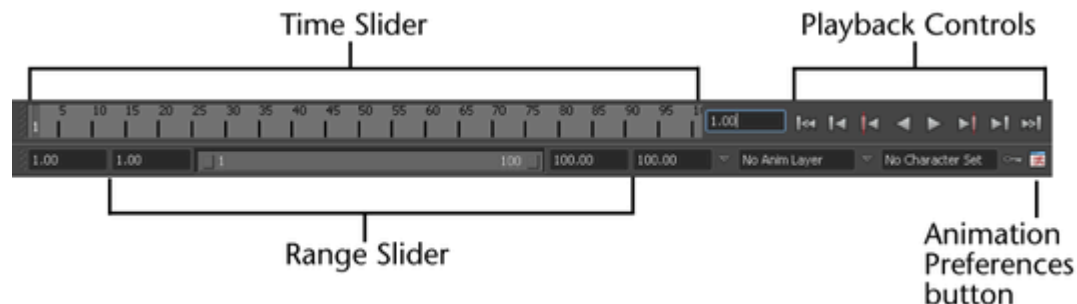


Maya Interface Animation controls

Copied From: <http://knowledge.autodesk.com/support/maya/getting-started/caas/documentation/mayalt2014/en-us/files/Animation-Tools-Animation-controls-htm.html>

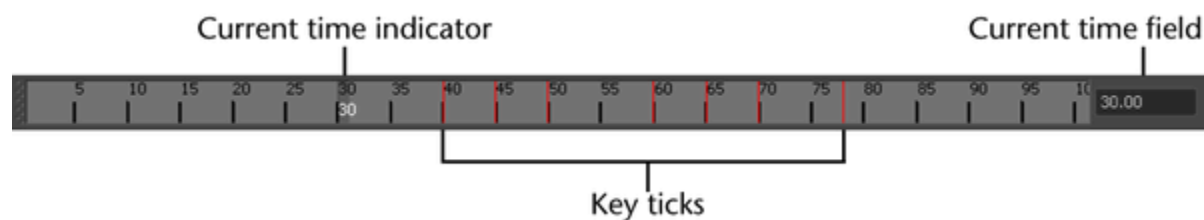
Maya's controls for developing the timing of animations include the Time Slider, Range Slider, and Playback Controls. You can also quickly access and edit animation preferences from the animation controls area.



Between the Range Slider and the Animation Preferences button are the current character control features and the automatic keyframing (Auto Key) button. For details on automatic keyframing, see [Auto Key](#).

Time Slider

The Time Slider controls the playback range, keys, and breakdowns within the playback range.



The Current Time Indicator is a gray block on the Time Slider. You can drag it to move forward and backward in your animation.

By default, dragging in the Time Slider updates only the active view. All views can be set to update by changing the Playback settings to Update View All in the Time Slider Preferences ([Window > Settings/Preferences > Preferences](#) and select Time Slider in the Categories window).

Key ticks

Key Ticks are red (by default) marks in the Time Slider that represent the keys you set for the selected object. Breakdowns are a special type of key displayed as green marks in the Time Slider. See [Breakdowns](#).

The visibility of Key Ticks can be turned off or on in the Preferences window. You can also set the size and color of the key ticks displayed in the Time Slider. See [Set the appearance of key ticks in the Time Slider](#).

Time Units

The ruler markings and associated numbers on the Time Slider display time. To define the playback rate, select the desired Time from the Settings Category of the Preferences window. Maya defaults to measuring time as 30 frames per second.

Note

By default, Maya plays your animation in seconds. You can change the Time setting without affecting your animation's key-based behavior. However, expressions that use the frame variable might not work correctly if you change the Time setting. It's a good practice to specify the Time setting before you begin animating your scene.

Current time field

The entry field to the right of the Time Slider indicates the current time expressed in the current Time unit. You can change the current time by entering a new value. Your scene moves to that location in time, and the Current Time Indicator updates accordingly.

Range Slider

The Range Slider controls the playback range reflected in the Time Slider.



Animation Start Time

This field sets the start time of the animation.

Animation End Time

This field sets the end time of the animation.

Playback Start Time

This field shows the current start time for the playback range. You can change it by entering a new start time, including a negative value. If you enter a value that is greater than the Playback End Time, the Playback End Time is adjusted to one time unit greater than the Playback Start Time.

Playback End Time

This field shows the current end time for the playback range. You can change it by entering a new end time. If you enter a value less than the Playback Start Time's value, the Playback Start Time is shifted to one time unit less than the Playback End Time.

You can also edit the preceding settings from the animation Preferences window.

Playback controls

The Playback Controls are buttons for playing and stepping through your animation. The playback range is displayed in the Time Slider.



Click the Go To Start button to go to start of playback range.



Click the Step Back Frame button to step back one time. Default hotkey: Alt+, (comma) key (Linux and Windows) or Option+, (comma) key (Mac OS X).



Click the Step Back Key button to step back one key. Default hotkey: , (comma) key.



Click the Play Backwards button to play backwards. Pressing the Esc key stops playback.



Click the Play Forwards button to play forwards. Default hotkey: Alt+v (Linux and Windows) or Option+v (Mac OS X). Pressing the Esc key stops playback.



Click the Step Forward Key button to step forward one key. Default hotkey: . (period) key.




Click the Step Forward Frame button to step forward one time (or frame). Default hotkey: Alt+. (period) (Linux and Windows) key or Option+. (period) (Mac OS X).



Click the Go To End button to go to end of playback range.



Click the Stop button to stop playback. This button is displayed only when an animation is playing, replacing either the Play forwards or Play Backwards buttons. Default hotkey: key.

Animation Preferences button



Launches the Preferences window. From this window, you can set the Time Slider, Playback, Animation, and Sound preferences for your Maya session.

Related topics

- [Animation \(Display\) preferences](#)
- [Animation \(Settings\) preferences](#)
- [Sound preferences](#)
- [Time Slider preferences](#)