

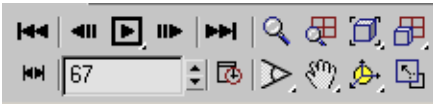
## Controlling Time—Re-Scale Time

To rescale time, simply click the *Time Configuration* button.

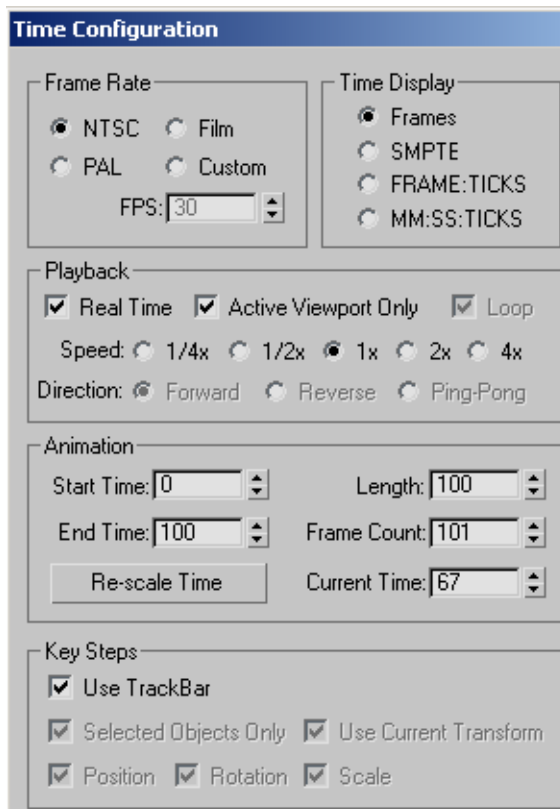


*Time Configuration* icon

This button is found to the left of the viewport navigation tools at the bottom right corner of the *3ds max* interface.



Clicking the *Time* button launches the *Time Configuration* dialog.



*Time Configuration* dialog box

## Active Time Segment

The trackbar and time slider under the viewport display the *Active Time Segment*. The *Start Frame* and *End Frame* defined in the Animation group defines this segment. This can be a small segment of a larger animation. For example in an animation that goes from frame 0 to 100, changing the end time to 25 makes the time slider display 0 to 25 only. The animation data still exists for frames 0 to 100, but this lets you work only on 0 to 25.

## Adding Frames

If you increase the length of the animation in the Time Configuration Animation group, it will *add blank frames* to your existing work. This does not affect the animation you have created. Create 100 frames of animation, add another 100 blank frames, fill them up, and repeat.

## Rescaling Time

If some action is taking place too quickly or too slowly, you can change it using *Re-scale Time*. This is better suited to camera animation and vehicle animation than to character animation.

## A Word of Caution

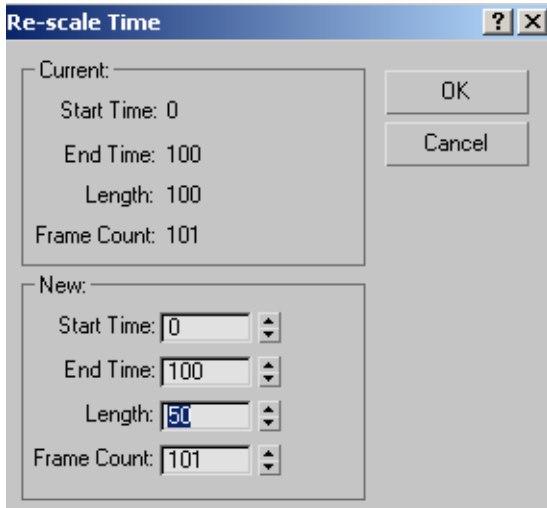
*Re-scale Time* is not suited to character studio Biped animation. Use *Track view* tools instead, to scale Biped keys to extend or reverse animation.

If you have complex rigs that use expression or script controllers, *Re-scale Time* will not extend the operative ranges of your expressions and scripts. You'll have to manually go in and extend these.

In the Animation group, click the *Re-scale Time* button. In the *Re-scale Time* dialog box define the start and end times to select the time segment and change the length. Increasing the length slows your animation, decreasing the length speeds it up.

The viewport playback does not always accurately reflect the animation playback speed. To see an accurate playback, make a preview from the *Animation* menu —> *Make Preview* command.

If you want to change the animation timing of a single character, use *Track View* or *Trackbar* techniques.



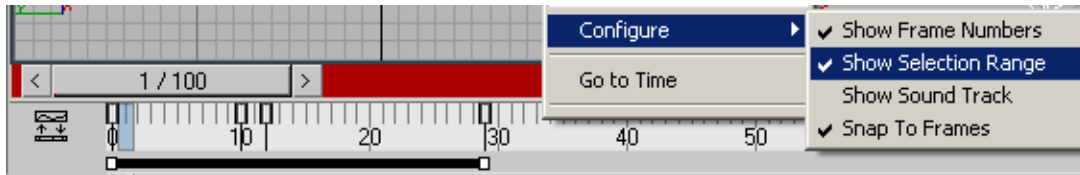
Changing the length to 50 makes the animation speed up twice as fast.

### Frame Range Display in the Trackbar

The fact that *3ds max* can display frame ranges in the *Trackbar* is not widely known.

Right-click anywhere in the trackbar and choose *Configure* —> *Show Selection Range*.

Then select any group of keys in the trackbar, and a range bar will appear below the selected keys. If you have no keys selected no range bar is displayed.



You can adjust the timing of your animation using the range bar. Grab either end and move it toward to the center to speed up your animation, stretch the length of the range out to slow down the animation. Slide the range to a different location if you need to make an animation maintain its speed but start or end at a different frame.

### Hotkeys to Adjust the Active Time Segment

If you hold down the CTRL+ALT key and drag in the trackbar you can change the start or end times, or slide the range of the active time segment. Press and drag the left mouse button to set the Start time, press the right mouse button to set the End time. Pressing the middle mouse button will maintain the range and slide it along the time bar, changing the start and end times together.



Left mouse button



Right mouse button

