## Skip to content

## Fourve Auto Smoothing Items

## NONE:

None.

Automatic handles only take immediately adjacent keys into account.

## CONT\_ACCEL:

Continuous Acceleration.

Automatic handles are adjusted to avoid jumps in acceleration, resulting in smoother curves. However, key changes may affect interpolation over larger stretch of the curve..

Previous Beztriple Interpolation Easing Items Report issue on this page Copyright © Blender Authors Made with Furo No Keyframe Handle Type Ite