

Basic Animation

Position keyframes exist in

- space = **spatial interpolation**
 - how the layer interpolates between keyframes in space
 - manipulated using Bezier handles
 - used with Position, Anchor Points, Effect Points, Cameras and Lights
- time = **temporal interpolation**
 - used with Scale, Rotation and Opacity

Most editing happens at the current time (the active frame)

- can be found by the position of the current time indicator in the Timeline panel

Different types of keyframes:

- **Auto Bezier**: used to create a smooth angle into and out of a keyframe, with no hard angles or sudden changes in direction
 - the default keyframe in the Comp panel
 - how? automatically (move the keyframes to change the curve)
- **Continuous Bezier**: the handles maintain a continuous straight line through the keyframe
 - when you edit a handle on one side, the opposite handle moves also
 - an Auto Bezier with manually edited handles becomes a Continuous Bezier
 - how? press and hold the G key, click on the keyframe and drag out new handles
- **Bezier**: the handles can be 'broken' and operated independently
 - how? press and hold the G key, click and drag a handle to break and move it
- **Linear**: used to create absolute straight lines and hard angles in your motion path
 - how? press and hold the G key and click on the keyframe box in the Comp panel

Auto-keyframing

automatically adds a keyframe every time a parameter is edited



Shortcuts

Go to previous visible keyframe (or layer marker)	J
Go to next visible keyframe (or layer marker)	K
Show all animating values	U
Show all (changed) values	UU (two Us, in quick succession)
Show only selected values	SS
Show only a specific value	P (Position), T (Opacity), S (Scale), R (Rotation), A (Anchor Point)