

## 8.7 Animation - Markers

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### Markers

Markers are used to denote frames at which something significant happens - it could be that a character's animation starts, the camera changes position, or a door opens, for example. Markers can be given names to make them more meaningful at a quick glance. They are available in many of Blender's windows, under different forms. Unlike the keyframes, markers are always placed at a whole frame number, you cannot e.g. set a marker at "frame 2.5".

Markers can be created and edited in all of the following editors (including their different modes):

- The *Graph Editor Window*.
- The *Action Editor window*.
- The *The Dope Sheet*.
- The *NLA Editor window*.
- The *Video Sequence Editor window*.
- The *Timeline window*. When you create

A marker created in one of these windows will also appear in all others that support them, including:

- The *3D View window*.

### Pose markers

There is another type of markers, called "pose markers", which are specific to the armatures and the Action Editor window. They are related to the pose libraries, and are discussed in detail *here*.

## Visualization

### Standard

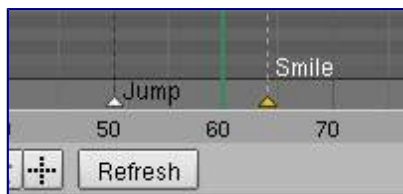


Markers: small but useful.

Most of the window types visualize markers the same way: as small triangles at their bottom, white if unselected or yellow if selected.

If they have a name, this is shown to their right, in white when the marker is selected. See (Markers: small but useful).

### Sequencer



Markers in the Sequencer

The **Video Sequence Editor** just adds a vertical dashed line to each marker (gray if the marker is unselected, or white if it's selected).

### 3D View



Marker in a 3D View.

The View do not allow you to create/edit/remove markers, they just show their name between <> at there bottom left corner, near the active object's name, when you are at their frame (see Marker in a 3D view).

## Creating and Editing Markers

Unfortunately, there is no common shortcuts and menu for marker's editing, across the different window types that supports them... So in the refboxes of each action described below, I put the most-common shortcut and menu entry, with the known exceptions between brackets.

### Creating Markers

#### Reference

Mode: all modes Menu: Marker ▸ Add Marker (Frame ▸ Add Marker in a timeline) Hotkey: M (Ctrl-Alt-M in a VSE)
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The simplest way to add a marker is to move to the frame where you would like it to appear, and press M (or Ctrl-Alt-M in a video sequence editor).

Alternatively, you can press Alt-A (or the “playback” button of the *Timeline* window) to make the animation play, and then press M (or Ctrl-Alt-M in VSE) at the appropriate points. This can be especially useful to mark the beats in some music.

## Selecting Markers

Reference
Mode: all modes Hotkey: RMB, Shift-RMB, A / Ctrl-A, B / Ctrl-B

Click RMB on the marker’s triangle to select it. Use Shift-RMB to (de)select multiple markers.

In the Ipo Curve Editor, Action Editor, NLA Editor and Video Sequence Editor windows, you can also (de)select all markers with Ctrl-A, and border-select them with Ctrl-B (as usual, LMB to select, RMB to deselect). The corresponding options are found in the Select menu of these windows.

In the Timeline and Audio windows, you can (de)select all markers with A , and border (de)select them with B ...

## Naming Markers

Reference
Mode: all modes Menu: Marker ▸ (Re)Name Marker ( Frame ▸ Name Marker in a timeline) Hotkey: Ctrl-M

Having dozens of markers scattered throughout your scene’s time won’t help you much unless you know what they stand for. You can name a marker by selecting it, pressing Ctrl-M, typing the name, and pressing the OK button.

## Moving Markers

Reference
Mode: all modes Menu: Marker ▸ Grab/Move Marker ( Frame ▸ Grab/Move Marker in a timeline) Hotkey: Ctrl-G ( G in a timeline or audio)

Once you have one or more markers selected, press **Ctrl-G** (or **G** in Timeline or Audio windows) to move them, and confirm the move with **LMB** or **Return** (as usual, cancel the move with **RMB**, or **Esc**).

By default, you grab the markers in one-frame steps, but if you hold **Ctrl**, the markers will move in steps corresponding to one second (according to the scenes *FPS*).

## Duplicating Markers

Reference
Mode: all modes Menu: Marker ▸ Duplicate Marker ( Frame ▸ Duplicate Marker in a timeline) Hotkey: <b>Ctrl-Shift-D</b> ( <b>Shift-D</b> in a timeline or audio)

You can duplicate the selected markers by pressing **Ctrl-Shift-D** (or **Shift-D** in a Timeline or Audio window). Once duplicated, the new ones are automatically placed in grab mode, so you can move them where (or rather when) you want.

Note that unlike most other duplications in Blender, the names of the duplicated markers are not altered at all (no **.001** numeric counter append...).

## Deleting Markers

Reference
Mode: all modes Menu: Marker ▸ Delete Marker ( Frame ▸ Delete Marker in a timeline) Hotkey: <b>Shift-X</b> ( <b>X</b> in a timeline or audio)

To delete the selected marker(s) simply press **Shift-X** (or **X** in a Timeline or Audio” window), and confirm the pop-up message with **LMB**.