8.2 Animation - Keyframes

Key Frames

A *Key Frame* is simply a marker in time which stores the value of a property.

For example, a key frame might indicate that the horizontal position of a cube is at `3m` on frame 1.

The purpose of a key frame is to allow for interpolated animation, meaning, for example, that the user could then add another key on frame 10, specifying the cube's horizontal position at `20m`, and Blender will automatically determine the correct position of the cube for all the frames between frame 1 and 10 depending on the chosen interpolation method (e.g. linear, bezier, quadratic, etc...).

Adding Key Frames

There are several methods of adding new keys. Namely:

- In the 3D View, pressing `I` will bring up a menu to choose what to add a key frame to.
- Hovering over a property and pressing `I`.
- RMB a value and choose *Insert Keyframe* from the menu.

Removing Key Frames

There are several methods of removing key frames

- In the 3D View press `Alt-I` to remove keys on the current frame for selected objects.
- When the mouse is over a value press `Alt-I`.
- RMB a value and choose *Delete Keyframe* from the menu.

Editing Key Frames

For editing key frames go to the *Graph Editor* or to the *Dopesheet*