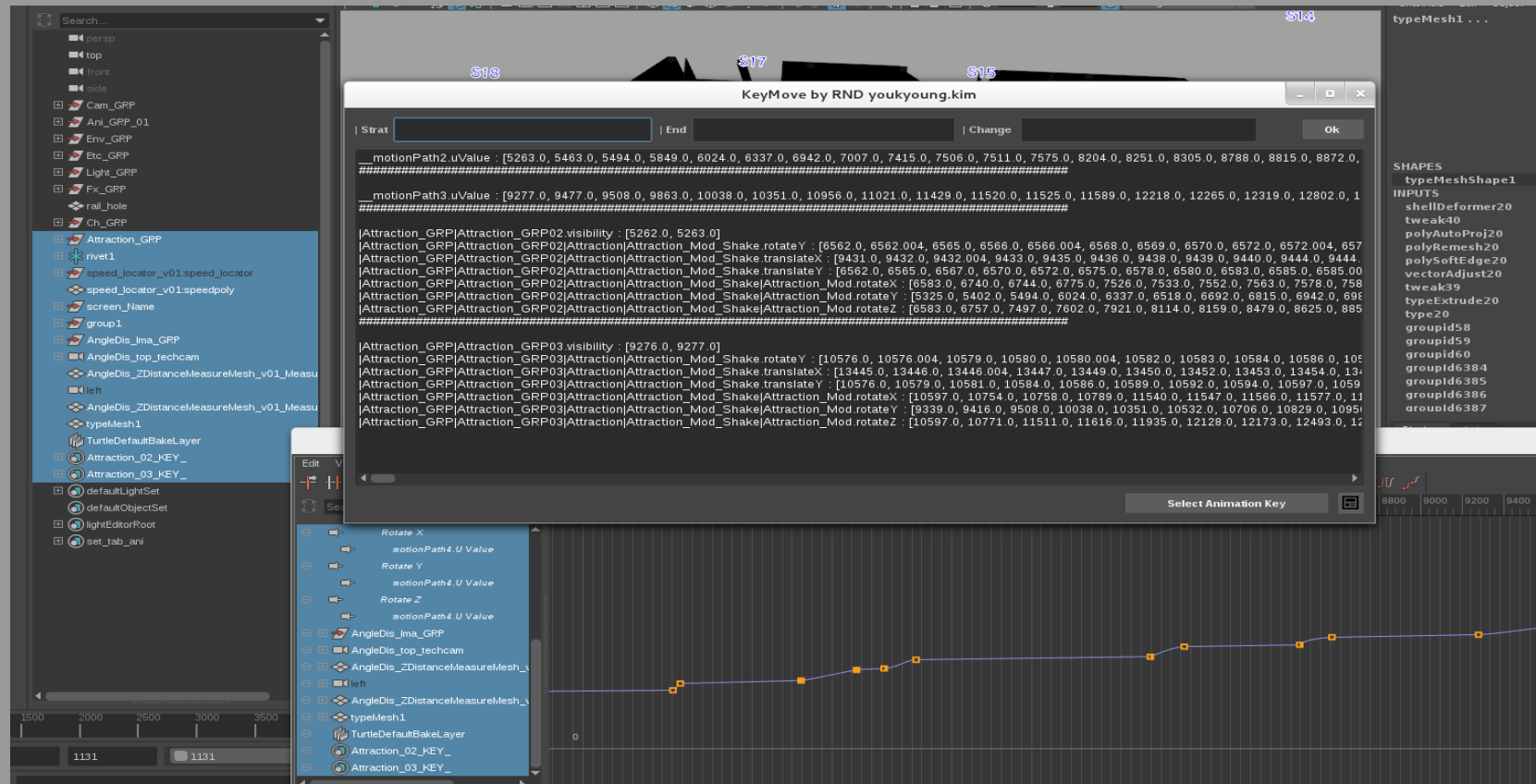



KeyMove Shelf



KeyMove Shelf

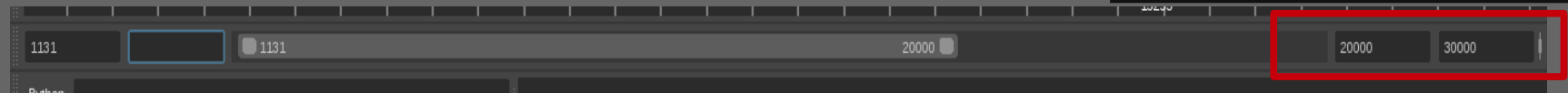
- Layout >  Click
- Scene 에 들어간 keyframe 을 선택해서 일정구간을 늘이거나 줄일때 scale keyframe 으로 수정되고 구간뒤 프레임도 해당 scale 만큼 조정
- Windows > Animation Editor > Graph Editor 에서 따로 수정하던 기능을 UI 를 이용하여 한번에 수정가능 ,
- 예) 1001 에서 5000 사이에 있는 모든 키프레임을 500 을 늘일 때
(Scene 1001 ~ 10000 frame)

Start : 1001 End : 5000 Change : 5500 입력

5001 ~ 10000 Keyframe +500 씩 이동

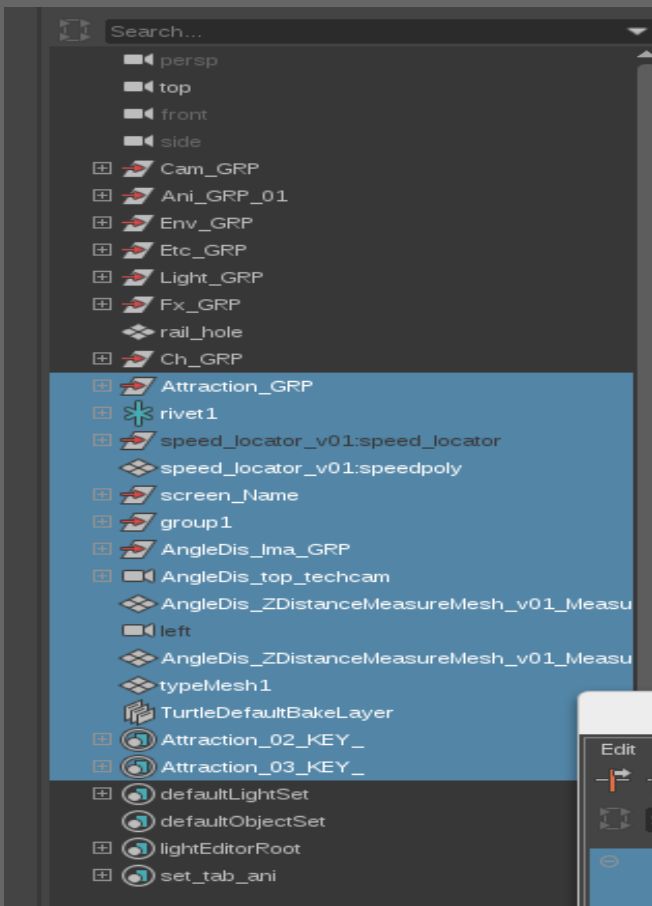
1001 ~ 5000, 500 만큼 scale 조정

* 전체프레임을 적용하고 싶을 시 씬의 마지막 프레임을 입력해야 함

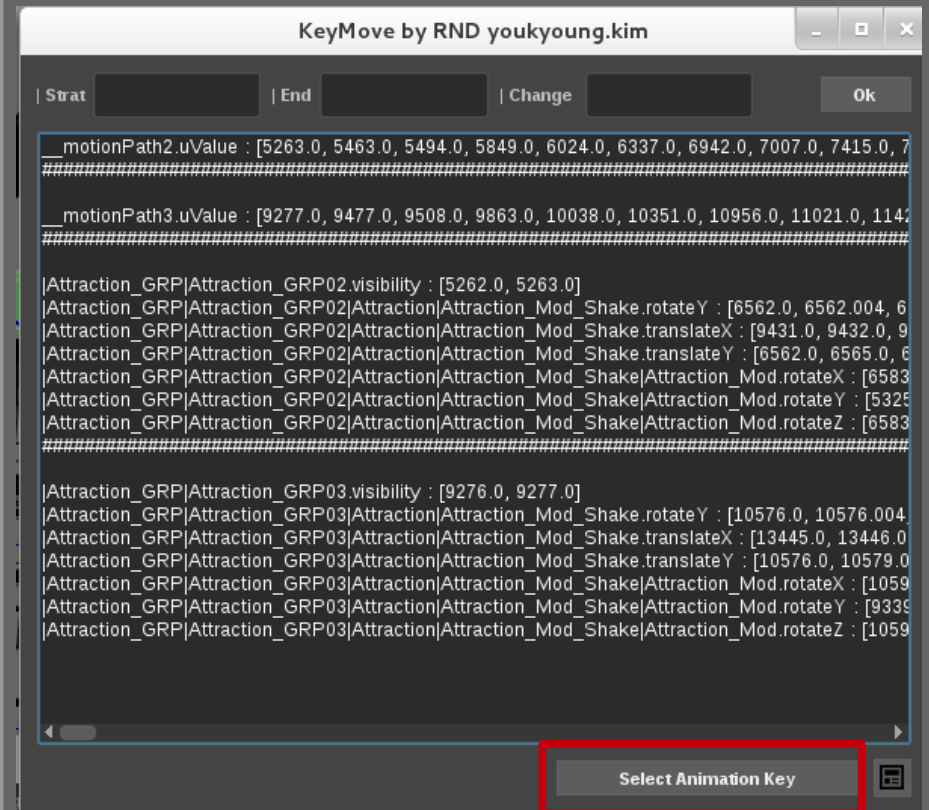


KeyMove Shelf

- Keyframe Select
 > Select Animation Key 클릭



- Select Node 에서 Animation Keyframe 이 들어있는 노드값들을 가져온다 .



KeyMove Shelf

- Start End Change > Input > Ok Click

KeyMove by RND youkyoung.kim

1. Input

2. Click

Strat 5000 | End 12000 | Change 15000 | Ok

__motionPath2.uValue : [5263.0, 5463.0, 5494.0, 5849.0, 6024.0, 6337.0, 6942.0, 7007.0, 7415.0, 7506.0, 7511.0, 7575.0, 8204.0, 8251.0, 8305.0, 8788.0, 8815.0, 8872.0, 1

__motionPath3.uValue : [9277.0, 9477.0, 9508.0, 9863.0, 10038.0, 10351.0, 10956.0, 11021.0, 11429.0, 11520.0, 11525.0, 11589.0, 12218.0, 12265.0, 12319.0, 12802.0, 1

|Attraction_GRP|Attraction_GRP02.visibility : [5262.0, 5263.0]
|Attraction_GRP|Attraction_GRP02|Attraction|Attraction_Mod_Shake.rotateY : [6562.0, 6562.004, 6565.0, 6566.0, 6566.004, 6568.0, 6569.0, 6570.0, 6572.0, 6572.004, 65
|Attraction_GRP|Attraction_GRP02|Attraction|Attraction_Mod_Shake.translateX : [9431.0, 9432.0, 9432.004, 9433.0, 9435.0, 9436.0, 9438.0, 9439.0, 9440.0, 9444.0, 9444
|Attraction_GRP|Attraction_GRP02|Attraction|Attraction_Mod_Shake.translateY : [6562.0, 6565.0, 6567.0, 6570.0, 6572.0, 6575.0, 6578.0, 6580.0, 6583.0, 6585.0, 6585.0
|Attraction_GRP|Attraction_GRP02|Attraction|Attraction_Mod_Shake|Attraction_Mod.rotateX : [6583.0, 6740.0, 6744.0, 6775.0, 7526.0, 7533.0, 7552.0, 7563.0, 7578.0, 75
|Attraction_GRP|Attraction_GRP02|Attraction|Attraction_Mod_Shake|Attraction_Mod.rotateY : [5325.0, 5402.0, 5494.0, 6024.0, 6337.0, 6518.0, 6692.0, 6815.0, 6942.0, 69
|Attraction_GRP|Attraction_GRP02|Attraction|Attraction_Mod_Shake|Attraction_Mod.rotateZ : [6583.0, 6757.0, 7497.0, 7602.0, 7921.0, 8114.0, 8159.0, 8479.0, 8625.0, 88

|Attraction_GRP|Attraction_GRP03.visibility : [9276.0, 9277.0]
|Attraction_GRP|Attraction_GRP03|Attraction|Attraction_Mod_Shake.rotateY : [10576.0, 10576.004, 10579.0, 10580.0, 10580.004, 10582.0, 10583.0, 10584.0, 10586.0, 10
|Attraction_GRP|Attraction_GRP03|Attraction|Attraction_Mod_Shake.translateX : [13445.0, 13446.0, 13446.004, 13447.0, 13449.0, 13450.0, 13452.0, 13453.0, 13454.0, 13
|Attraction_GRP|Attraction_GRP03|Attraction|Attraction_Mod_Shake.translateY : [10576.0, 10579.0, 10581.0, 10584.0, 10586.0, 10589.0, 10592.0, 10594.0, 10597.0, 1059
|Attraction_GRP|Attraction_GRP03|Attraction|Attraction_Mod_Shake|Attraction_Mod.rotateX : [10597.0, 10754.0, 10758.0, 10789.0, 11540.0, 11547.0, 11566.0, 11577.0, 1
|Attraction_GRP|Attraction_GRP03|Attraction|Attraction_Mod_Shake|Attraction_Mod.rotateY : [9339.0, 9416.0, 9508.0, 10038.0, 10351.0, 10532.0, 10706.0, 10829.0, 1095
|Attraction_GRP|Attraction_GRP03|Attraction|Attraction_Mod_Shake|Attraction_Mod.rotateZ : [10597.0, 10771.0, 11511.0, 11616.0, 11935.0, 12128.0, 12173.0, 12493.0, 1

KeyMove Shelf

- Output

