



Pan



Zoom



Move



Snapping



Add Menu



Delete



Dissolve



Duplicate



Duplicate with input



View Output



Add Reroute



Cut Noodle



Lazy Connect



Reset Node



Mute Node



Frame Selected



Rename



Write Annotation



Erase Annotation

Drivers are simple expressions which can be used to help automate things inside Blender

To create a driver we can either create an expression starting with a **#**

Or if we want to control something with data from another part of Blender, we can right click “**Copy as New Driver**” and then “**Paste Driver**” where we want it.

For creating animations we will often use **#frame** as our driver accompanied with some maths to speed up, slow down, or repeat.

To create looping animations:

(replace (total frames) with the total frame count for the animation)

Into X: **#sin(frame/(total frames)*tau)**

Into Y: **#cos(frame/(total frames)*tau)**

Useful mathematical notation:

+	Add
-	Subtract
*	Multiply
/	Divide
%	Modulo
>	Greater Than
<	Less Than
**	To the power of
floor()	Floor e.g. floor(2.4) = 2
ceil()	Ceiling e.g. ceil(2.4) = 3
sqrt()	Square Root
abs()	Absolute (ignores the -/+ sign)
sin(), cos(), tan()	Trig operations
asin(), acos(), atan()	Inverse Trig operations
(Yes) if (condition) else (no)	e.g. #5 if frame>100 else 2