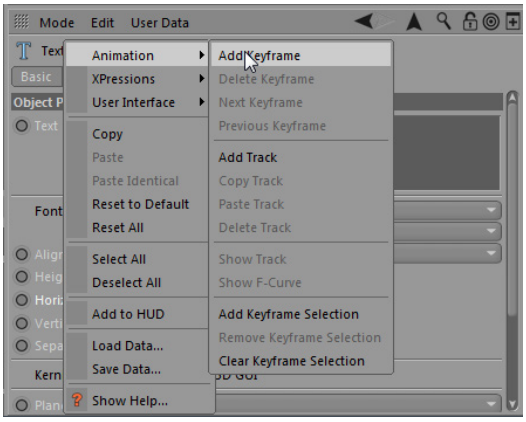

Figure 8-3 *Choosing the* ***Add Keyframe*** *option from the shortcut menu*

Figure 8-4 *Timeslider set to frame 20*

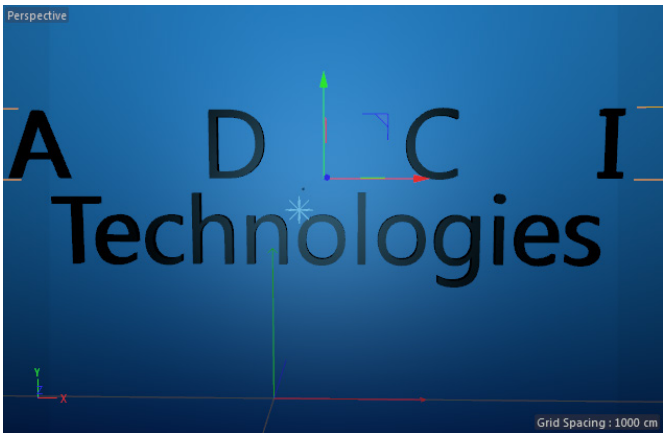

Figure 8-5 *The space added between the text*

Figure 8-6 *The CADCIM text at frame 65*

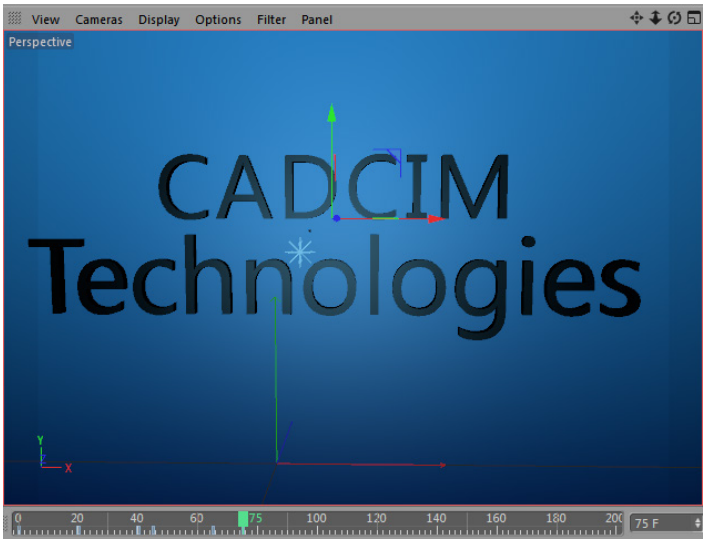

Figure 8-7 *The CADCIM text at frame 75*

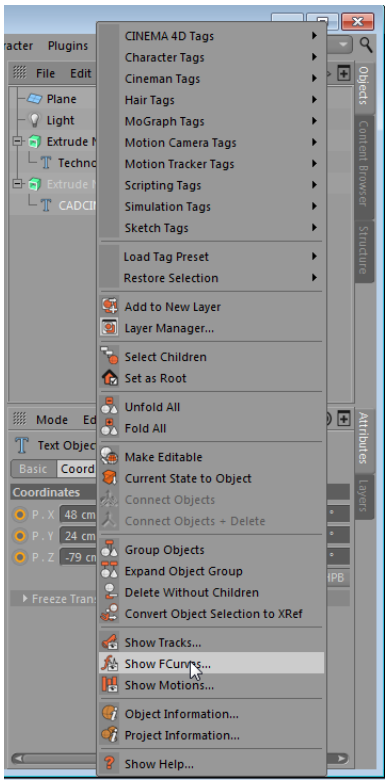

Figure 8-8 *Choosing* ***Show FCurves*** *from the shortcut menu*

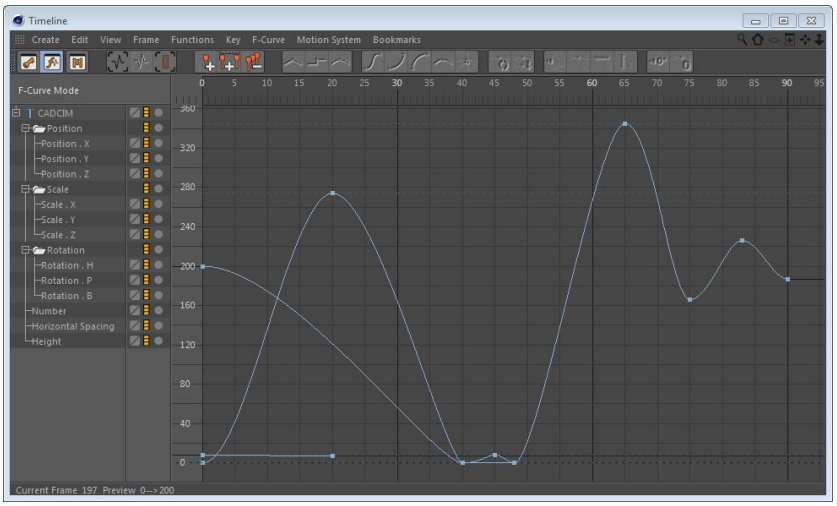

Figure 8-9 *The* ***Timeline*** *window*

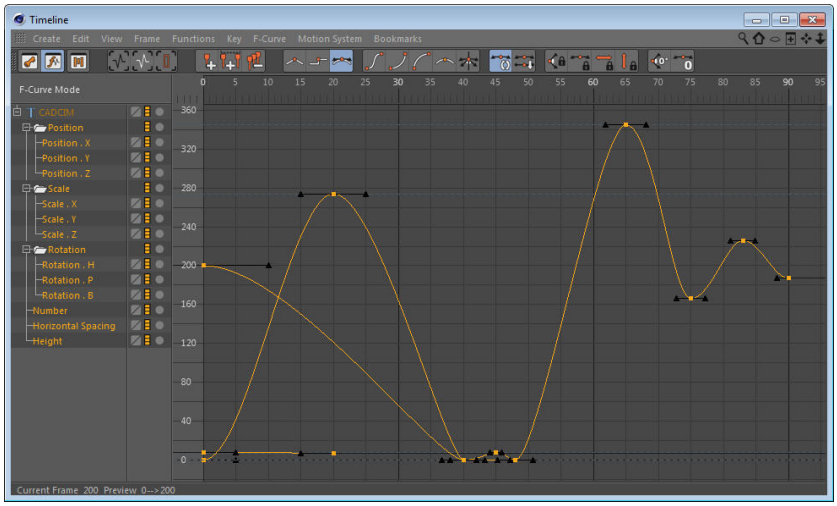

Figure 8-10 *Selecting all the keys in the* ***Timeline*** *window*

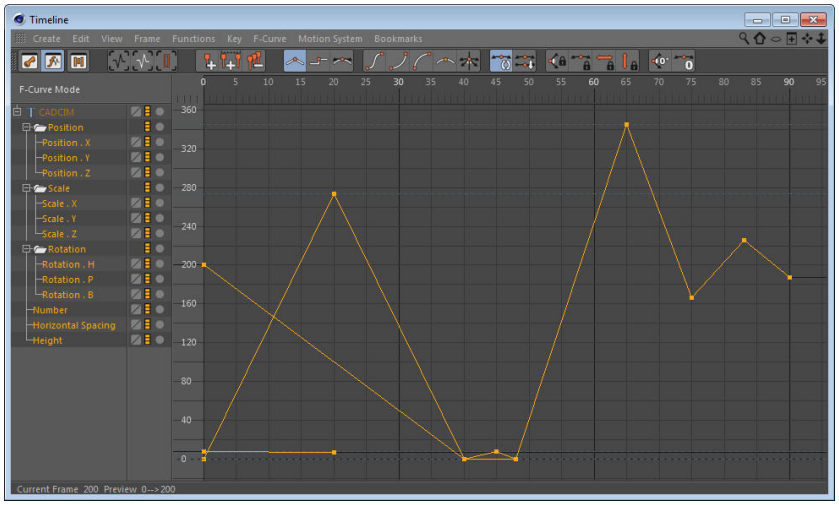

Figure 8-11 *Displaying the linear shape of curves*

Figure 8-12 *The basket ball at frame 66*

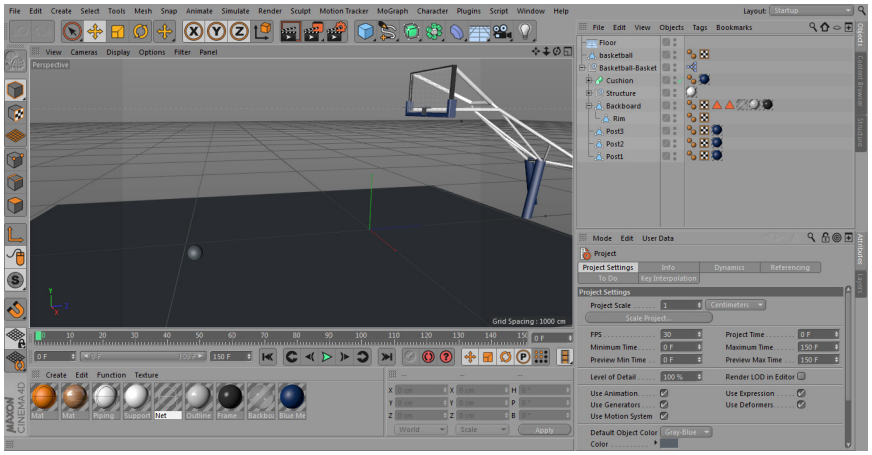

Figure 8-13 *The c08_tut2_start.c4d file*

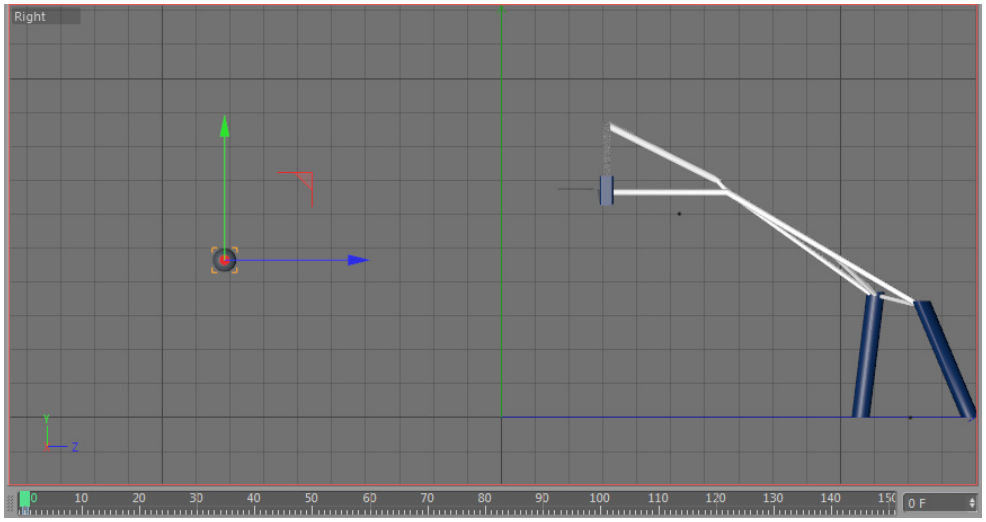

Figure 8-14 *The basketball at frame 0*

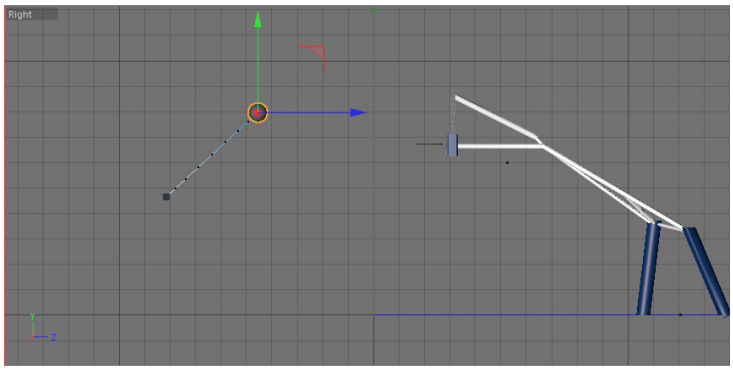

Figure 8-15 *The basketball at frame 10*

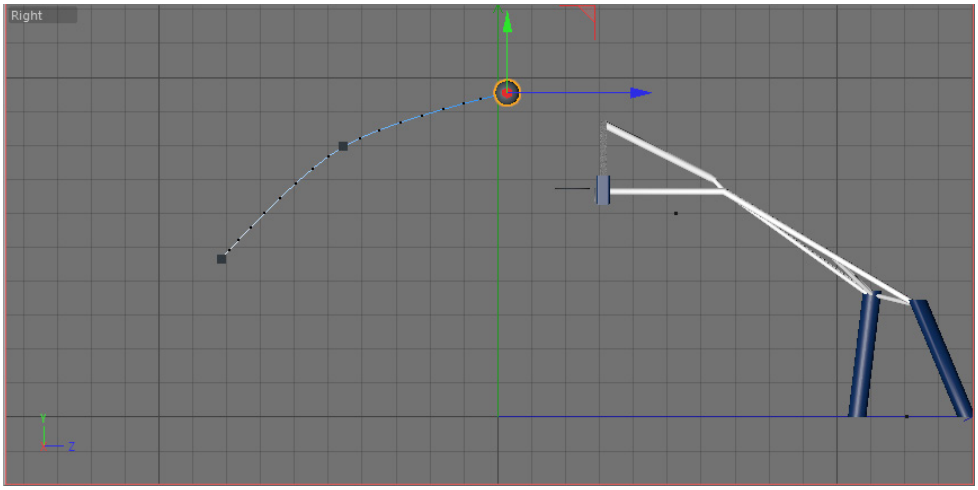

Figure 8-16 *The basketball at frame 20*

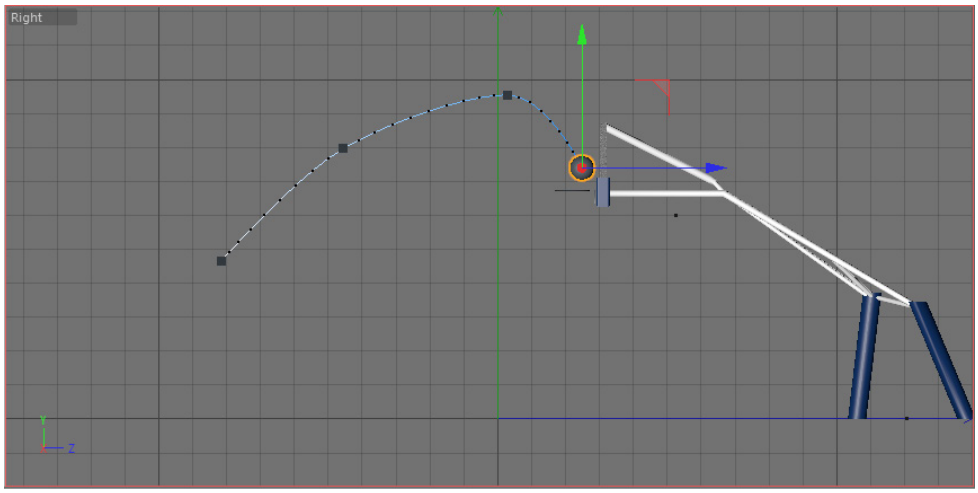

Figure 8-17 *The basketball at frame 30*

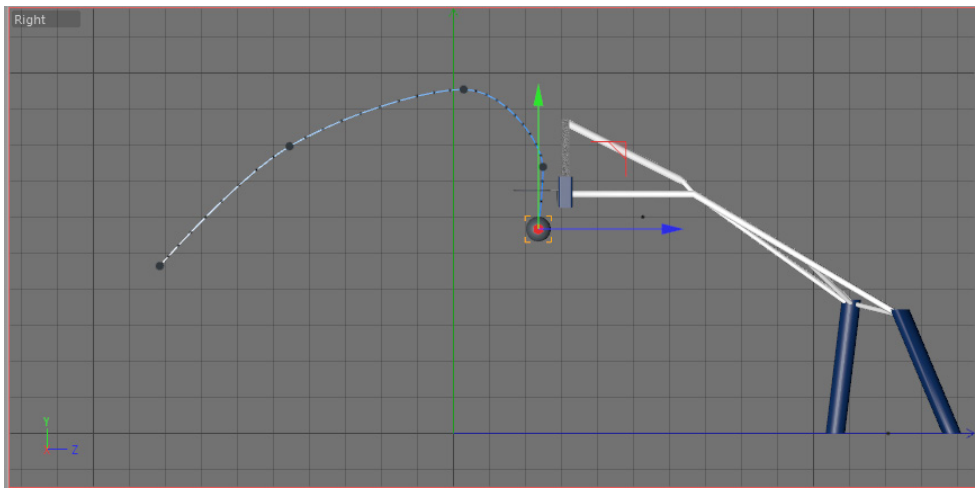

Figure 8-18 *The basketball at frame 34*

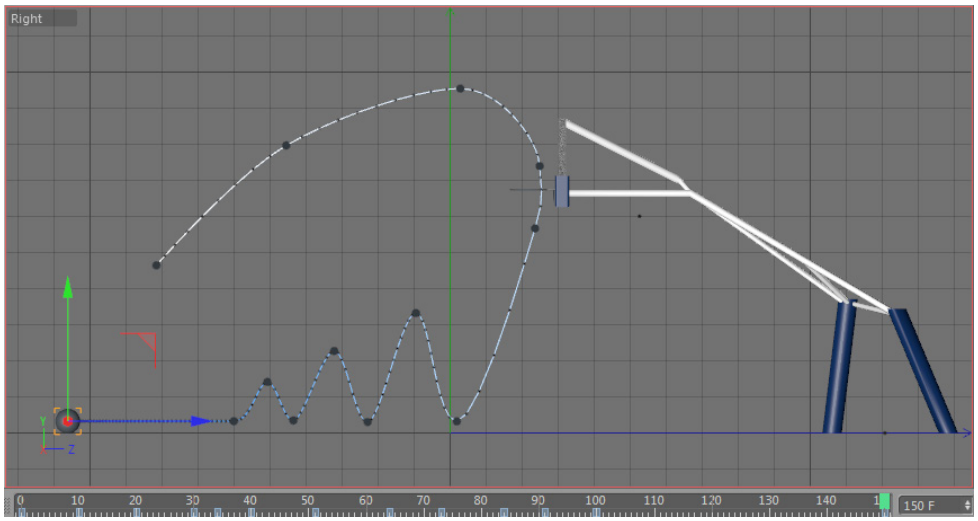

Figure 8-19 *The basketball at frame 150*

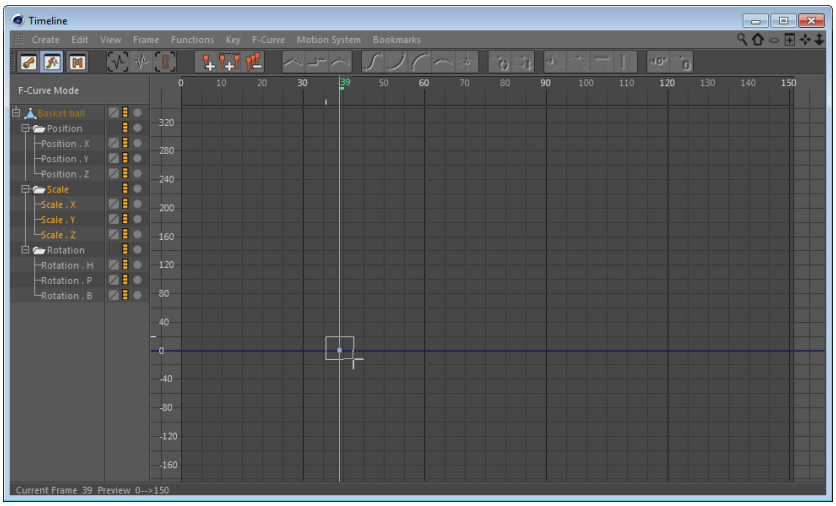

Figure 8-20 *Selecting the keyframe from the* ***Timeline*** *window*

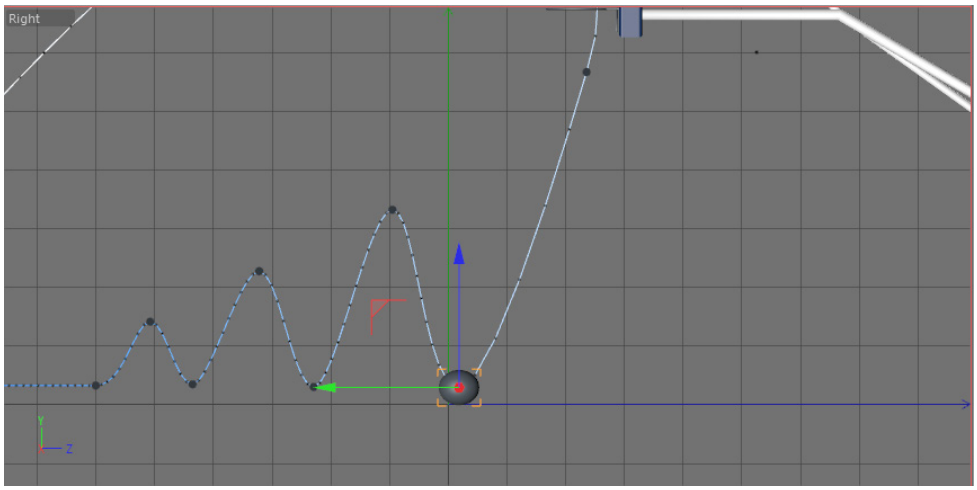

Figure 8-21 *Squashed basketball at frame 40*

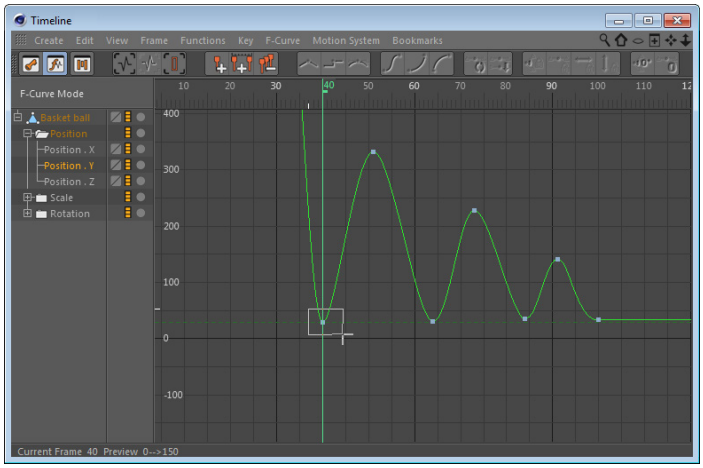

Figure 8-22 *Selecting the keyframe from the* ***Timeline*** *window*

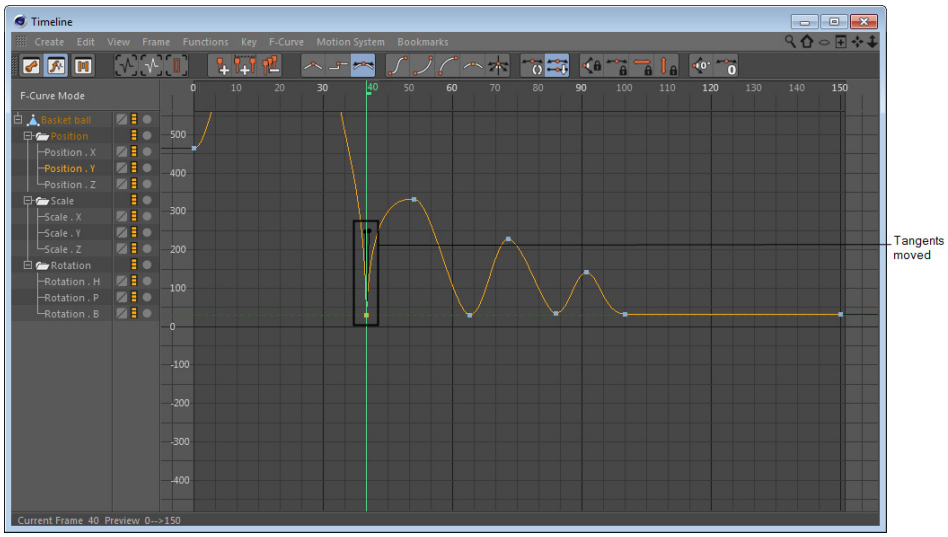

Figure 8-23 *Moving the tangents in the* ***Timeline*** *window*

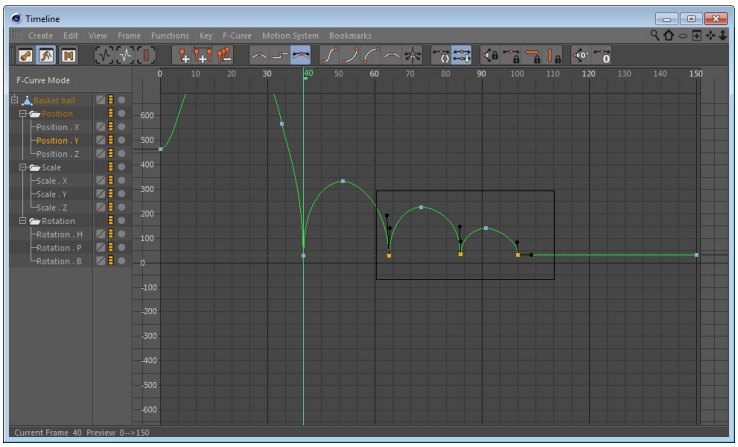

Figure 8-24 *Moving the tangents at other frames*

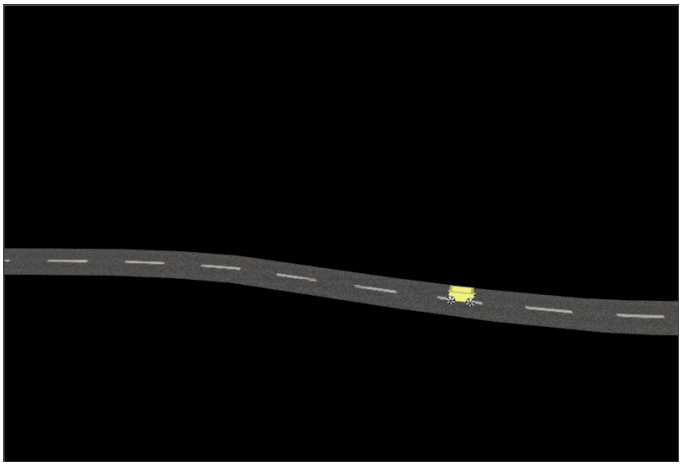

Figure 8-25 *Moving cart at frame 45*

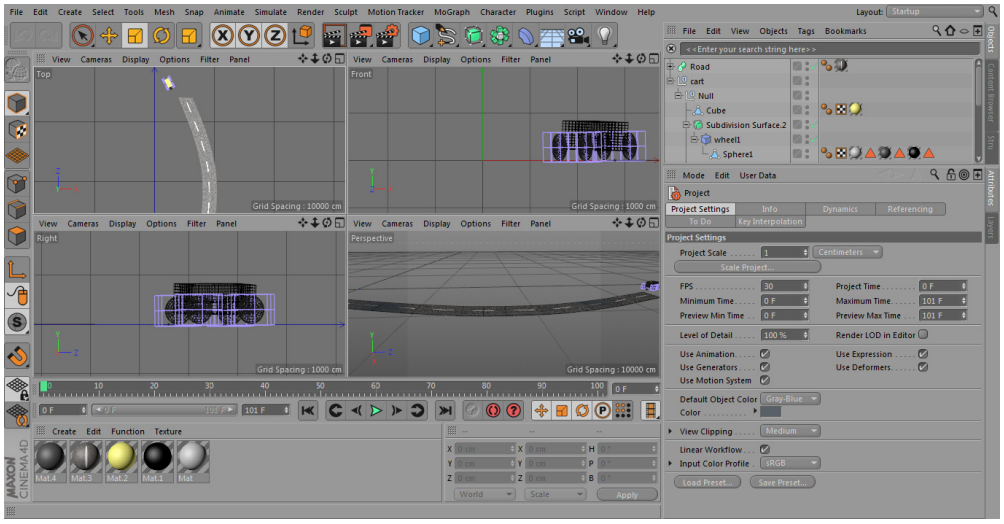

Figure 8-26 *The c08_tut3_start file*

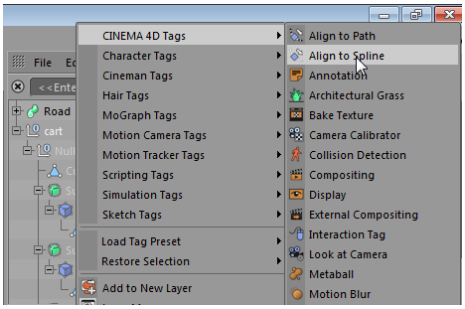

Figure 8-27 *Choosing* ***Align to Spline*** *from the shortcut menu*

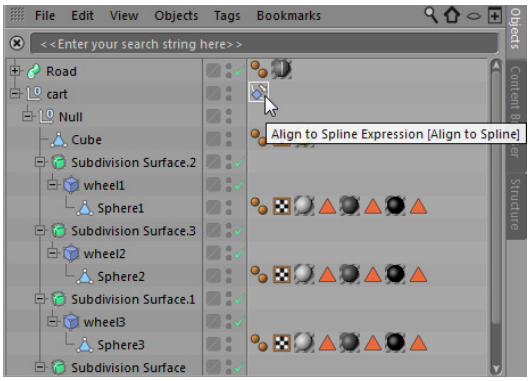

Figure 8-28 *The* ***Align to Spline Expression [Align to Spline]*** *tag in the Object Manager*

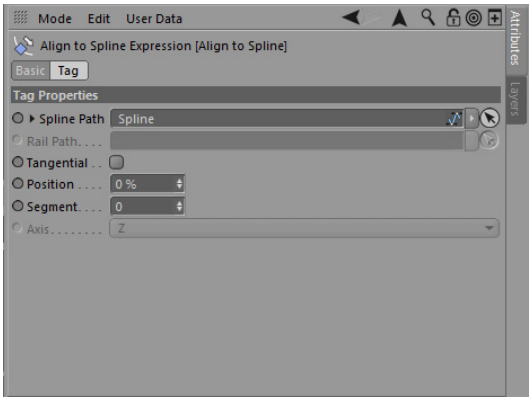

Figure 8-29 *Spline displayed in the* ***Spline Path*** *edit box*

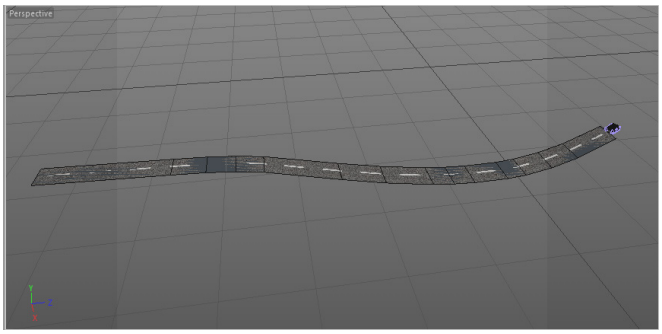

Figure 8-30 *cart aligned with Road*

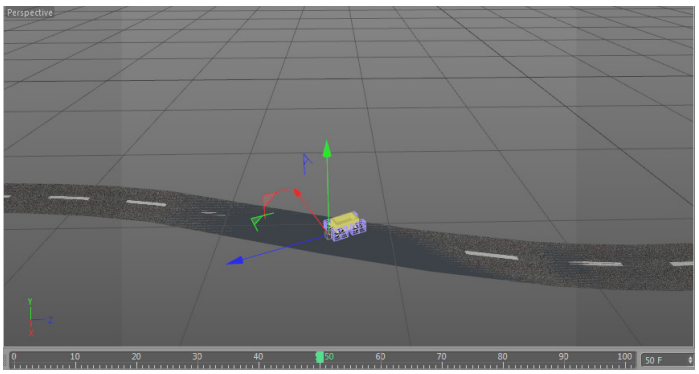

Figure 8-31 *cart at frame 50*

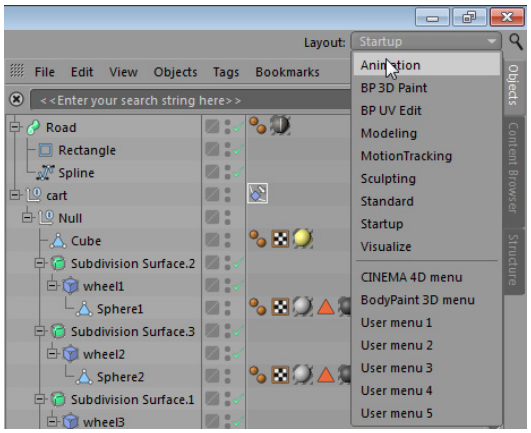

Figure 8-32 *Selecting* ***Animation*** *from the* ***Layout*** *drop-down list*

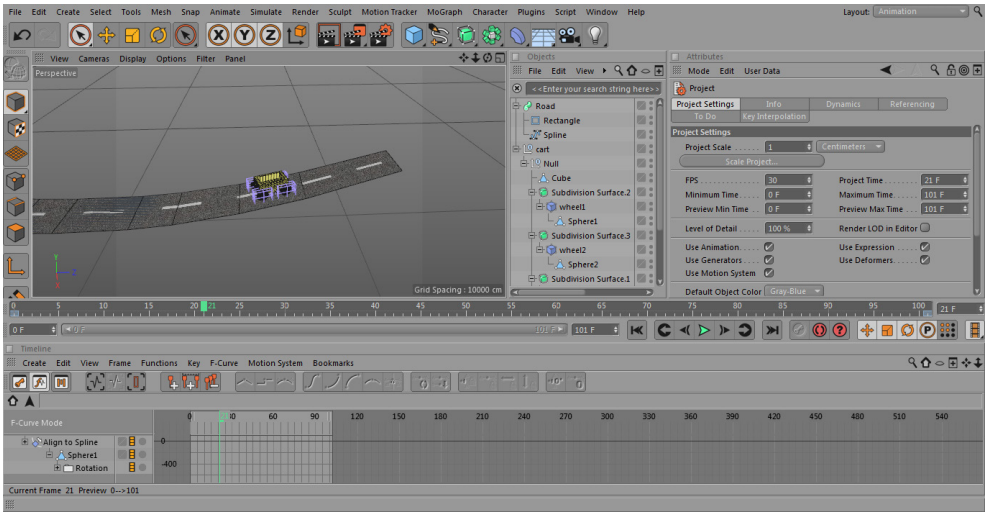

Figure 8-33 *The* ***Animation*** *layout displayed*

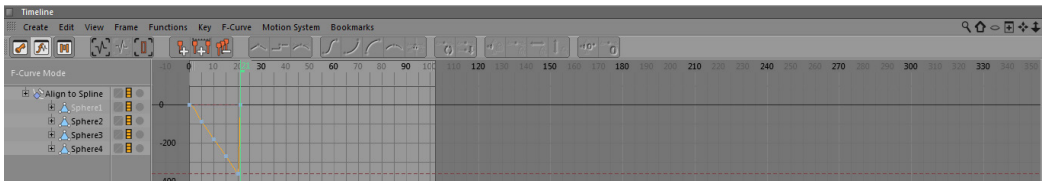

Figure 8-34 *The modified size of the Timeline panel*

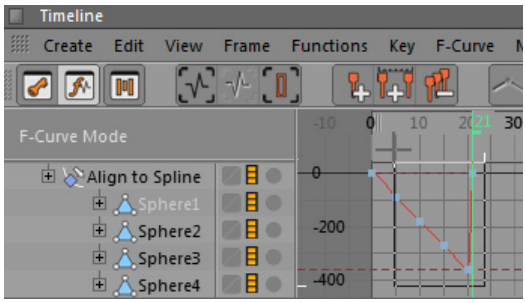

Figure 8-35 *Selecting all keyframes*

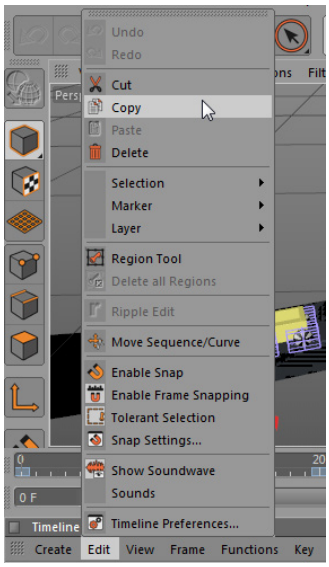

Figure 8-36 *Choosing* ***Copy*** *from the* ***Edit*** *menu*

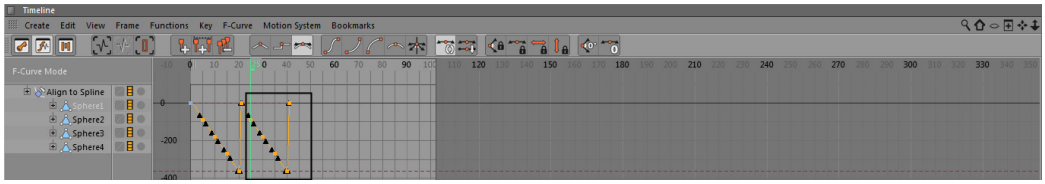

Figure 8-37 *Copied keyframes*

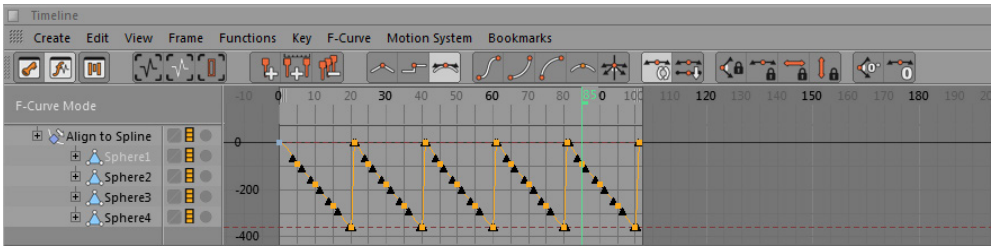

Figure 8-38 *All keyframes for Sphere1*

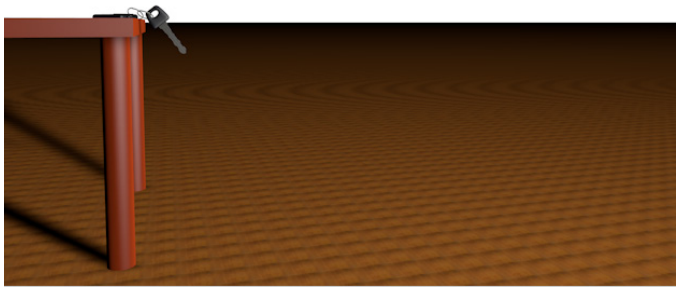

Figure 8-39 *The c08_exr01_start file*