Onion Skinning

Onion Skinning show ghosts of the keyframes before and after the current frame allowing animators to make decisions in the animation sequence.

The main switch to show/hide Onion Skinning is in the Viewport Overlays, but Grease Pencil Onion Skinning is per-layer and the visibility can be toggle the layer list. See 2D Layers for more information.

Options

Mode

    Keyframes:
        Shows Keyframes in the range determined by the *Before/After* settings.
    Frames:
        Shows Frames in the range determined by the *Before/After* settings.
    Selected:
        Shows only on the manually selected keyframes in the Dope Sheet.

Opacity

    Control the opacity of the ghost frames.

Filter by Type

    Filters what type of frames to show in the Onion Skinning range.

Onion Skinning panel.

Keyframes Before/After

    Sets how many frames or keyframes, depending on the *Mode*, to show before and after the current frame.

Custom Colors

Before/After

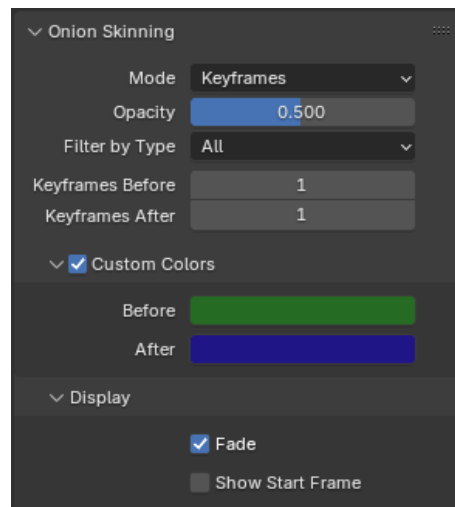   Color to use before and after the current frame on ghost frames.

Display

Fade

    Opacity of the ghosts frames decrease the further away from the current frame.

Show Start Frame

    Help working on loop animations showing the first keyframe/frame as ghost when you are on the last frame of your animation.

An example of Onion Skinning activated.