Beztriple Interpolation Mode Items

Interpolation

Standard transitions between keyframes.

CONSTANT:

Constant.

No interpolation, value of A gets held until B is encountered.

LINEAR:

Linear.

Straight-line interpolation between A and B (i.e. no ease in/out).

BEZIER:

Bézier.

Smooth interpolation between A and B, with some control over curve shape.

Easing (by strength)

Predefined inertial transitions, useful for motion graphics (from least to most "dramatic").

SINE:

Sinusoidal.

Sinusoidal easing (weakest, almost linear but with a slight curvature).

QUAD:

Quadratic.

Quadratic easing.

CUBIC:

Cubic.

Cubic easing.

QUART:

Quartic.

Quartic easing.

QUINT:

Quintic.

Quintic easing.

EXPO:

Exponential.

Exponential easing (dramatic).

CIRC:

Circular.

Circular easing (strongest and most dynamic).

Dynamic Effects

Simple physics-inspired easing effects.

BACK:

Back.

Cubic easing with overshoot and settle.

BOUNCE:

Bounce.

Exponentially decaying parabolic bounce, like when objects collide.

ELASTIC:

Elastic.

Exponentially decaying sine wave, like an elastic band.