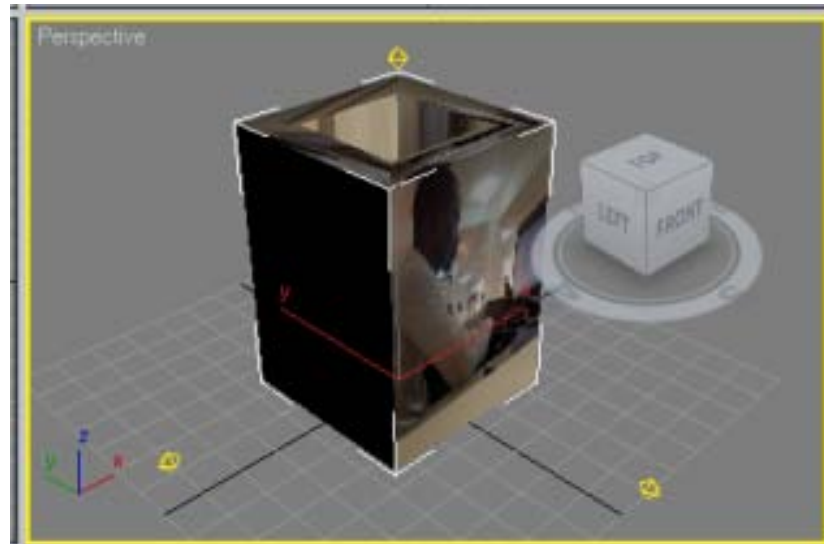


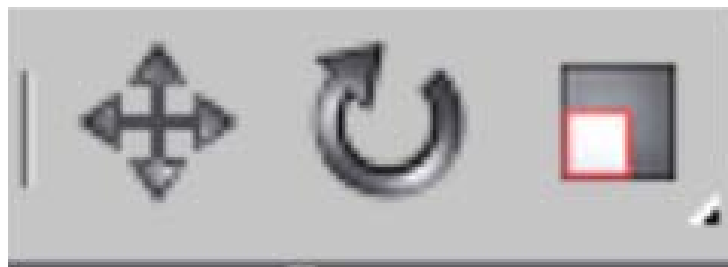
Animation

Animation is the rapid display of an object, which creates an illusion of motion. In Autodesk 3dsmax, the animation panel looks familiar with some animation Software's panel.

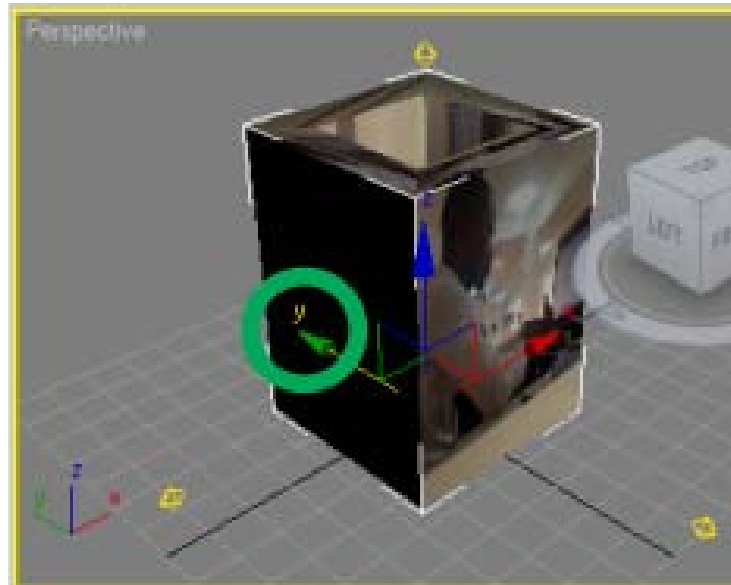
Animation in Autodesk 3dsmax is somehow simple, compared to other software's. We are going to animate the box in our scene.



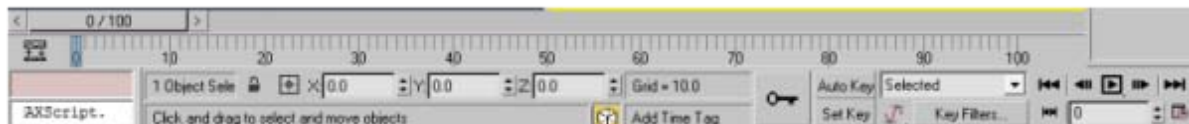
To animate, you have to know the direction you want to animate your object to, e.g X-axis, Y-axis etc. The possible animation style you can use on your object includes Rotate (Using Select and Rotate tool), Uniform scale (Using Select and Uniform Scale tool), Move (Using Select and Move tool).



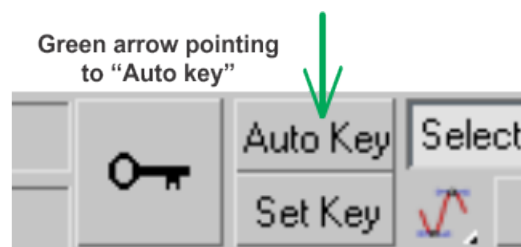
Lets use the Select and Move tool to animate the box in the scene. Click select and Move tool, now place your mouse pointer on the Y-axis arrow (from the Perspective viewport



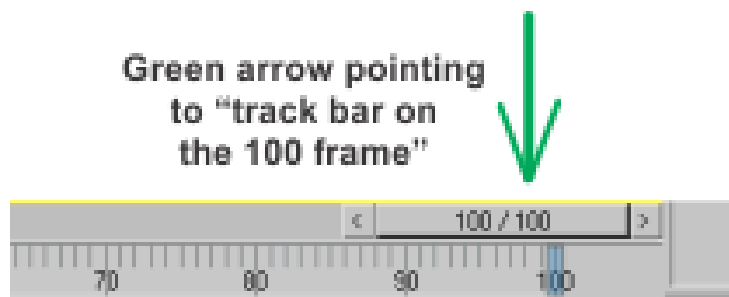
Below is Autodesk 3dsmax Animation track bar.



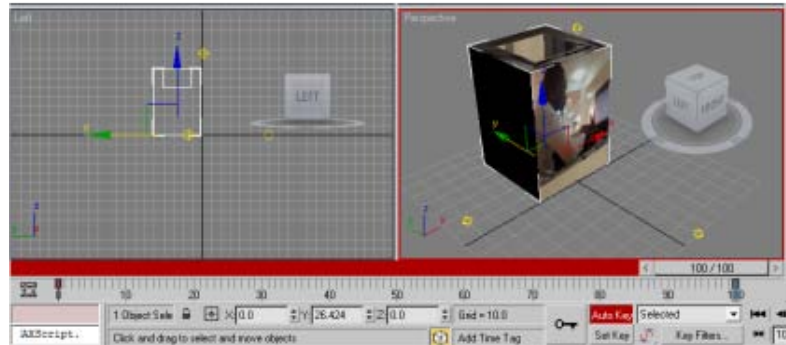
Now click on Auto Key



Slide the track to any position of your choice, but I will slide mine to frame 100



Place your mouse pointer on the Y-axis, left-click and hold, then drag it forward a little. Some part of the track bar should now be highlighted in red, you will observe some changes within the scene.



Click on the “Play Animation”



That’s all. You can see the box moving forward and backward in the scene of the Perspective viewport. You can try this out, using other tools like Select and Move or Select and Uniform Scale.