

Curves

The **Curves** view shows the interpolated values of an animated property over the animation range.




When you edit an animation curve, you implicitly edit the **easing curves** that the underlying system uses to define an animation. The animation curve is an extension to visualize both the value of a keyframe and the interpolation between keyframes simultaneously.

You can use the toolbar buttons to add **Linear**, **Step**, or **Spline** interpolation between two keyframes.




When you set interpolation to **Spline**, handles appear in **Curves** that you can use to modify the curve. Select **Unify** to lock the handle on the left of a keyframe to the one on the right of it so that moving the left handle also moves the right handle.

If the component that contains the animated property has been locked in **Navigator**, you can select  to unlock it. You can also lock individual easing curves for editing.

To lock an animation curve, hover the mouse over the keyframe in the list, and then select .

Curves Toolbar

The **Curves** toolbar contains the following buttons and fields.

Button/Field	Action
	Linear specifies that the interpolation between keyframes is linear.
	Step uses steps for interpolation between keyframes.
	Spline uses bezier spline curves for interpolation between keyframes and displays handles for managing them.
Set Default	Currently not used.
Unify	For Spline curves, locks the handle on the left of a keyframe to the one on the right.
Start Frame	Specifies the first frame of the curve.
End Frame	Specifies the last frame of the curve.
Current Frame	Displays the frame that the playhead is currently on. Enter a number in the field to move the playhead to the respective frame.

Editing Animation Curves

To edit animation curves:

1. In the **Timeline** view, animate at least one property value by **inserting keyframes** for it.
2. Select **View > Views > Curves** to open the animation curve editor.
3. Right-click in **Curves**, and select **Insert Keyframe** to add a keyframe.
4. Select keyframes to display the easing curves attached to them. To select multiple keyframes, press and hold **Ctrl**.

Your changes are automatically saved when you close the view.

Deleting Keyframes in Curves

To delete the selected keyframe, select **Delete All Keyframes** in the context menu.

[< Timeline](#)

[Code >](#)



Contact Us

Company

- About Us
- Investors
- Newsroom
- Careers
- Office Locations

Support

- Support Services
- Professional Services
- Partners
- Training

Community

- Contribute to Qt
- Forum
- Wiki
- Downloads
- Marketplace

Licensing

- Terms & Conditions
- Open Source
- FAQ

For Customers

- Support Center
- Downloads
- Qt Login
- Contact Us
- Customer Success