Animation Window - Shortcuts

The **Animation Window** is Unity's main interface for keyframe animation authoring of Animation Clips. Here are some useful shortcuts to improve efficiency of animation workflows.

Shortcut Manager

Command	Shortcut
Show Curves	C
Play Animation	Space
Next Frame	.
Previous Frame	,
Previous Keyframe	Alt+,
Next Keyframe	Alt+.
First Keyframe	Shift+,
Last Keyframe	Shift+.
Key Selected	K
Key Modified	Shift+K
Toggle Ripple	Shift+2
Ripple (Clutch)	2
Frame All	A

Hotkeys for Animation Window are defined in Shortcut Manager (on the **Edit** menu under **Shortcuts…** in the **Animation** section)

K - Set keyframe shortcut is multi-function
- With nothing selected this will keyfame all properties
- Or it will keyframe the selected objects only
- The shift-K variant keyframes modified properties only

2 (hold) - Ripple
Shift+2 - Ripple toggle
Right-click selected keyframe - tangent options

Sceneview shortcuts:
F - frame selected object(s)
Shift+F - follow selected object (while animating)

Animation Window zoom controls

|	
Frame selected keys/curves	F
Frame all curves	A
Zoom in/out	Mouse wheel (or) Drag Alt+RMB
Zoom vertical	Drag Alt+shift+RMB
Zoom horizontal	Drag Alt+ctrl+RMB

Preview vs Recording mode

Preview lets you set candidate keys on properties you need to manually keyframe
Recording will automatically add all modifications to the clip

Setting exact values for keyframes
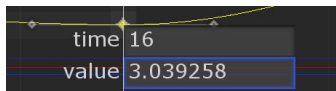
Press **enter** with one or more keyframes selected. A pop-up dialog will appear where you can enter exact value and time. (note: this does not modify tangents)

Filter by selection
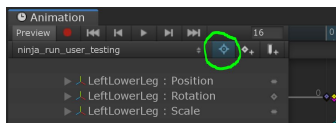
The button in Animation Window will **filter by selection**. This shows only the properties of the selected objects. When this is deactivated, all properties in the Animation Clip will be shown.

Time units: frames or seconds
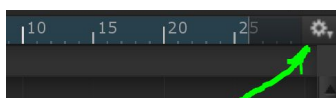
The **settings** button in the top-right corner of Animation Window is where time units can be set to either frames or secconds

Copy / paste keyframes
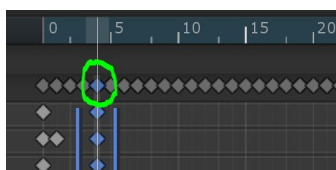
ctrl+c - **copy** selected keyframes
ctrl+v - **paste** keyframes at current time

Note: this also works between separate Animation Clips. It will automatically add any properties that don't already exist in the clip