Animation in Maya

I was not able to watch the plural sight videos on animation in Maya so what I do know about it came from you and a Udemy course I took last summer. As for most of the animation tool bar I really don’t know anything about it, the descriptions don’t show up in my sessions of Maya anymore for some reason, so I can’t even see what each does. I do know the basics though. Animation in Maya consists of setting keyframes for objects on a timeline and then changing various attributes in-between key frames. You can change things like scale, rotation, transform, and visibility among other things. To start you need to get your object into the position you want it to start in then save a key frame using the S key. Then let’s say you want your object to move to a certain spot in space, you pick a new frame from the animation timeline and then enter the coordinates you want your object to be by the time that frame plays and once you are ready you save the key frame with the S key. Maya has function that will fill in the frames in-between with the basic information to get from one key frame to the next, but the key lies in making little changes on each or every other frame in-between, depending on the timing you have chosen for your animation. There is a lot more to animation in Maya, we use a hierarchy rig, but most rigs use a skeleton that you create and then paint weights to limit movement, that stuff is still beyond me, but I look forward to learning it.