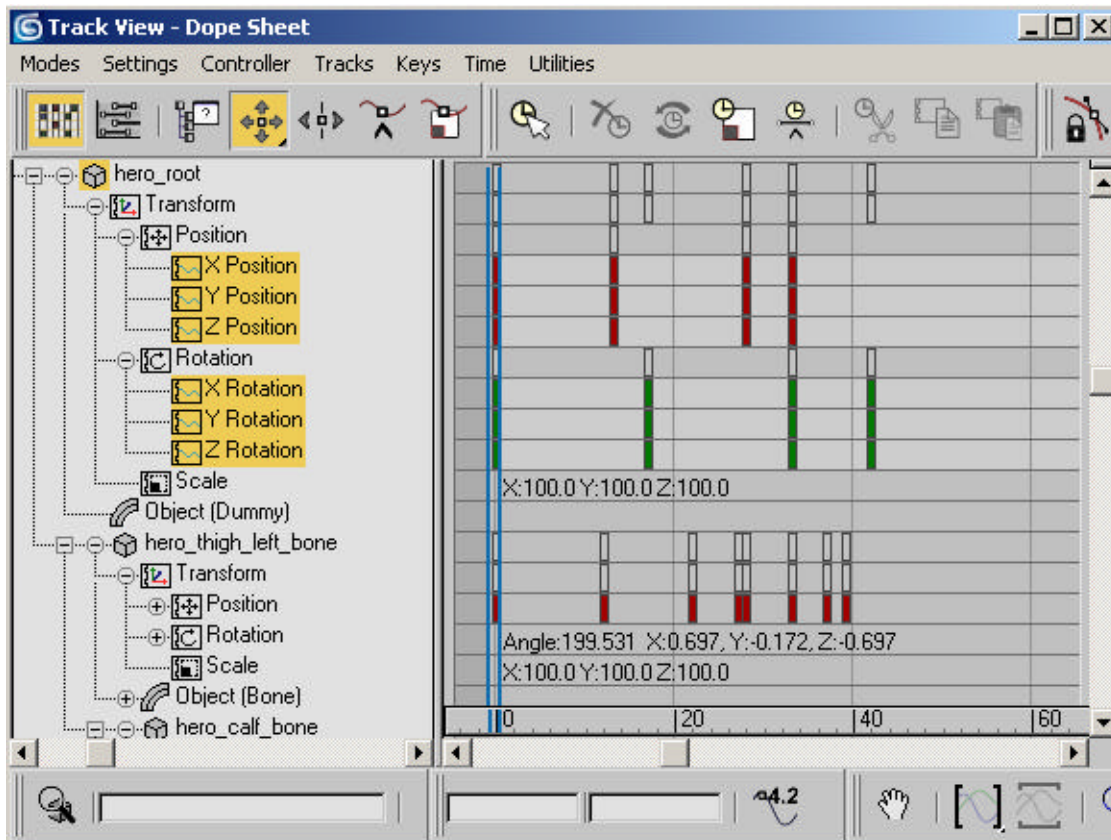
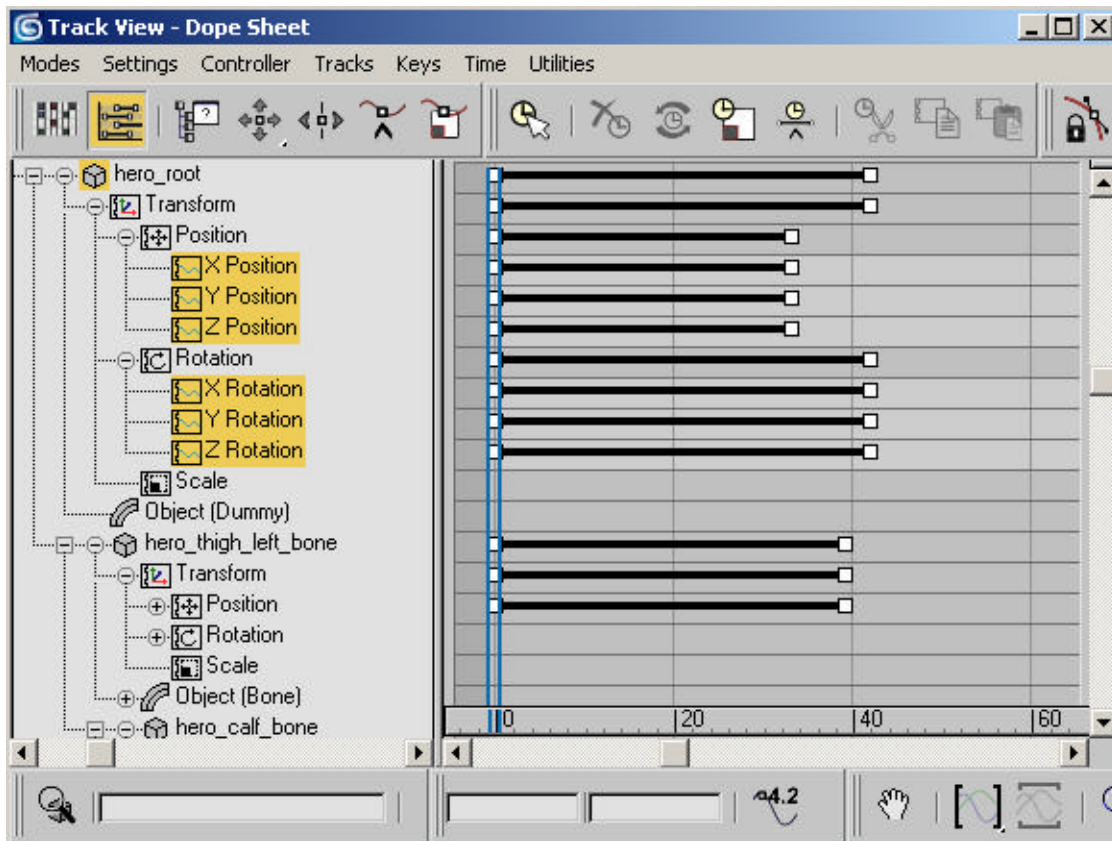


Controlling Time Using Dope Sheet

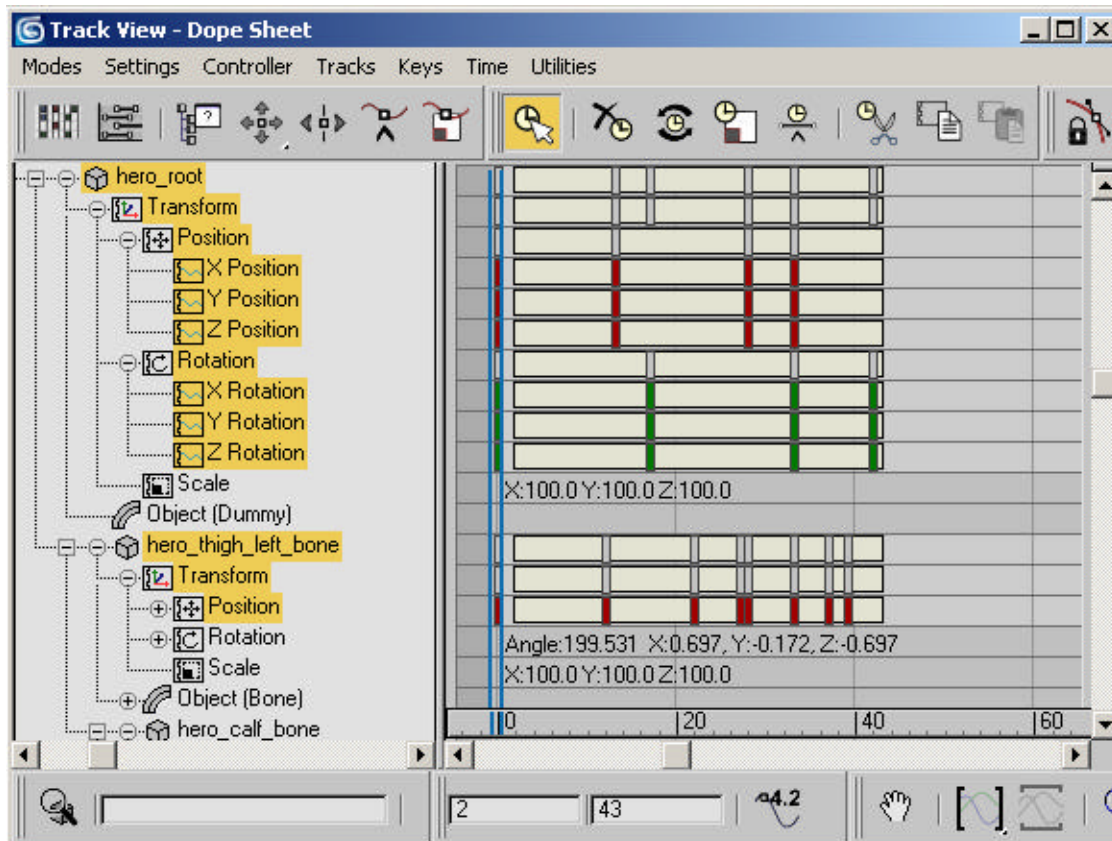


Edit Keys mode



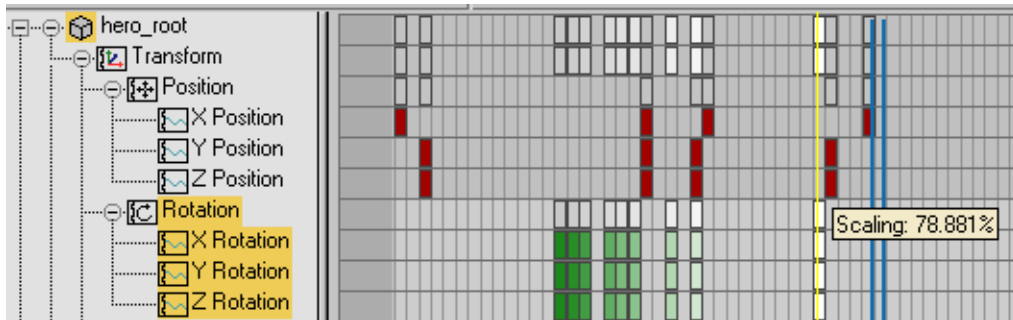
Edit Ranges mode

Dope Sheet ->Edit Keys mode gives you access to Time tools, such as Select Time, Copy, Paste, Insert and Reverse Time.



Select *Time* using the *Time* menu

Dope Sheet Edit Keys mode lets you use soft-selection of keys. Turn on *Soft Select* and *Soft Select Settings*. When you select keys at a particular frame, you can adjust the falloff and range to visually see which keys will be affected. A gradient is displayed on the keys. You can use this when you scale keys to make subtle affects on the motion.



Scaling soft selection of keys in *Dope Sheet*

When you work in *Dope Sheet Edit Ranges* mode, there are two buttons to be aware of – *Modify Subtree* and *Modify Child Keys*. If you make changes to a parent object and want to propagate the changes down the hierarchy, click *Modify Child Keys*, and the changes will be applied to the descendants. If *Modify Subtree* is turned on, when you make changes to the parents, the changes are also automatically applied to the children. If you realize this was a mistake, clicking *Modify Child Keys* will turn this off.