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) |