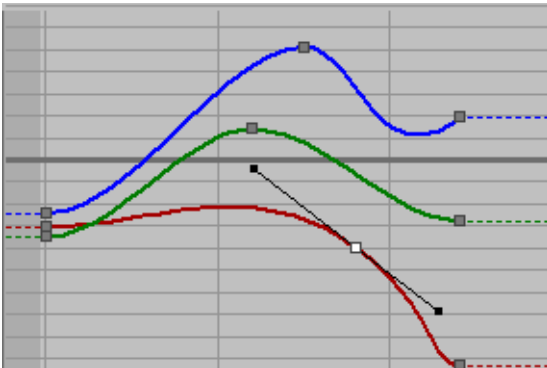


Controlling Timing Using Track View

It's a little known fact that the *Motion* panel, *Trackbar* and *Track* views are all windows into the same dataset.

Use the *Curve Editor* to adjust the timing of individual animation tracks. The *Curve Editor* will display function curves for tracks using the default animation controllers. If you change these controllers to other ones, they may possibly not display functions curve, it depends on the controller you use. If you do see curves, you can use the curve handles to adjust the interpolation of the in-between frames in an animated track.



Bezier key handles.

The key tangency toolbar lets you control the display of the handles. If you set the key tangency to auto or custom you will get handles to manipulate, otherwise you have to accept set defaults to create your slow ins and slow outs.



Key Tangency toolbar

Right-clicking the keys will yield the key interpolation controls. Here you can adjust the timing of the in-between using these icons.

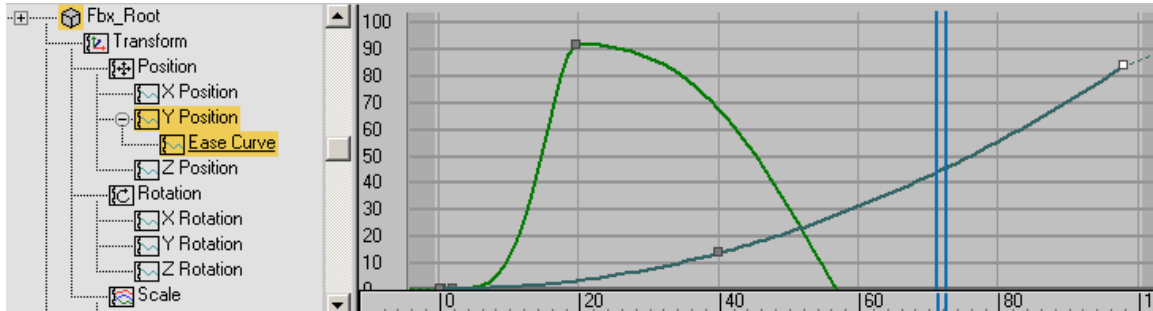


Use the *Stairstep* icon to create traditional *Pose to Pose* animation.

TIP: Play your animation in the viewport, and then adjust the handles to see the affect while the animation is playing.

Ease Curves

You can use *Ease* and or *Multiplier Curves* to adjust the timing of an animation. If you need to adjust a complex animation that has many parts, applying an *Ease Curve* to the root will let you affect the whole animation using a quick curve.



Ease Curve used on the root to affect all the components.