

Interpolate

Reference
Mode: Draw and Edit Modes
Tool: Toolbar ▸ Interpolate
Shortcut: Ctrl - E

When you are animating simple shapes you can use the interpolate tool to automatically add new breakdown keyframes.

See [Interpolate tool](#) for more details.

Interpolate Sequence

Reference
Mode: Draw and Edit Modes
Menu: Header ▸ Interpolate
Shortcut: Shift - Ctrl - E

Interpolate strokes between the previous and next keyframe by adding *multiple* keyframes. When you are on a frame between two keyframes and click the sequence button a breakdown keyframe will be added on every frame between the previous and next keyframe.

Step

The number of frames between generated interpolated frames.

Layer

Restrict the interpolation to Active or All layers.

Only Selected Edit Mode

When enabled, only selected strokes will be interpolated.

Exclude Breakdowns

Exclude existing [Breakdowns keyframes](#) as interpolation extremes.

Flip Mode

Invert strokes start and end. Automatic will try to found the right mode for every stroke.

Smooth

Amount of smoothing to apply to interpolated strokes for reducing jitter/noise.

Iterations

Number of time to smooth newly created strokes.

Type

Interpolation method to use for the sequence.

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