

8.6 Animation - Keying Sets

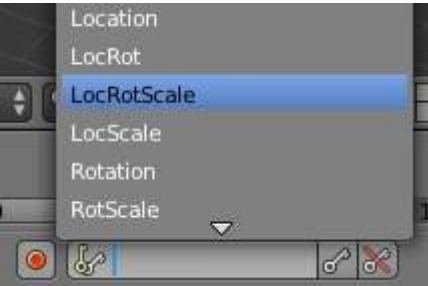
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Keying Sets



Timeline Keying Sets.

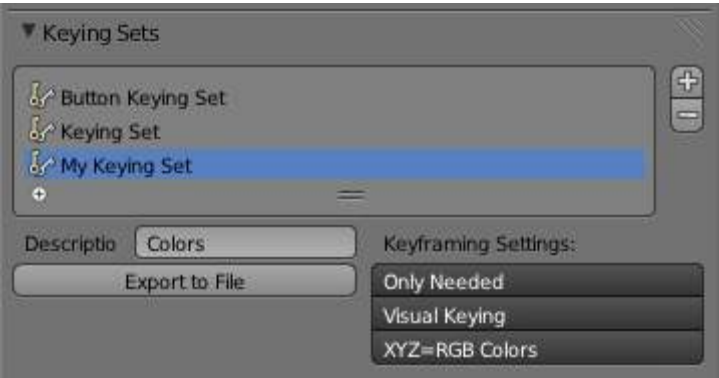
Keying Sets are a collection of properties. They are used to keyframe multiple properties at the same time, usually by pressing **I** in the 3D View.

There are some built in Keying Sets, and also custom Keying Sets called *Absolute Keying Sets*.

To select and use a Keying Set, set the *Active Keying Set* in the Timeline Header, or the *Keying Set Panel*, or press **Ctrl-Alt-Shift-I** in the 3D View.

Keying Set Panel

This panel is used to add, select, manage *Absolute Keying Sets*.



Properties > Scene > Keying Set Panel.

Keying Set Name

The active Keying Set is highlighted in blue, press **Ctrl-LMB** to rename.

- +

Add new (Empty) keying set to the active Scene.
- Remove the active Keying Set.

Active Keying Set properties

Description

A short description of the keying set.

Export to File

Export Keying Set to a python script *File.py*. To re add the keying set from the *File.py*, open then run the *File.py* from the Text Editor.

Keyframing Settings

These options control all properties in the Keying Set. Note, the same settings in *User Preferences* override these settings if enabled.

Only Needed

Only insert keyframes where they're needed in the relevant F-Curves.

Visual Keying

Insert keyframes based on the visual transformation.

XYZ=RGB Colors

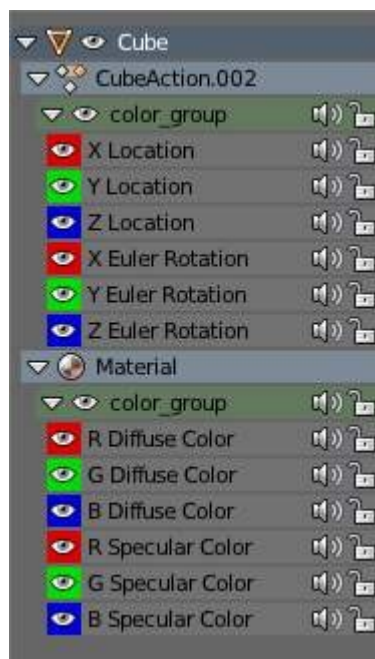
For new F-Curves, set the colors to RGB for the property set, Location XYZ for example.

Active Keying Set Panel

This panel is used to add properties to the active Keying Set.



Properties > Scene > Active Keying Set Panel.



Properties > Graph Editor > Channels, Named Group.

Paths

A collection of *Paths* each with a *Data Path* to a property to add to the active Keying Set. The active *Path* is highlighted in blue.

- Add new empty path to active Keying Set.
- Remove active path from the active Keying Set.

Active Path properties

ID-Block

Set the *ID-Type + Object ID Data Path* for the property.

Data Path

Set the rest of the *Data Path* for the property.

Array Target

Use *All Items* from the *Data Path* or select the array index for a specific property.

F-Curve Grouping

This controls what *Group* to add the *Channels* to. *Keying Set Name*, *None*, *Named Group*.

Keyframing Settings

These options control individual properties in the Keying Set.

Only Needed

Only insert keyframes where they're needed in the relevant F-Curves.

Visual Keying

Insert keyframes based on the visual transformation.

XYZ=RGB Colors

For new F-Curves, set the colors to RGB for the property set, Location XYZ for example.

Adding Properties

Some ways to add properties to keying sets.

RMB the property in the *User Interface*, then select *Add Single to Keying Set* or *Add All to Keying Set*. This will add the properties to the active keying set, or to a new keying set if none exist.

Hover the mouse over the properties, then press K, to add *Add All to Keying Set*.