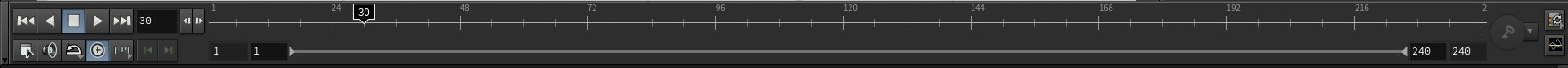
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**Q: How do I add and operate animation to a box?**

**A:**

We can add animation to a box by adding a geometry node to the network editor pane and double-clicking on it. We can change the network editor pane from objects to geometry. Now, right-click in the network editor pane and create a box node. This adds a box to the pane, and we can add animation to it by using variables like “$F” in the parameter pane to create conditions that allow us to move the box from one location to another, as well as jump while moving. to have the box move, go up and down in the animation, and use the bottom bar. Just change “center” in the parameter pane to the “$F” variable, such as “$F” in the x-axis, and edit the y-axis of the center to “sin($F\*30)”.



We can use  option from the bottom bar to play the animation in the loop, play once, zigzag, or even loop backwards.

We can use the “Real-time Toggle” option from the bottom bar to slow the playing speed of the animation.

 These options will help us to operate the animation in the first frame, play backwards, play, stop, and the last frame.