Drivers Editor
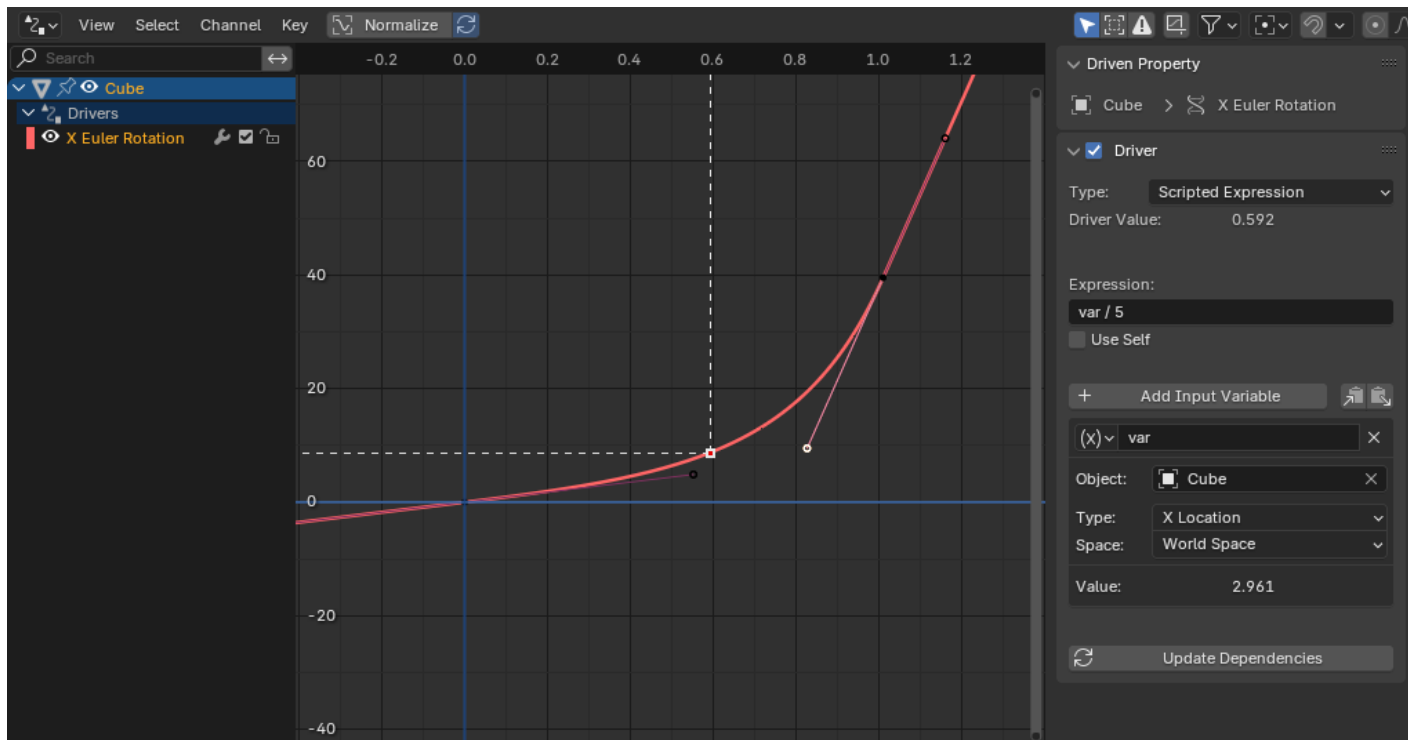
This editor lets you set up Drivers, which calculate the value for a property based on other properties. In other words, they make a set of source properties "drive" the target property, and can thus serve as an alternative to animating the property by hand.

The Drivers Editor, showing how you might drive a cube's rotation based on its position.

The user interface is largely the same as that of the Graph Editor, with two important differences:

- The Sidebar has an additional Drivers tab. This is where the source properties are brought together to calculate an intermediate value for the target property.
- The curve doesn't represent the property's value over time, but a mapping from the above intermediate value (X axis) to the final value (Y axis).

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