Curve Master Docs

> 💡 **Tips: Join our Discord for support and showcasing your work!**
>
> **Tips for offline PDF docs: check out our online docs for more up to date info and video explanation on features!**

🧭 Overview

Curve Master is a powerful workflow tool for animation, with functions such as bulk curve editing and keyframe manipulation. It bridges the gap between motion design software and Unity's animation tools.

> Suitable for various project including UI animations, in-game cutscenes, cinematic rendering and more.

💻 Compatibility

Curve Master works with Unity 2018.4 or higher.

> Tested Unity Version:
> - 2018.4
> - 2019.4
> - 2020.3
> - 2021.3
> - 2022.2
> - 2023.2

🔗 Links

| [Documentation](#) | [Tutorials](#) | [Discord & Support](#) |

✨ Features

User-friendly GUI

Bulk edit animation easing curves quickly and easily.

- Read and apply selected motion curves to other keyframes.

- Apply curve for ease in, ease out, or both in&out tangent

- Manipulate keyframes, such as time offset, alignment, and value reversal.

- Support Animation, Animator and Timeline keyframes.

- Works in both Dopesheet mode and Curves mode

- Create and share your own animation curve library.

- Full C# source code

🧰 Battle Tested

How it started?

As a motion designer with over 10 years of experience, the development of this tool is to make animating in Unity faster and bridge the gap between motion design software (such as After Effects) and Unity's animation tools.
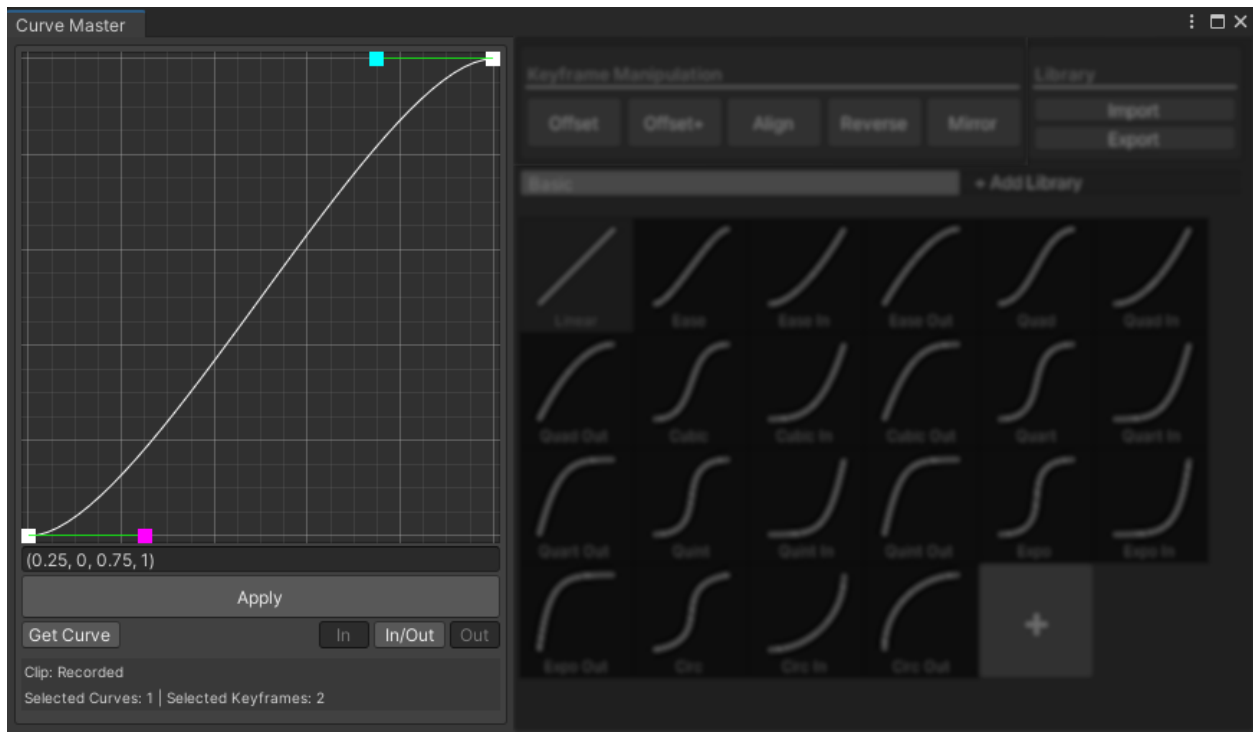
Curve Master has been battle tested in various project genres, including UI animations, in-game cutscenes and cinematic rendering to ensure it works well in different usage scenarios.

📖 Usage
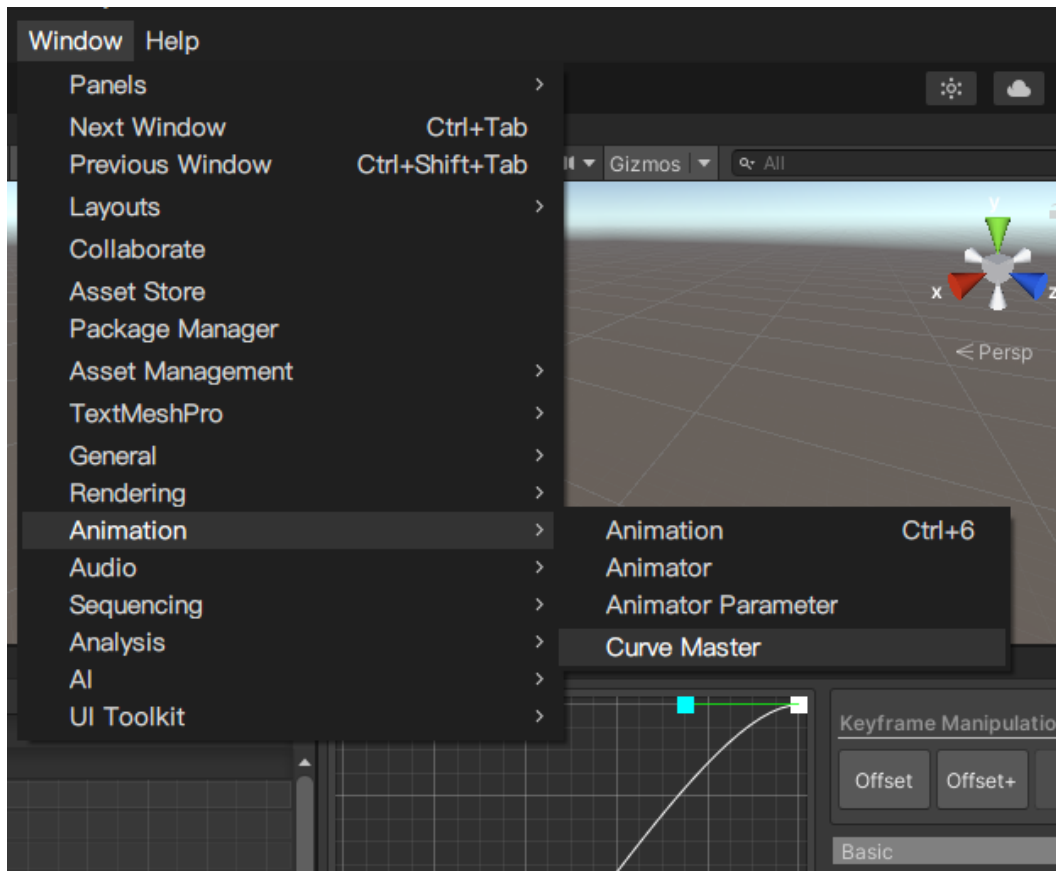
Open Curve Master GUI from Window → Animation → Curve Master

Curve Window

 - Main Curve Area
Adjusting curves with GUI by dragging handles, or type curve value manually on the bottom text box. Click Apply button to apply curve to all selected curves.

 - Get Curve Button
Read selected curve into top curve GUI, you can apply same curve to other keyframes or save as a preset in library.
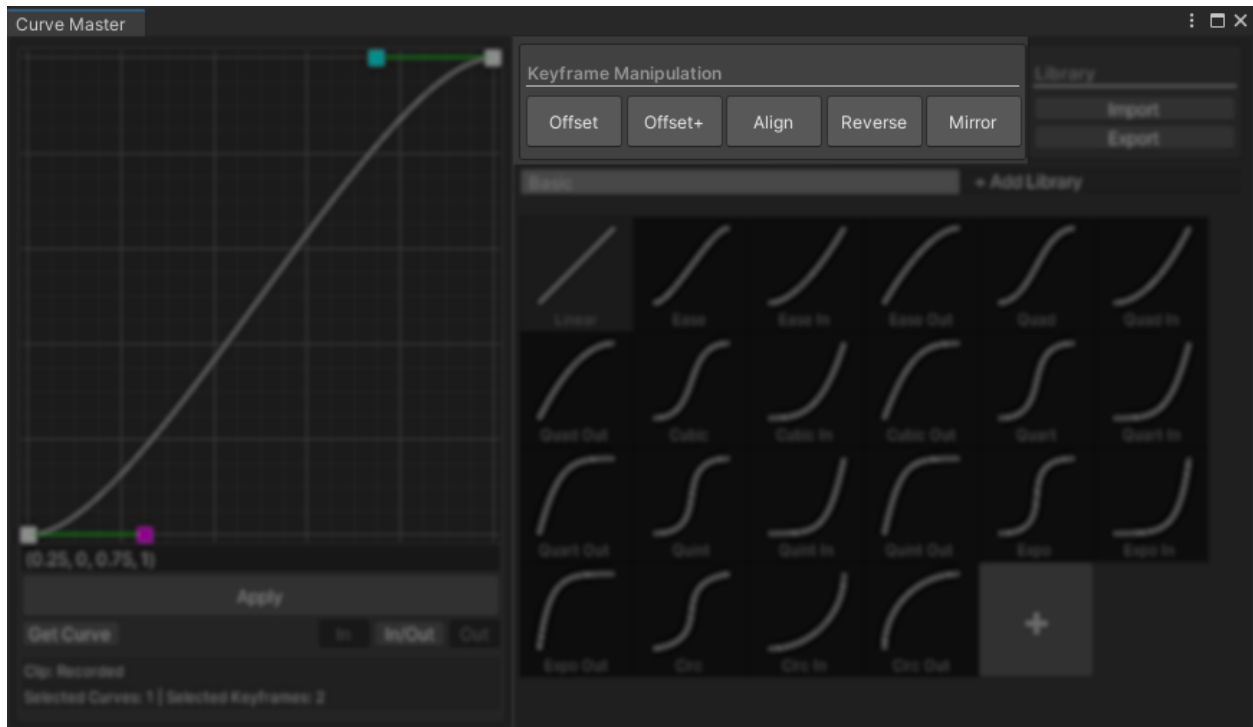
 - In/Out Toggle
Only apply curve to left handle (in tangent) or right handle (out tangent) or both.

 - Info
Display current focus Animation Clip window, selected curves and selected keyframes.

Keyframe Manipulation

 - Offset

Offset 1 frame for selected keyframes on different gameobject. It will offset in your keyframe selection order.

 - Offset+

Offset 1 frame for selected keyframes on sub-property, like vector3 that has XYZ value, or blendshape that's in a same gameobject. It will offset in your keyframe selection order.

 - Align

Move the selected keyframes into current time. If multiple keyframe are selected, it will align the first keyframe you selected and keep it's timing gap for other keyframes.
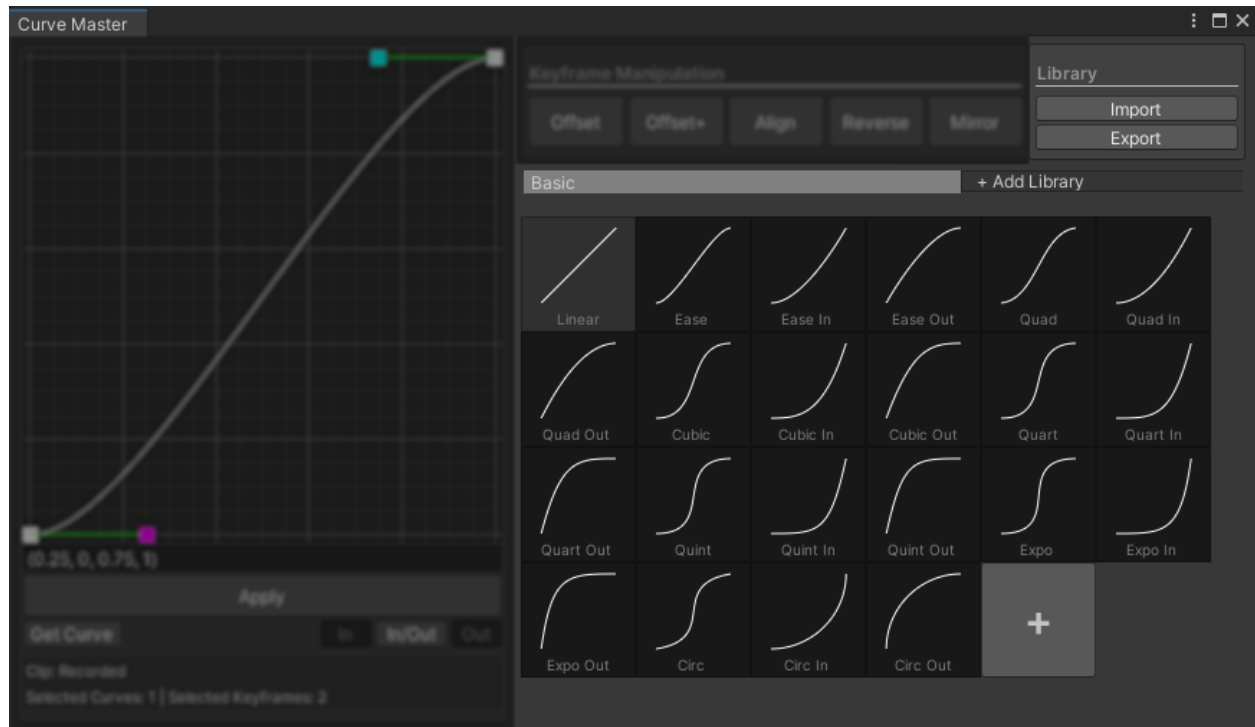
 - Reverse

Reverse the value of selected keyframes.

 - Mirror

Duplicate selected keyframes in reversed time.

Library

 - Library Import/Export

You can import or export current selected library in .json format, each library contains a GUID for unique identifier. It means if you update your library, exported and share it to others, they can "replace" same library that has same GUID.

 - Library Tabs

Click on + Add Library button to create a new library, or right click on a library tab to rename or remove a library.

 - Curve Presets

Click on any curve preset will load it into main curve window on the left. The big + button saves current curve as a preset, you can right click on a preset to overwrite, rename or remove a curve preset.

⚠️ FAQ & Troubleshooting

- Selected curves got reset and deselected.

Turn off the red recording toggle in Animation and Timeline window before doing curve adjustment.

- "Get Curve" shows weird value.

You might have selected too many keyframes at once, try only select 2 continuous keyframes at once.

✒️ Credits

Yan-K (Yan-K Media Works)

@YanKMW

Dilaura (Calcatz Games)

@dilaura_exp

Itoshiki

@itoshiki_s

💡 Special Thanks and Inspirations

cubic-bezier.com by Lea Verou

https://cubic-bezier.com/

Flow for After Effects by Rendertom

https://aescripts.com/flow/

Motion Manager for Cinema 4D by Kengo Ito

https://kengo-ito.gitbook.io/motion-manager/

UniEaseCopy by Shuto

https://github.com/shutosg/UniEaseCopy