Animation Player

Reference	
Menu:	
	Topbar ‣ Render ‣ View Animation
Shortcut:	
	`Ctrl - F11`

The animation player is a utility typically used for previewing rendered animations, supporting all image and video formats also supported by Blender. Thi
is a convenient way to play back image sequences at the correct frame rate.

Launching the animation player opens a new window, playing back images or a video located at the render output of the current scene. You can also dro
images or movie files in a running animation player. It will then restart the player with the new data.

Tip

An external player can also be used instead of the one included in Blender. To do this, select it in the Preferences.

Player Options

Ping Pong

When enabled, playback loops forwards than backwards.

X/Y Flip

Flip the image horizontally or vertically.

Viewing the animation from a different perspective can help you see the animation with "fresh eyes".

Hotkeys

The following table shows the available hotkeys for the animation player.

Playback

Action	Hotkey
Start/Pause:	`Spacebar`
Start playback (when paused):	`Return`
Quit:	`Esc`

Timeline

Action	Hotkey
Scrub in time:	`LMB`
Step back one frame:	`Left`
Step forward one frame:	`Right`
Step back 10 frames:	`Down`
Step forward 10 frames:	`Up`
Manual frame stepping:	`NumpadPeriod`

Playback Options

Action	Hotkey
Backward playback:	`Shift – Down`
Forward playback	`Shift – Up`
Slow down playback:	`NumpadMinus`
Speed up playback:	`NumpadPlus`
Toggle looping:	`Numpad0`
Toggle frame skipping:	`A`
Toggle ping-pong:	`P`

Display

Action	Hotkey
Toggle Playhead (Indicator):	`I`
Flip image on the X axis:	`F`
Flip image on the Y axis:	`Shift – F`
Hold to show frame numbers:	`Shift`
Zoom in:	`Ctrl – NumpadPlus`
Zoom out:	`Ctrl – NumpadMinus`

Frame Rate

Action	Hotkey
60 fps	`Numpad1`
50 fps	`Numpad2`
30 fps	`Numpad3`
25 fps	`Numpad4`
24 fps	`Shift – Numpad4`
20 fps	`Numpad5`
15 fps	`Numpad6`
12 fps	`Numpad7`
10 fps	`Numpad8`
6 fps	`Numpad9`
5 fps	`NumpadSlash`

Frame Cache

Image files are cached during playback for faster access.

While loading images is rarely a bottleneck, there are situations where high resolution images may slow down playback causing frame skipping.

> See also
>
> Memory Cache Limit preference to control this limit, which may be increased to cache more images during playback. Animation Playback Options to specify this value when launching from the command line.