Frame Range
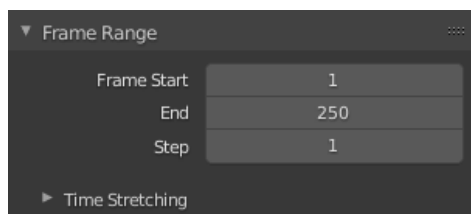

Frame Range panel.

This panel defines how long an animation will last in terms of frames. Frames can be divided by the scene's Frame Rate to get the animation duration in terms of time. For example, a 250 frame animation at a frame rate of 30 will last 8.3 seconds.

Frame Start, End

> Set the *Start* and *End* frames for Rendering Animations.

Step

> Controls the number of frames to advance by for each frame in the timeline.

Time Stretching

Use to remap the length of an animation; making it run slower or faster. The *Old* and *New* settings may either be used as absolute values or as a ratio: For example, setting *Old* to a value of 2 and *New* to 1 will run the animation twice as fast.

> Warning
>
> Using *Time Stretching* will not influence the *Start* or *End* frames set above, so make sure that your animation is not cut off or has extraneous still frames at the end.

Old

> The length in frames of the original animation.

New

> The length in frames the new animation will last.