



3D & MOTION GRAPHICS > BLENDER

# Creating Motion Graphic Elements in Blender Without Shapekeys or Addons: Part 2

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Difficulty: Beginner Length: Medium Languages: English ▾

Blender

Motion Graphics



## What You'll Create

Motion Graphics with Blender

# Creating Circle Bursts

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## Step 1

In a new file, press **A** to select all default objects.

Press **1** in numpad to get into front view. Press **Del** to delete them.

Press **Shift-A** and add a **Circle (Mesh > Circle)**

Add a circle

In the **Tool Options** panel, which located at the bottom of the tool shelf—press **T** to toggle on if it is not there— select **Nothing** for **Fill Type**.

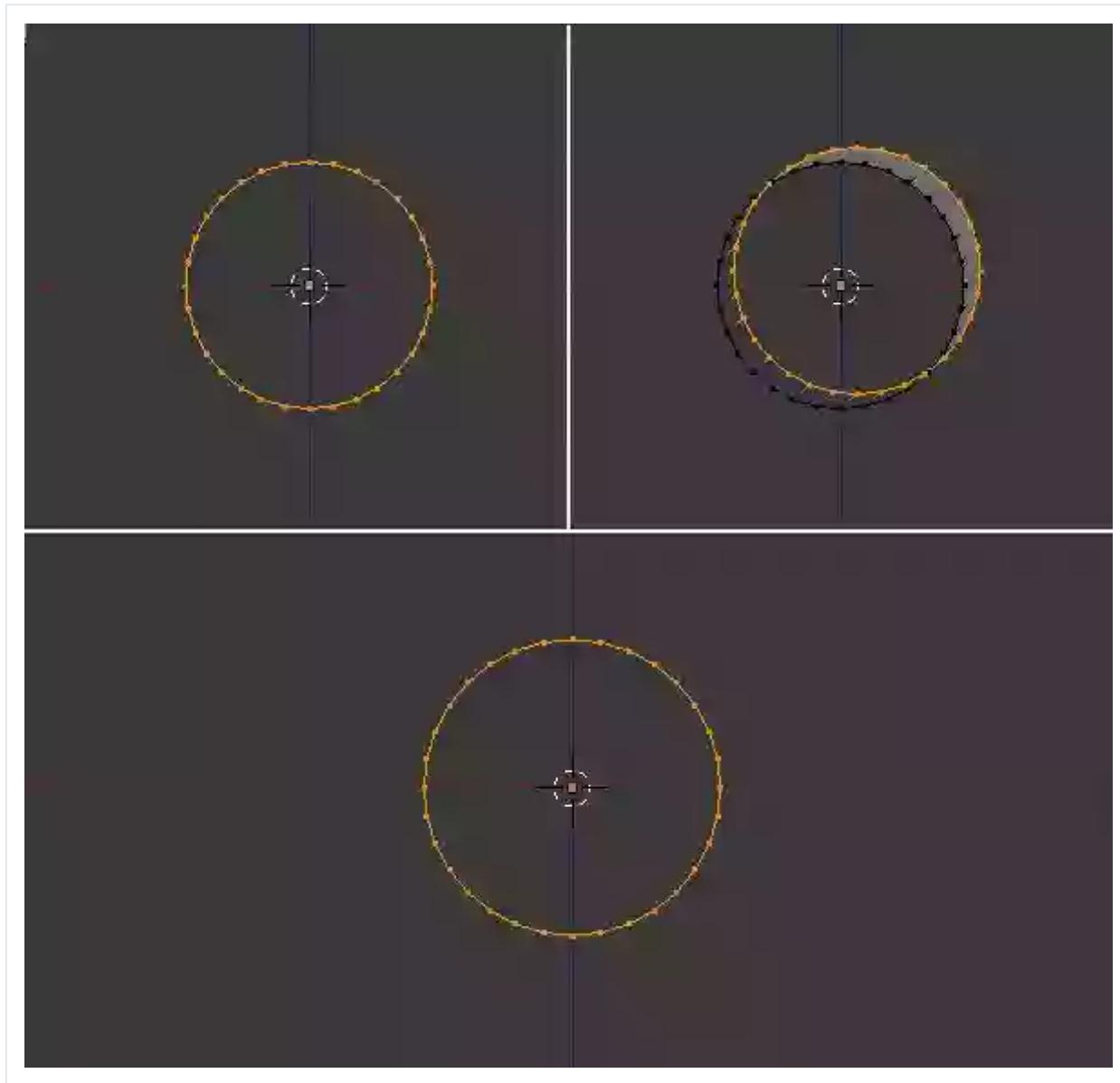
Check **Align to View** so that the circle is not facing upwards.

Align to view

## Step 2

With the object selected, press **Tab** on the keyboard to get into edit mode.

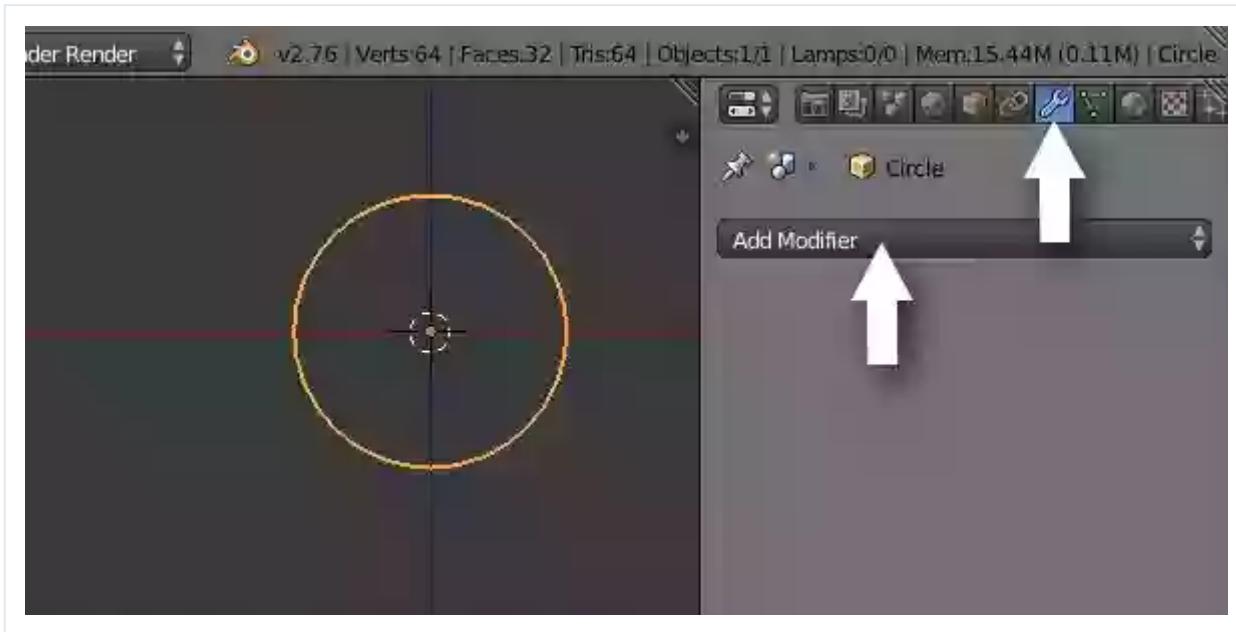
- Press **A** to select all vertices.
- Press **E** to extrude them and then **secondary-click** or press **Esc** or so that the extruded vertices stays in their place of origin.



Extrude the mesh

### Step 3

Press **Tab** to exit edit mode. With the object selected, click on the modifiers button in the properties window. Click on **Add Modifier** button.

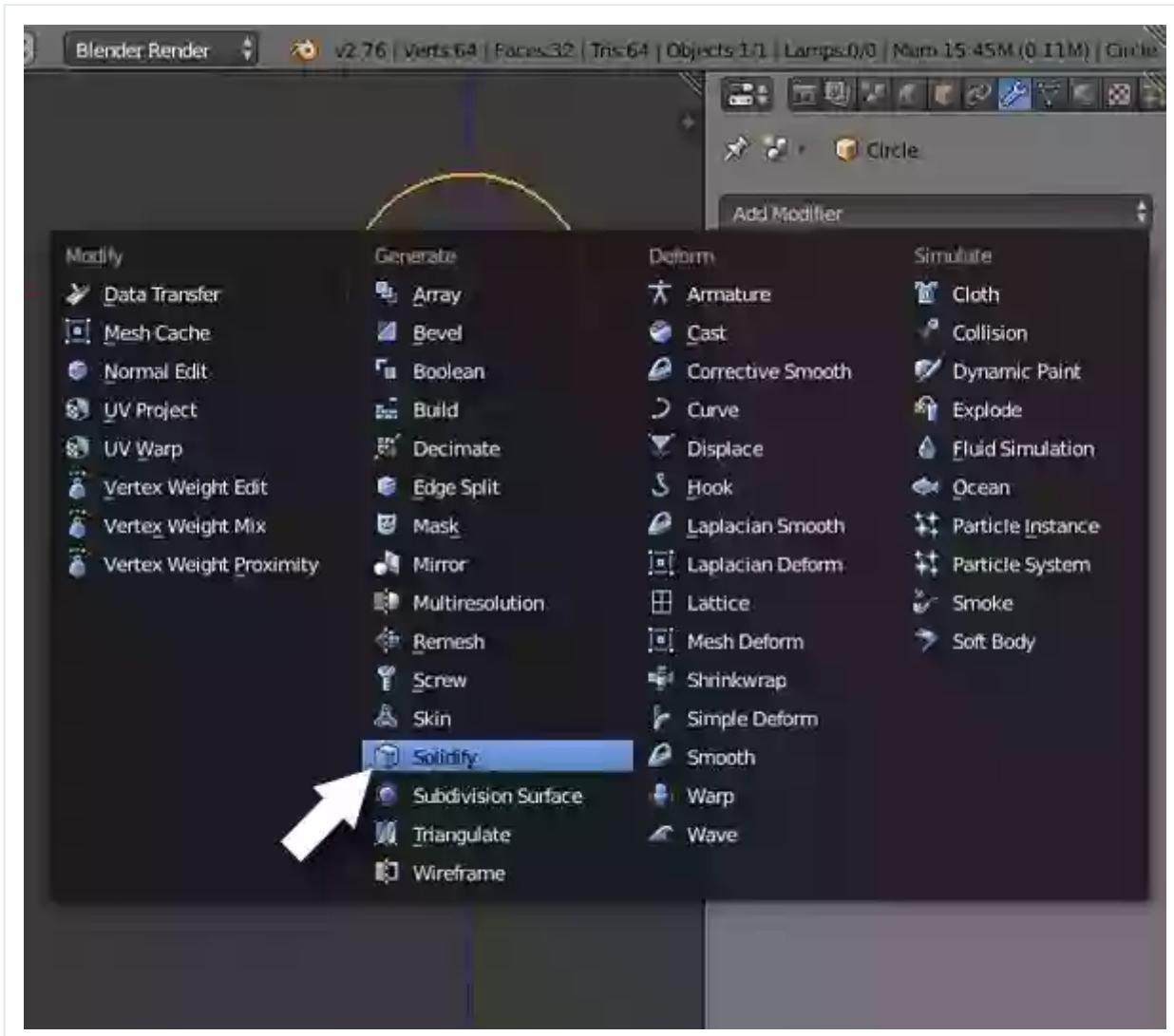


Add a modifier

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## Step 4

Select **Solidify** from the modifier list.

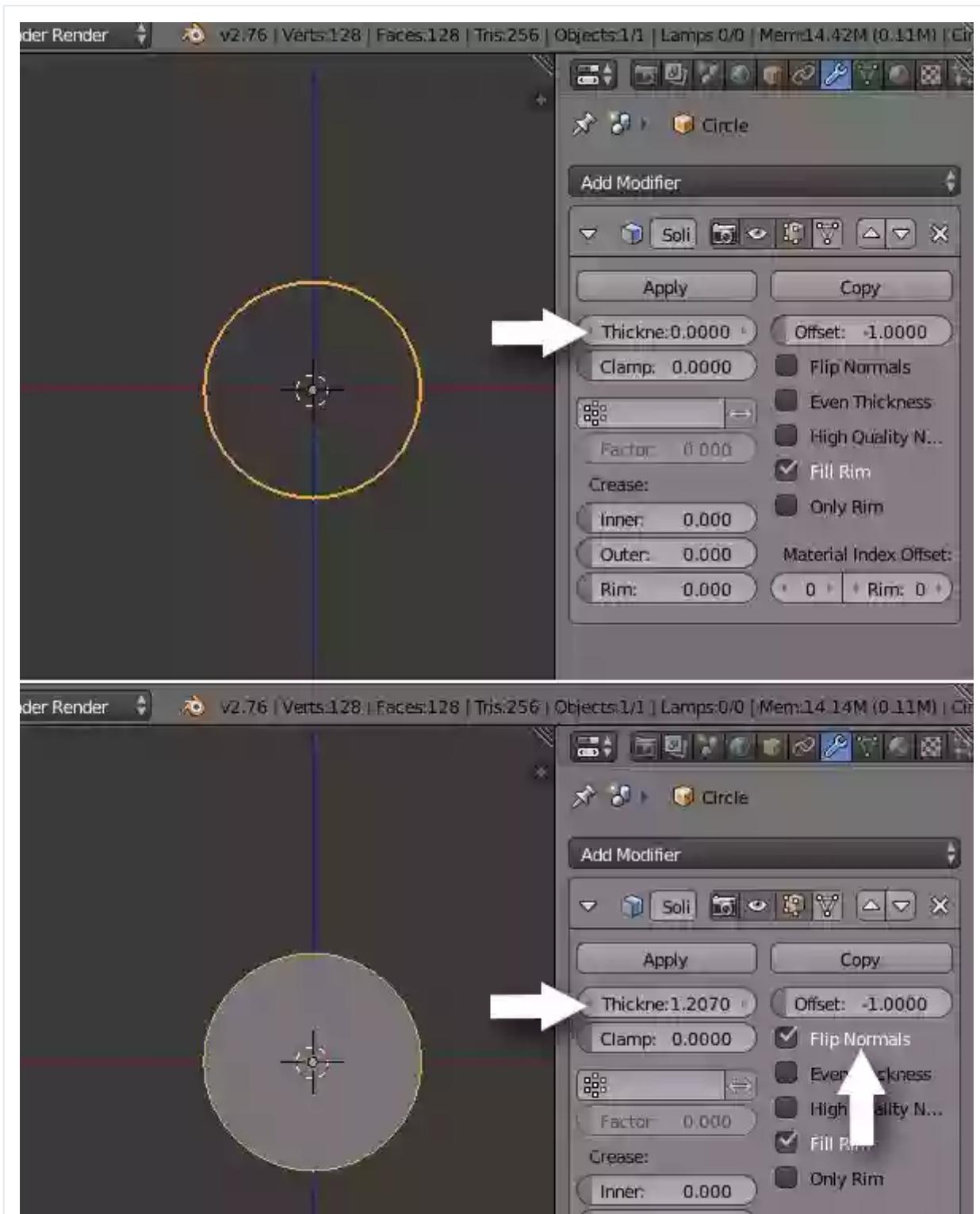


Select Solidify modifier

## Step 5

Drag and increase the **Thickness** slider value until the circle is filled.

If the normals appear inverted, for instance the mesh appear darker, then check the **Flip Normals** tick box.

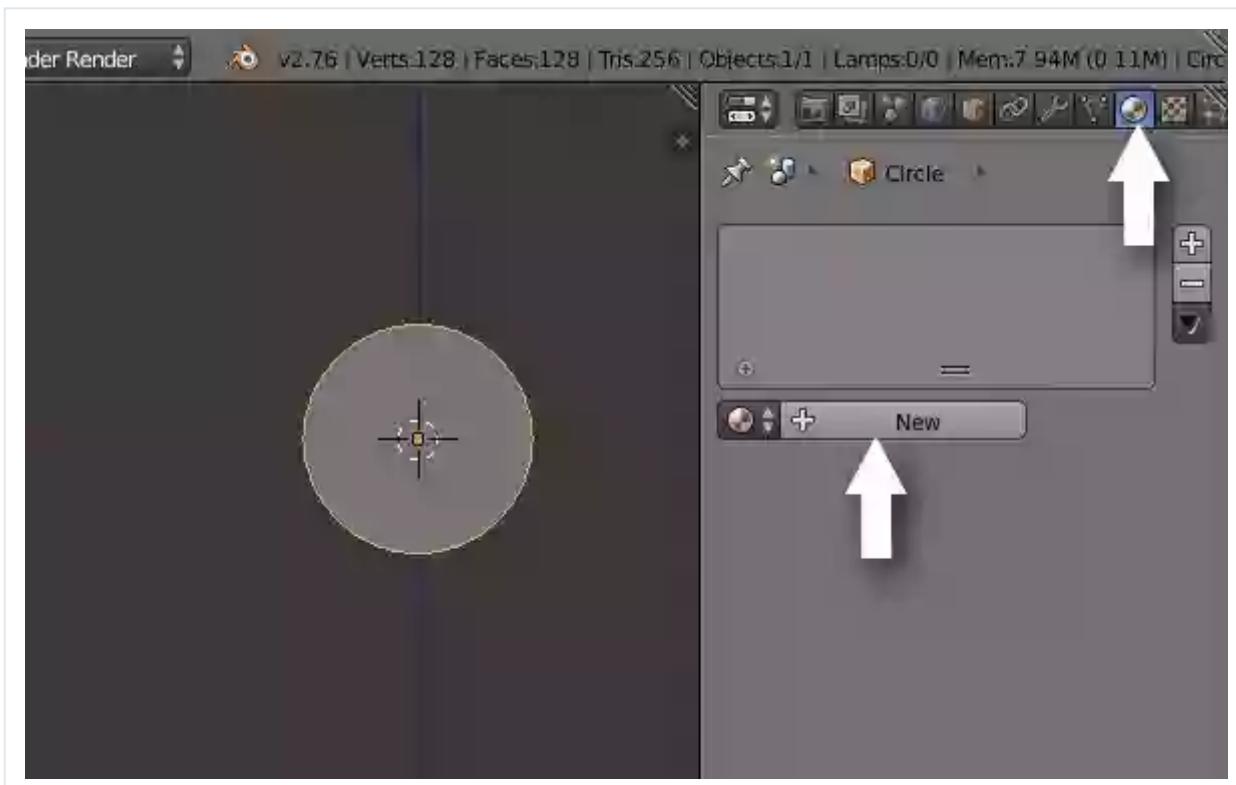




Modifier settings

## Step 6

Click on the materials button in the properties window, and then press the **New** button.



Add a new material

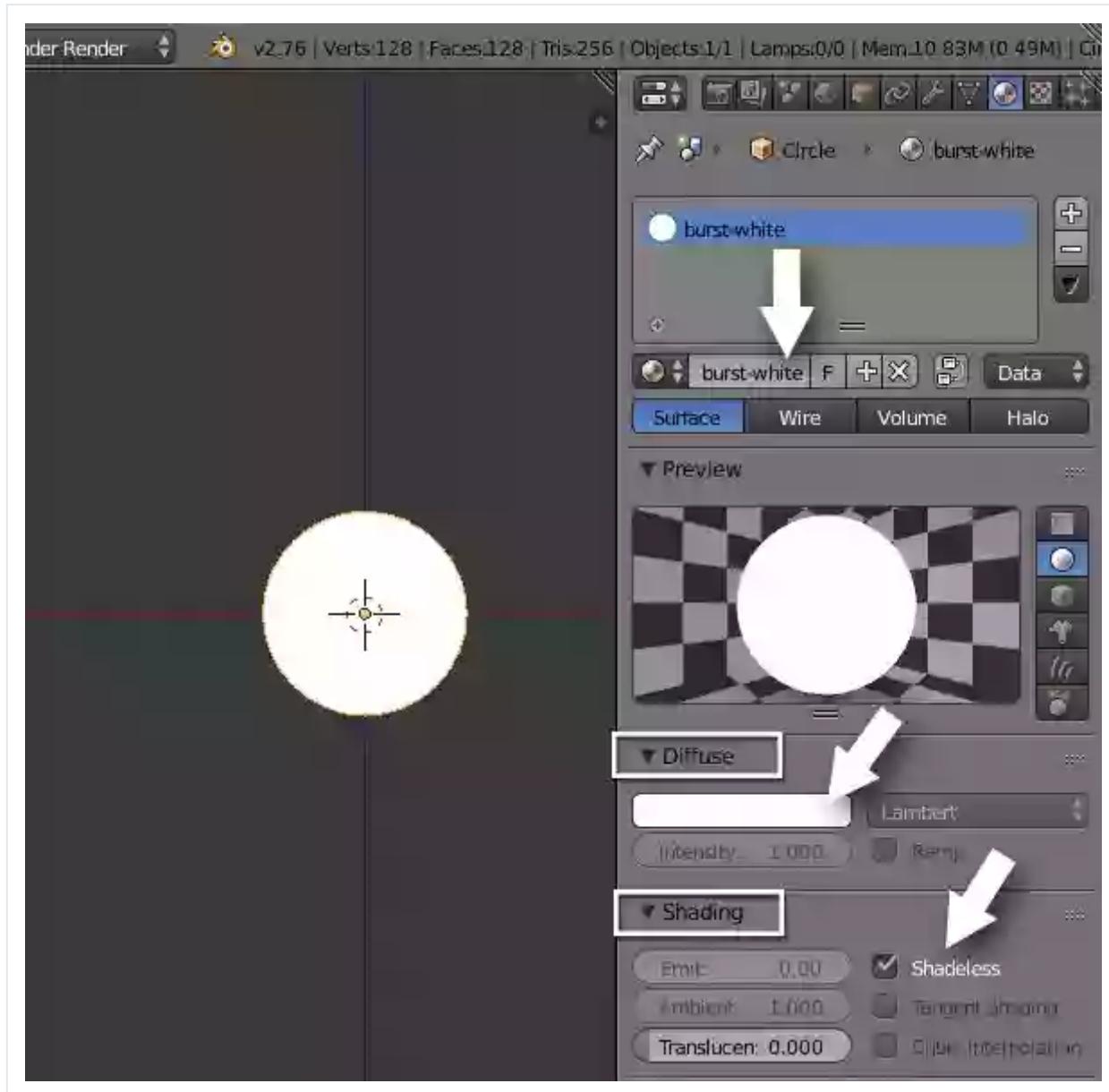
## Step 7

Rename the material to anything you want. I named it **burst-white**.

In the diffuse panel, click in the colour bar and select a colour.

In the shading panel, tick the **Shadeless** checkbox.

By doing so the materials will be rendered as flat colour.



Material settings

## Step 8

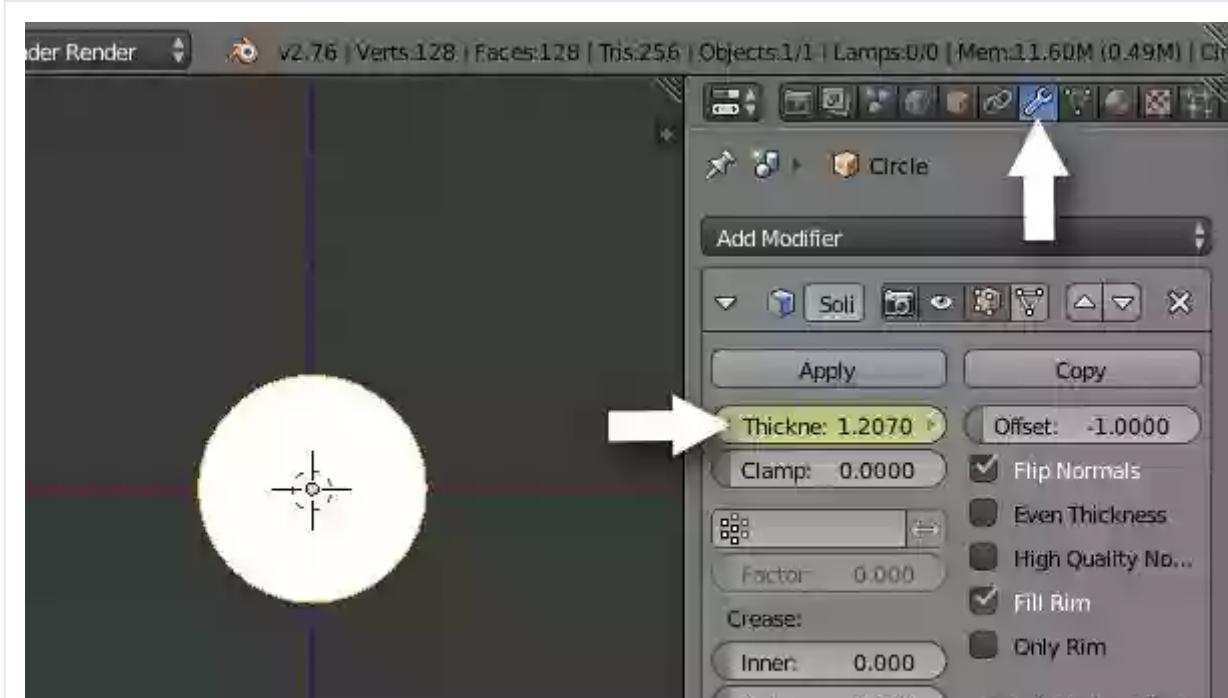
Press **Shift-Left Arrow** to go to first frame. You can also use the playback controls.



Go to first frame

## Step 9

With the object selected and in the modifier panel, move the mouse over the **Thickness** slider. Press I to insert a keyframe for that value.

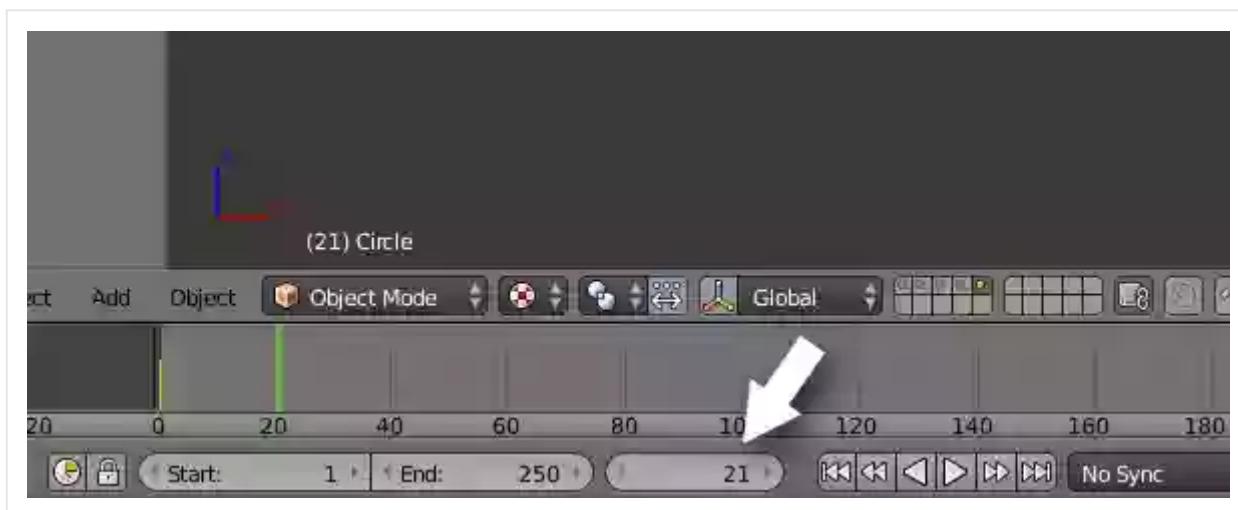




Insert keyframe for thickness

## Step 10

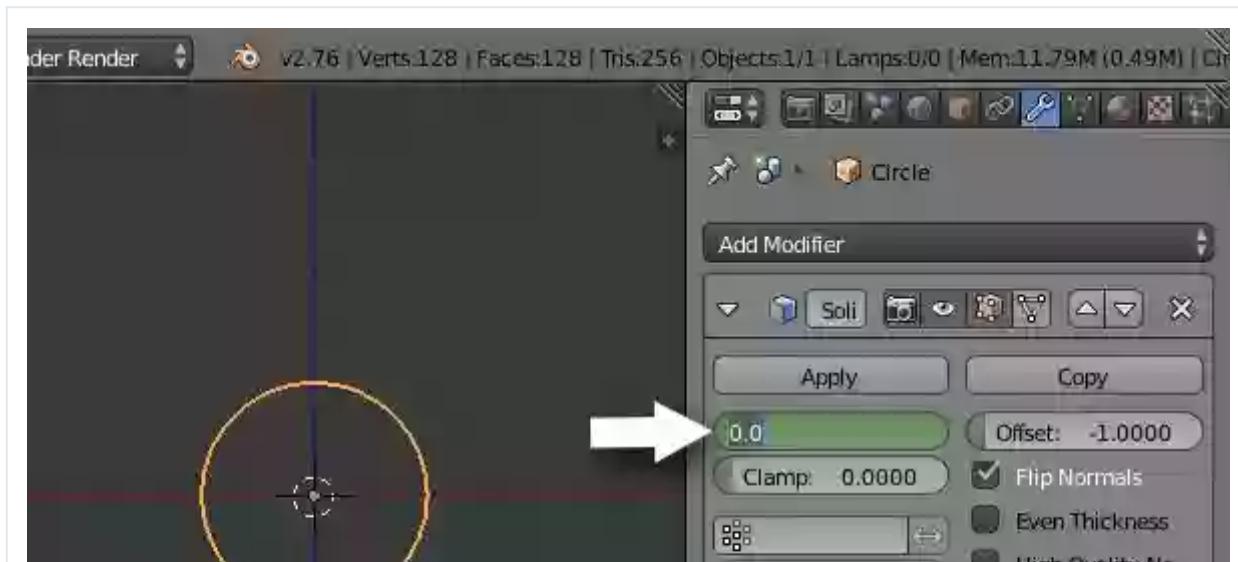
Go to frame **21**. You can either drag the green marker in the timeline or directly click and type **21** in the frame counter.

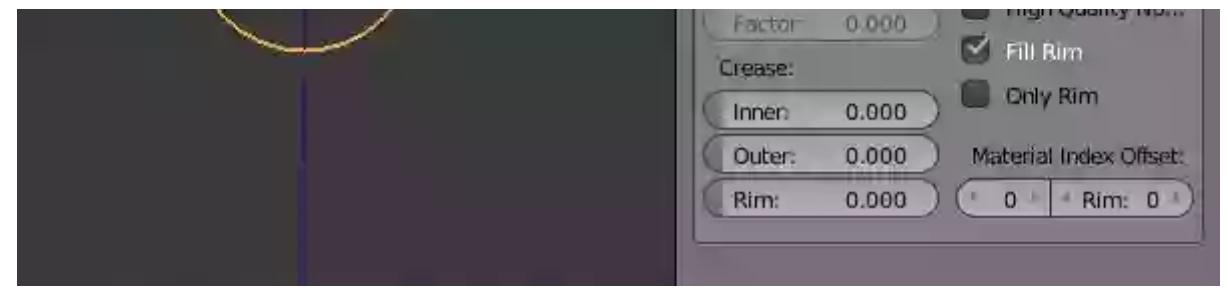


Go to frame 21

## Step 11

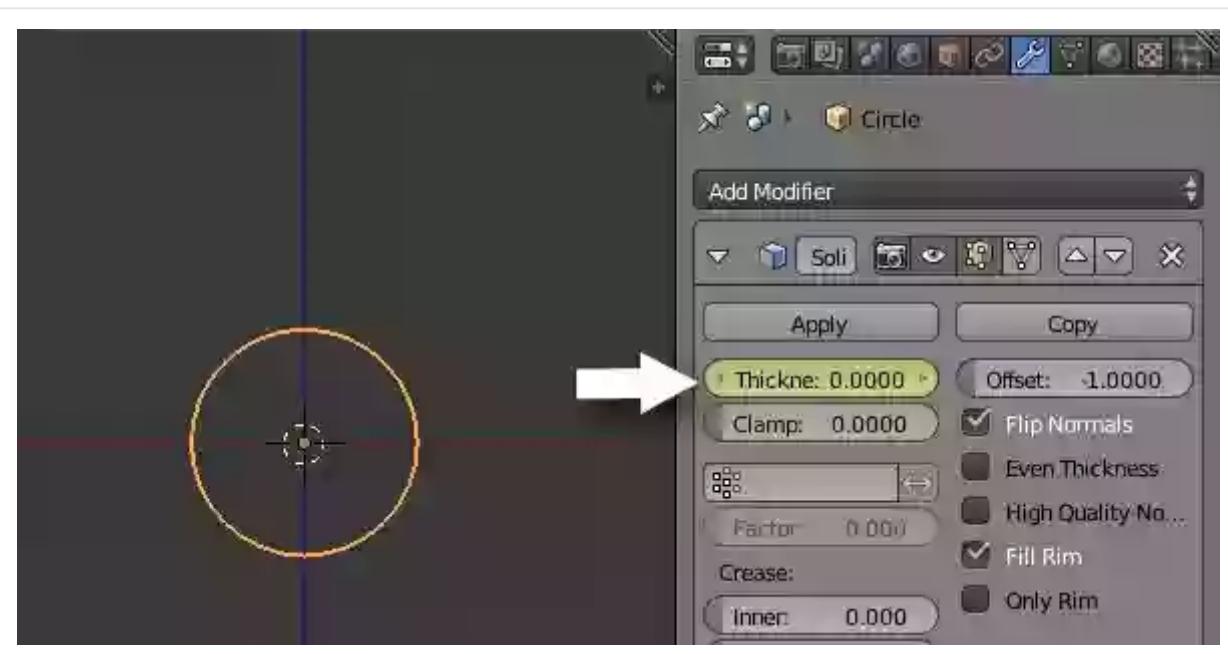
Click the **Thickness** slider, type **0** (zero) and press **Enter**.





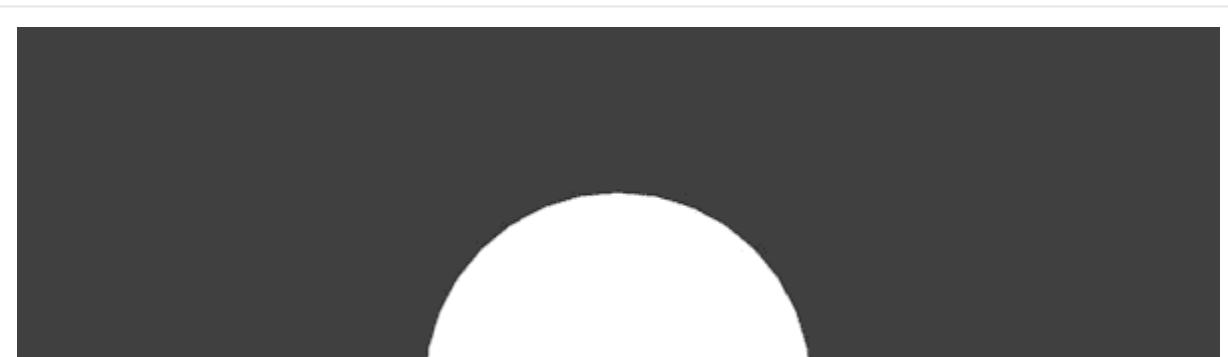
Reduce the thickness to zero

With the mouse over the **Thickness** slider and press **I** to create another keyframe.



Insert keyframe for thickness

- Press **Shift-Left Arrow** to go to first frame.
- Press **Alt-A** to play the animation.
- Press **Esc** to stop.





Animation playback

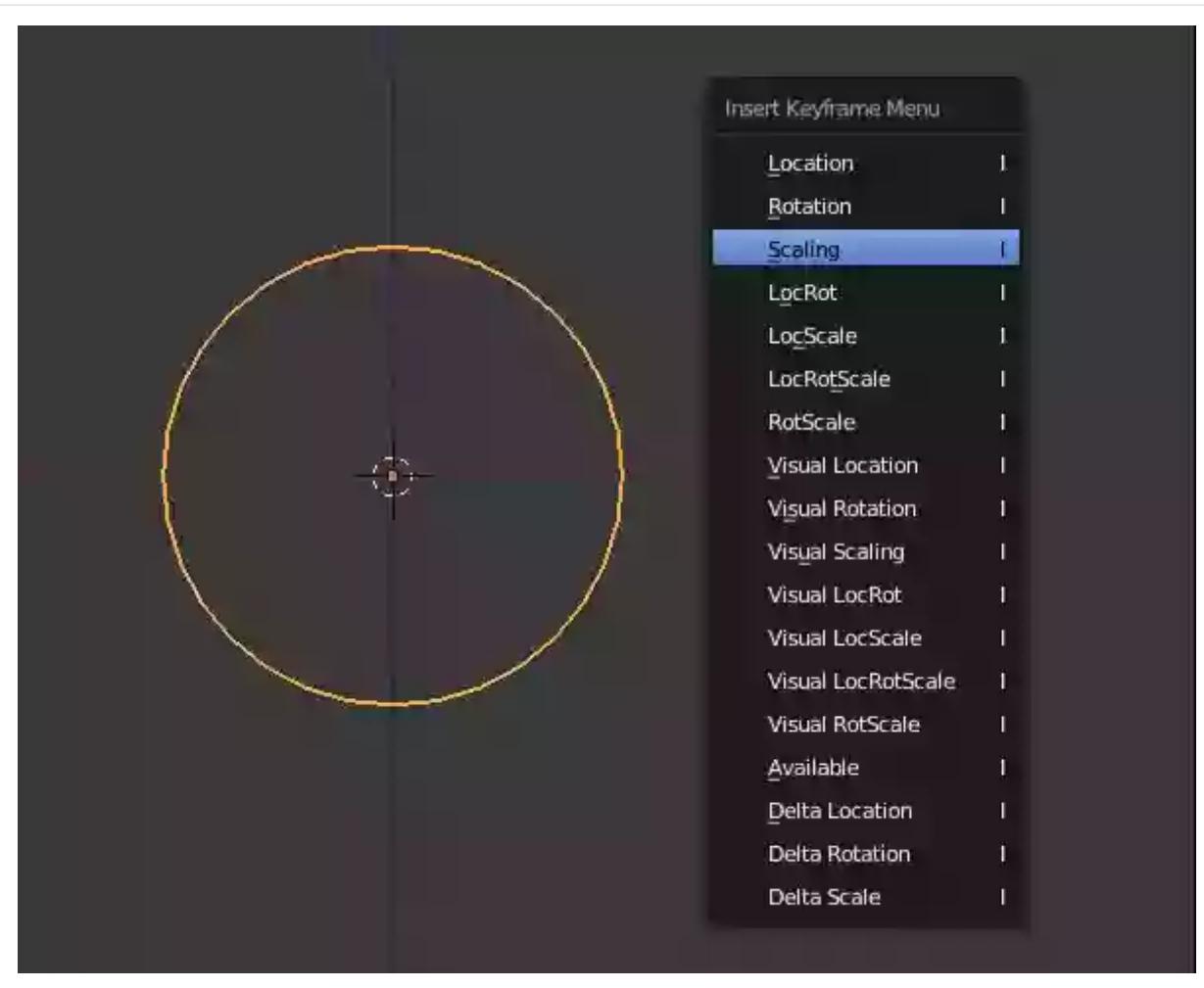
## Step 12

Go to frame **21** again. **Left click** on the frame counter and type **21**.



Go to frame 21

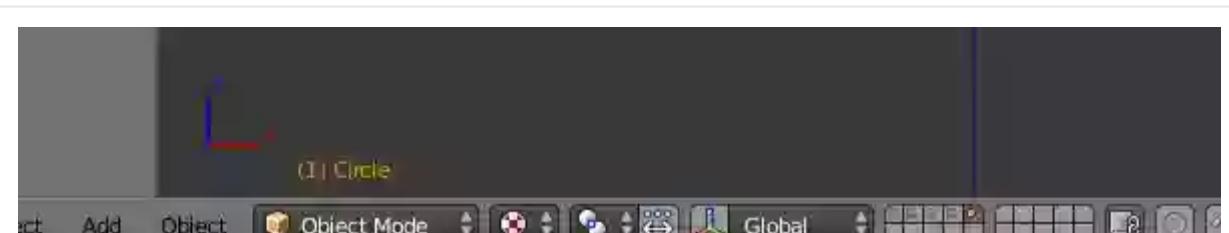
With the circle selected, press **I** on the keyboard to bring the **Insert Keyframe Menu**. Select **Scaling**. This will create a keyframe for the current scale and size of the object.



Insert keyframe for scaling

## Step 13

Press **Shift-Left Arrow** to go back to frame one.

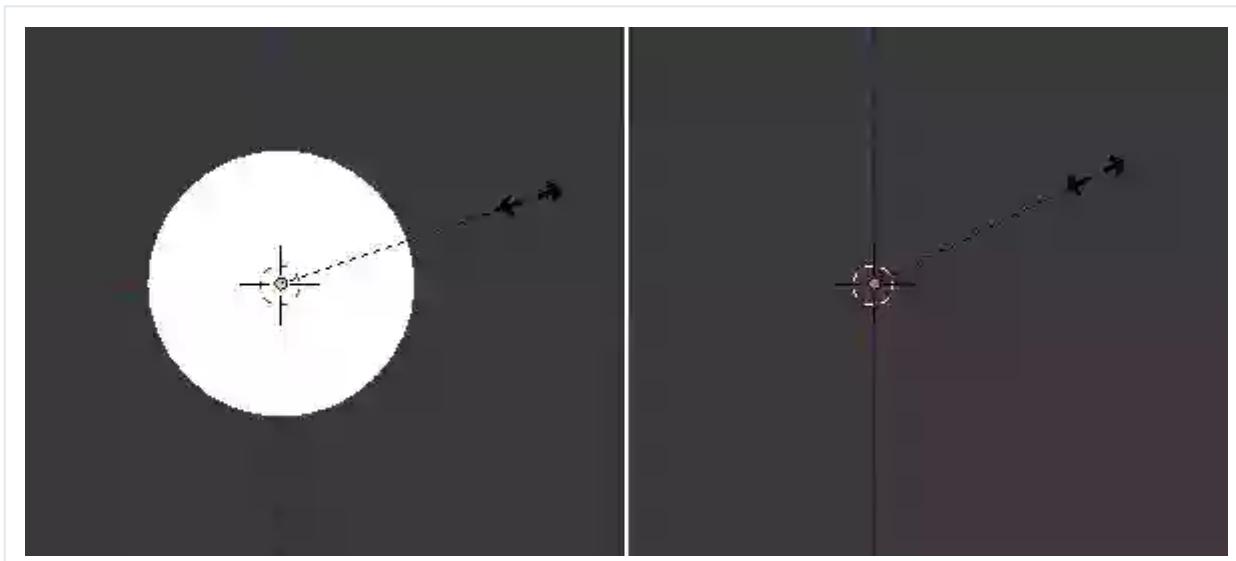




Go to first frame

## Step 14

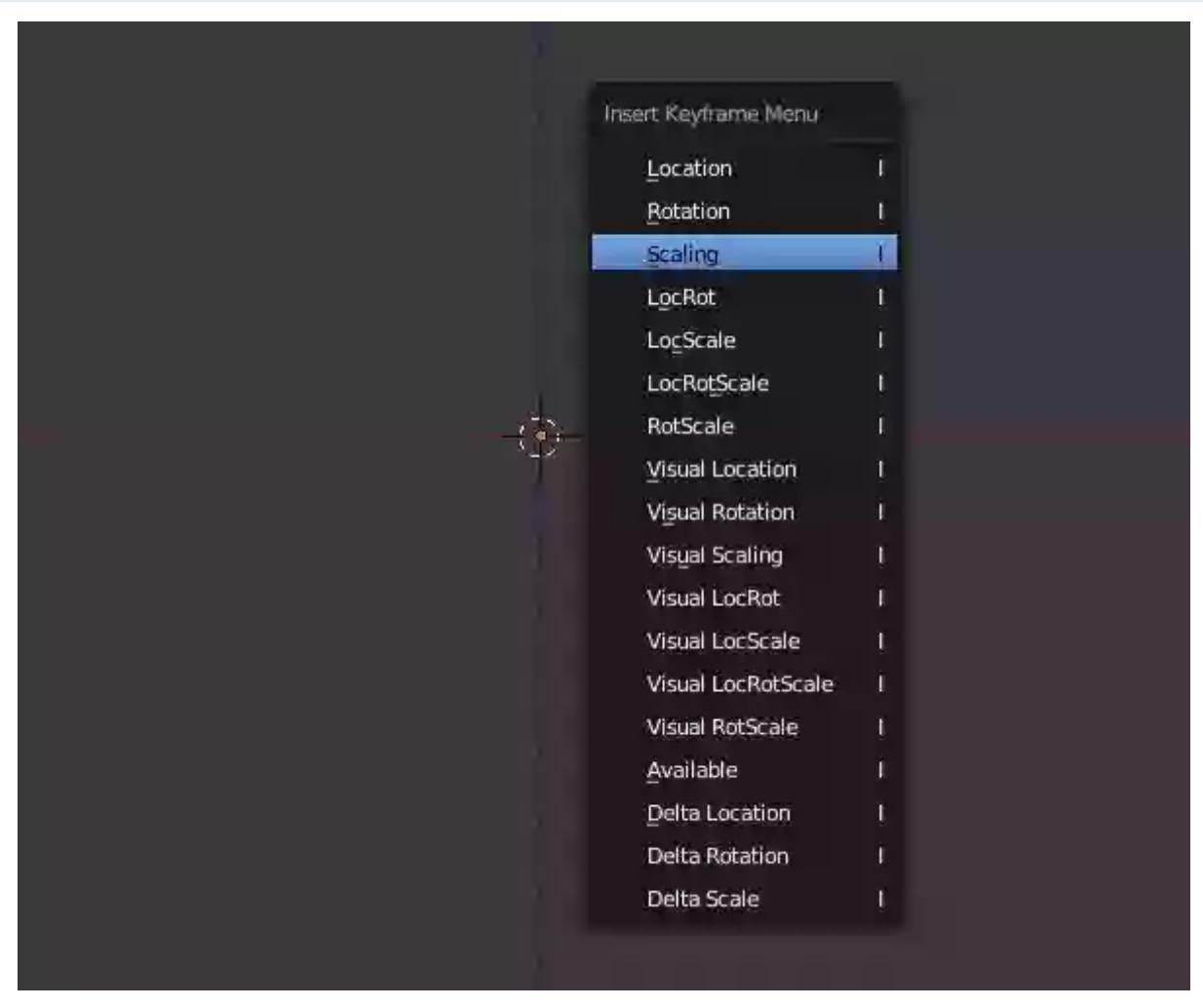
Select the object and press **S** to scale and then **0** to scale it down to the full.



Scale the object down

## Step 15

Press **I** in the keyboard to bring out the **Insert Keyframe Menu**, and select **Scaling**.



Insert keyframe fro scaling

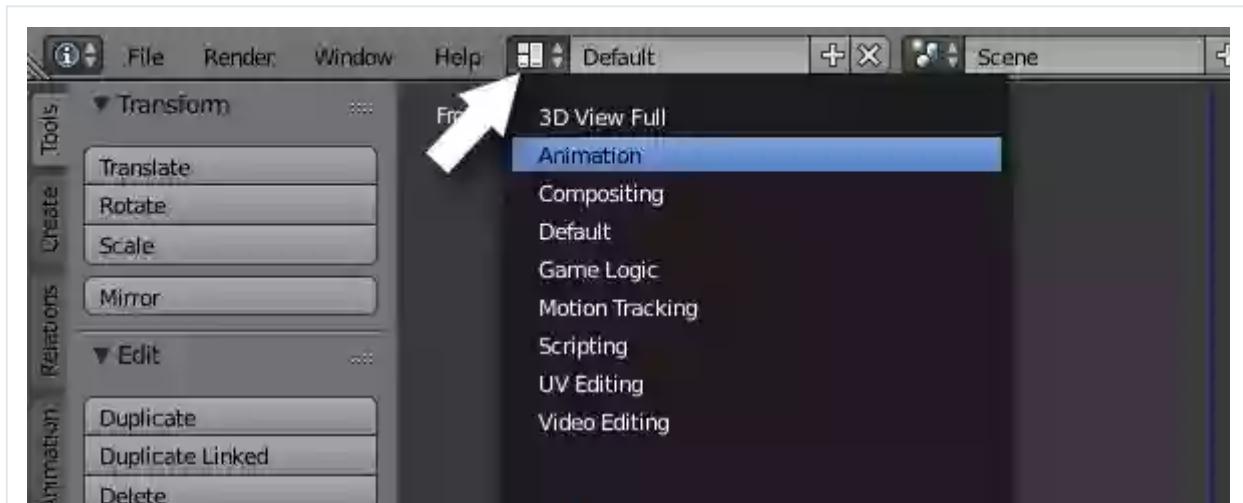
Press **Alt-A** to play the animation. The circle will now grow from point to full and then disappear.

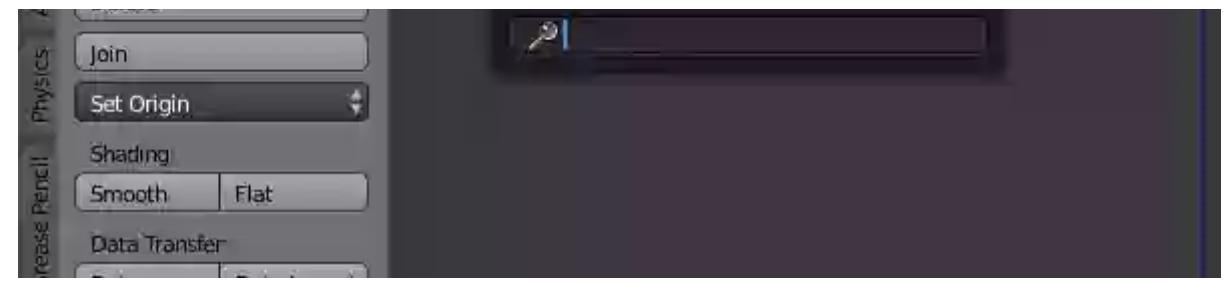


Animation preview

## Step 16

On the top bar, click on the layout button and select **Animation**.

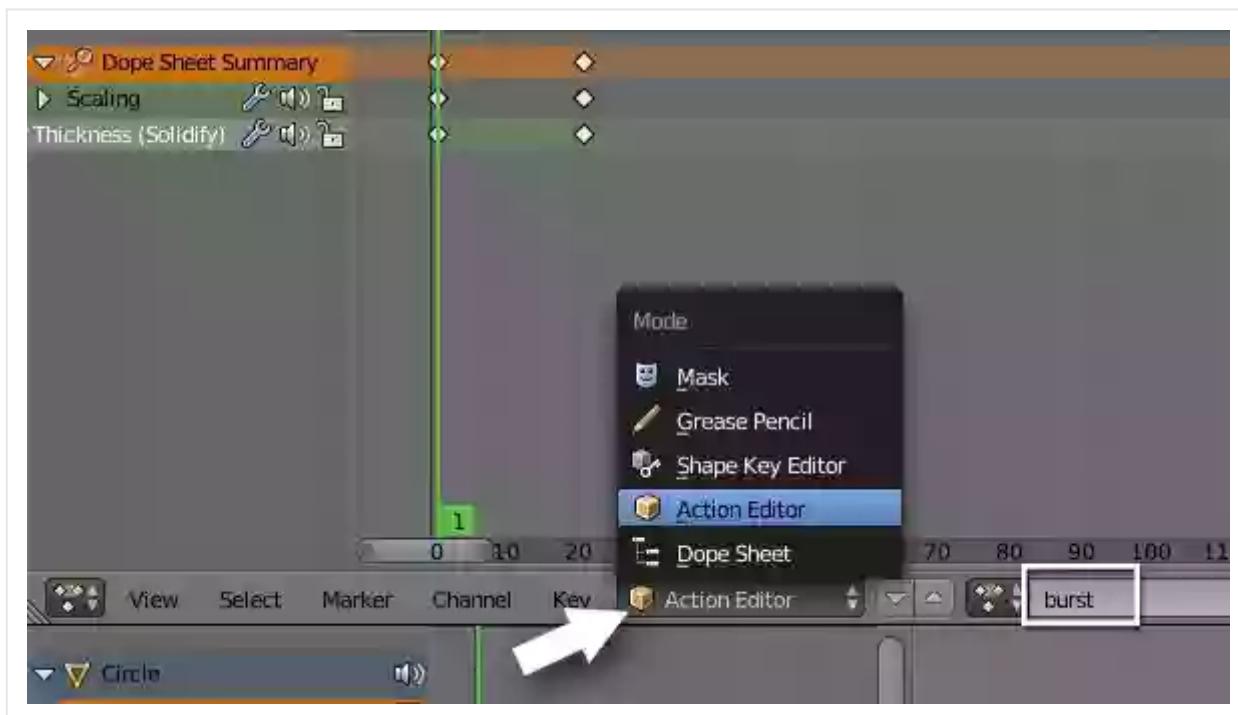




Switch to animation layout

## Step 17

Change the **Dope Sheet** mode to **Action Editor**. Rename the Action to **burst** or anything suitable.



Switch to Action Editor

## Step 18

**Secondary-click** on the first keyframe of the **Thickness** value of the **Solidify** modifier.

Press **Shift-D** to make a duplicate and offset it a little bit to the right. This will delay the start of the animation of the thickness value.



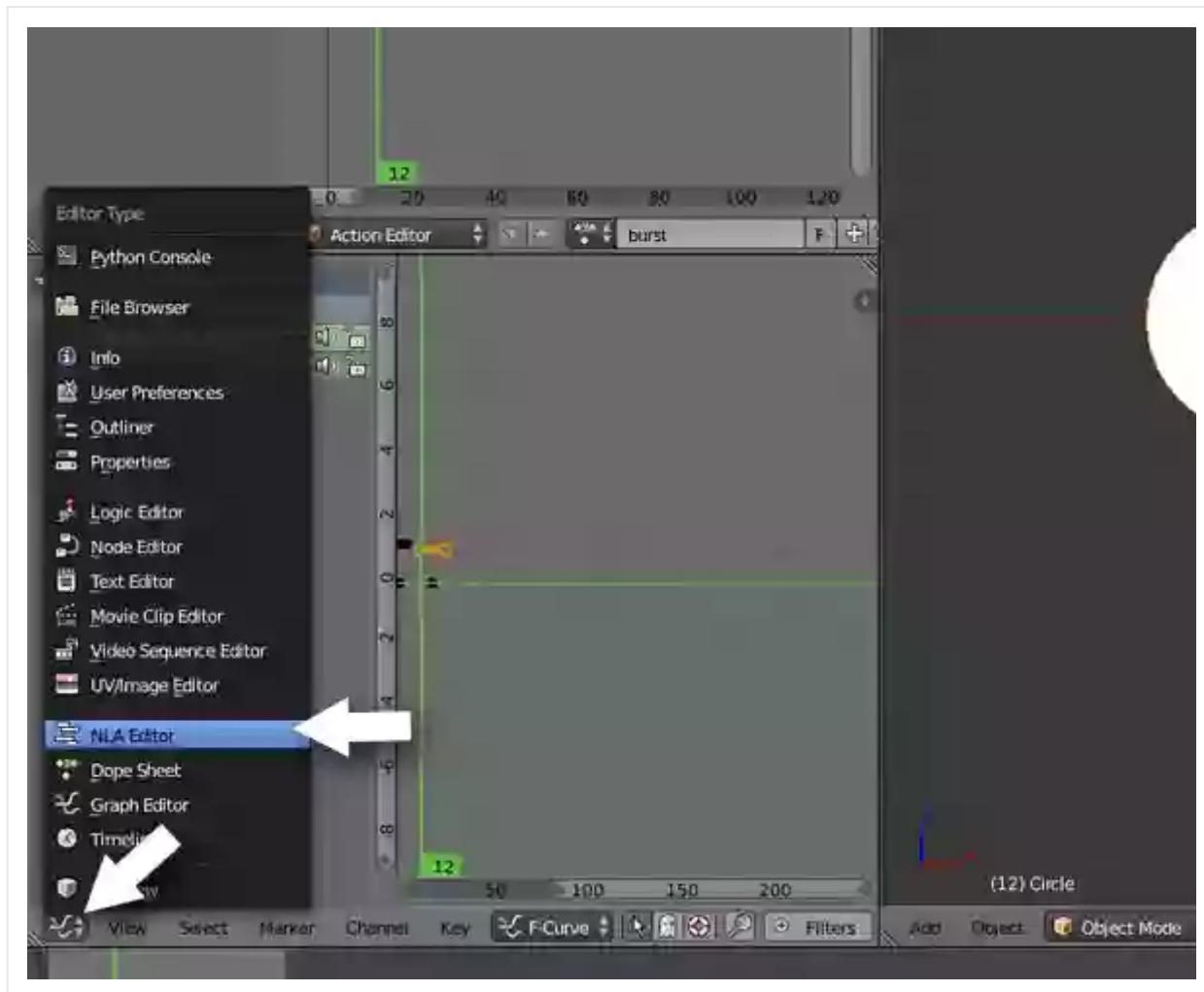
Tweak the keyframes

Go to first frame and press **Alt-A** to play the animation. The animation will look much better now.



## Step 19

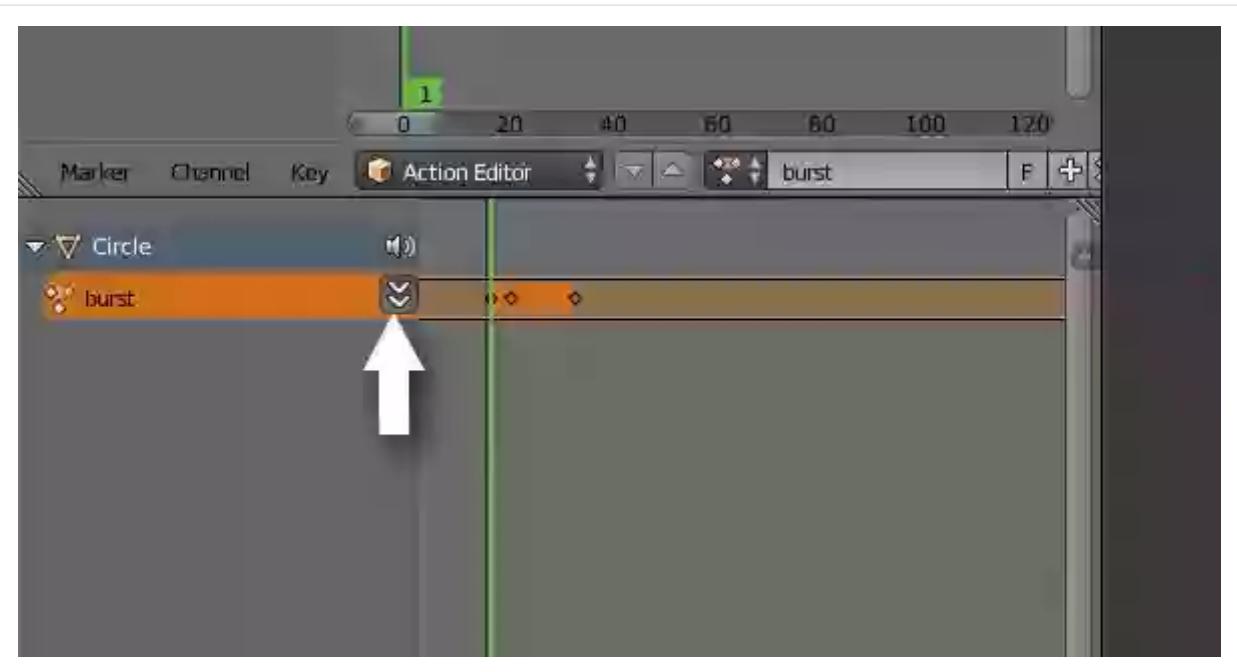
Change the bottom part to **NLA Editor**. Click on the editor type button and select **NLA Editor**.



Switch to NLA Editor

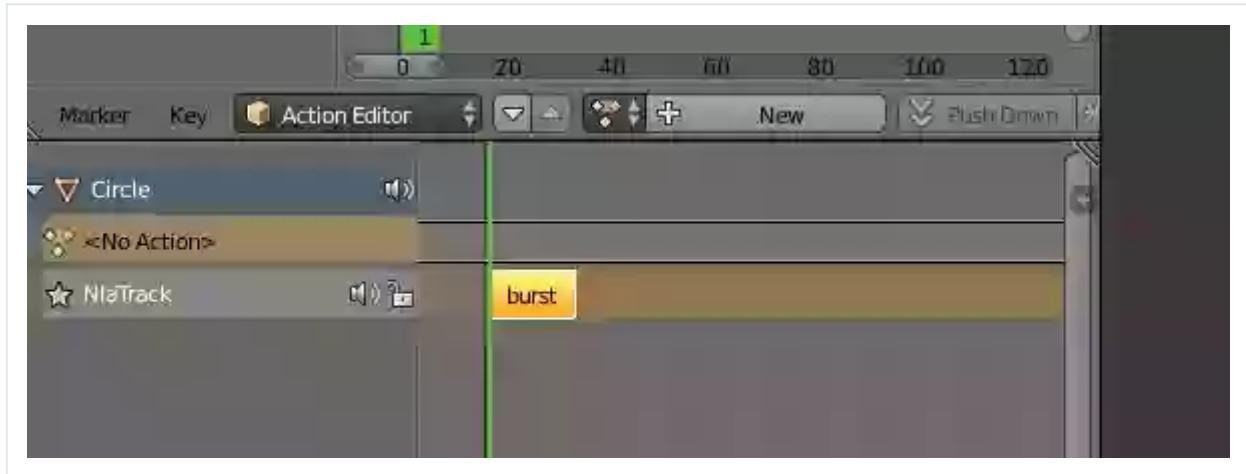
## Step 20

Press the button with two down arrows, to convert the action to NLA strip.



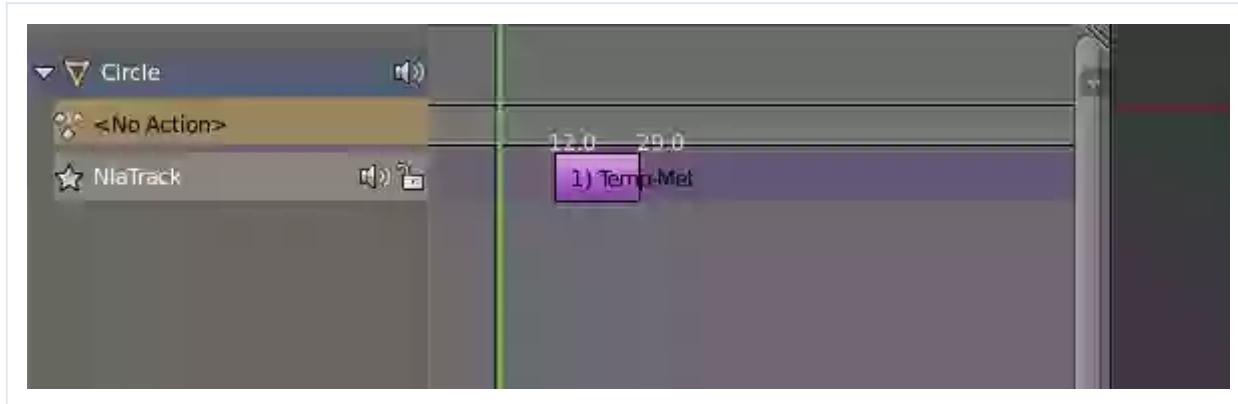
Convert action to strip

The action is now converted to a strip which can be moved in the timeline as when and where the animation is needed.



NLA Editor with action strip

**Secondary-click** on the strip to select it. Press **G** to move it where ever you want the animation to start and end.



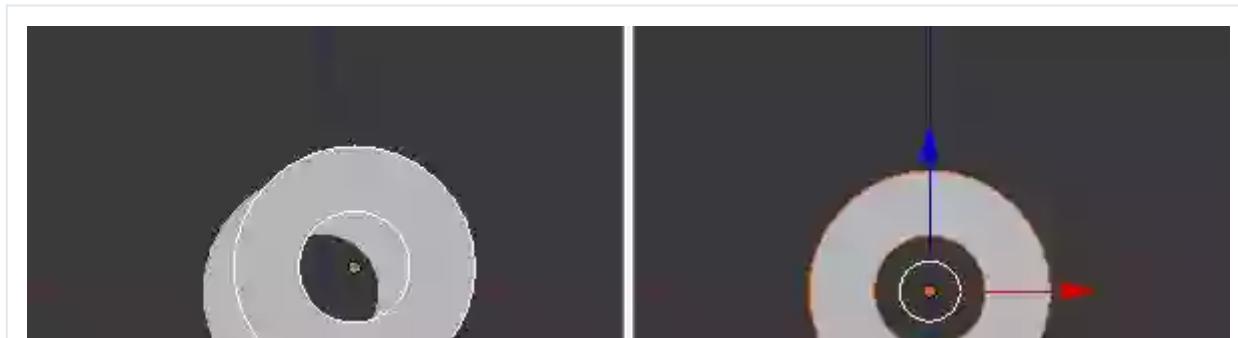
Move and adjust the strip just like in a video editor

## Adding Variations

### Step 1

You can add some variety by duplicating the original object and then tweaking it. **Secondary-click** on the object to select it and then press **Shift-D** to make a duplicate.

**Secondary-click** or press **Esc** so that it stays at the origin. The new object will also have the modifier and the action strip. It will share the same material data with the original object.

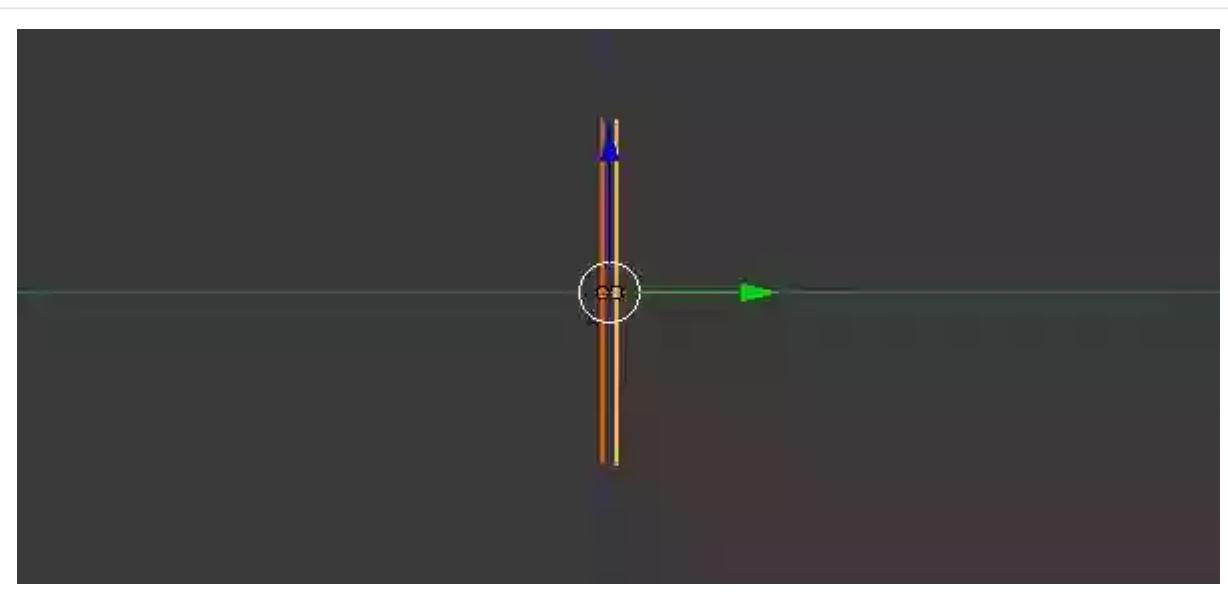




Duplicate the object

## Step 2

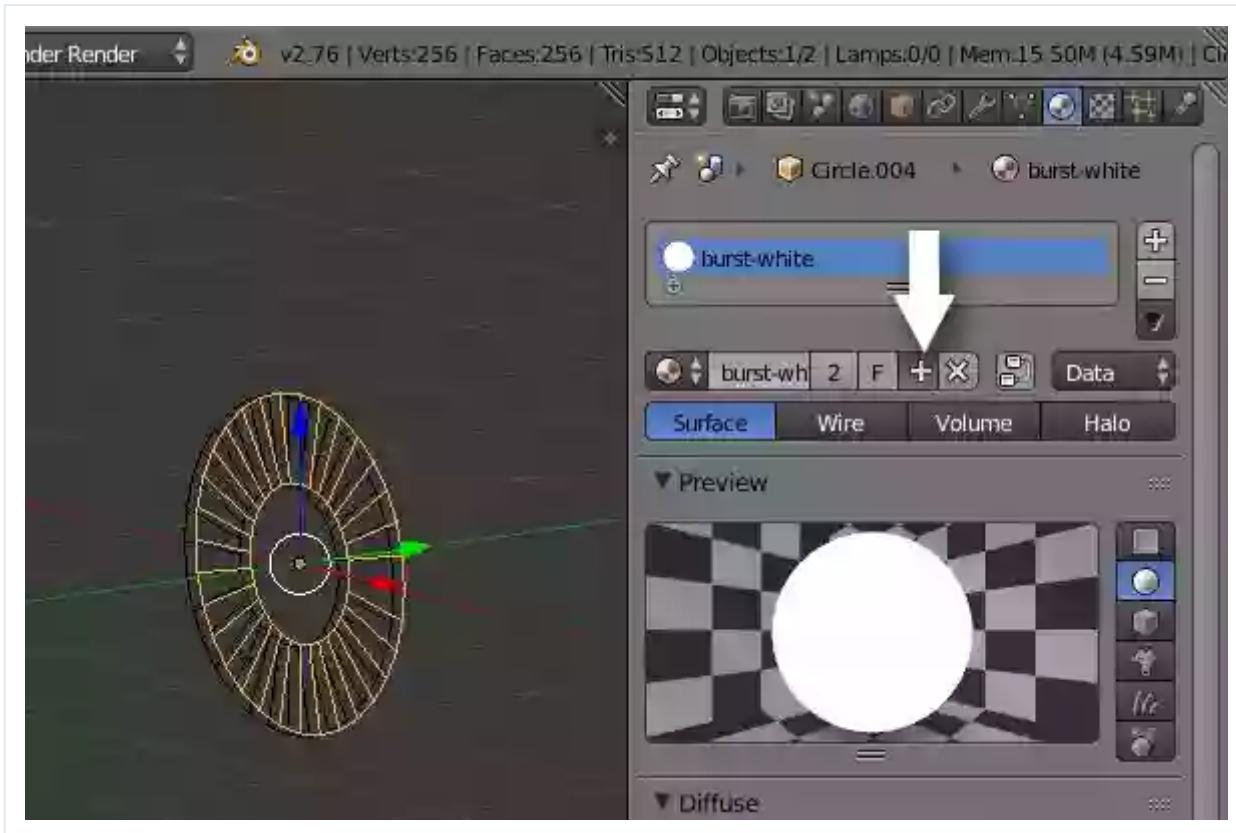
Press **3** in the numpad to get into sideview. Press **G** and move it away a little bit away from the first object.



Move the object back

## Step 3

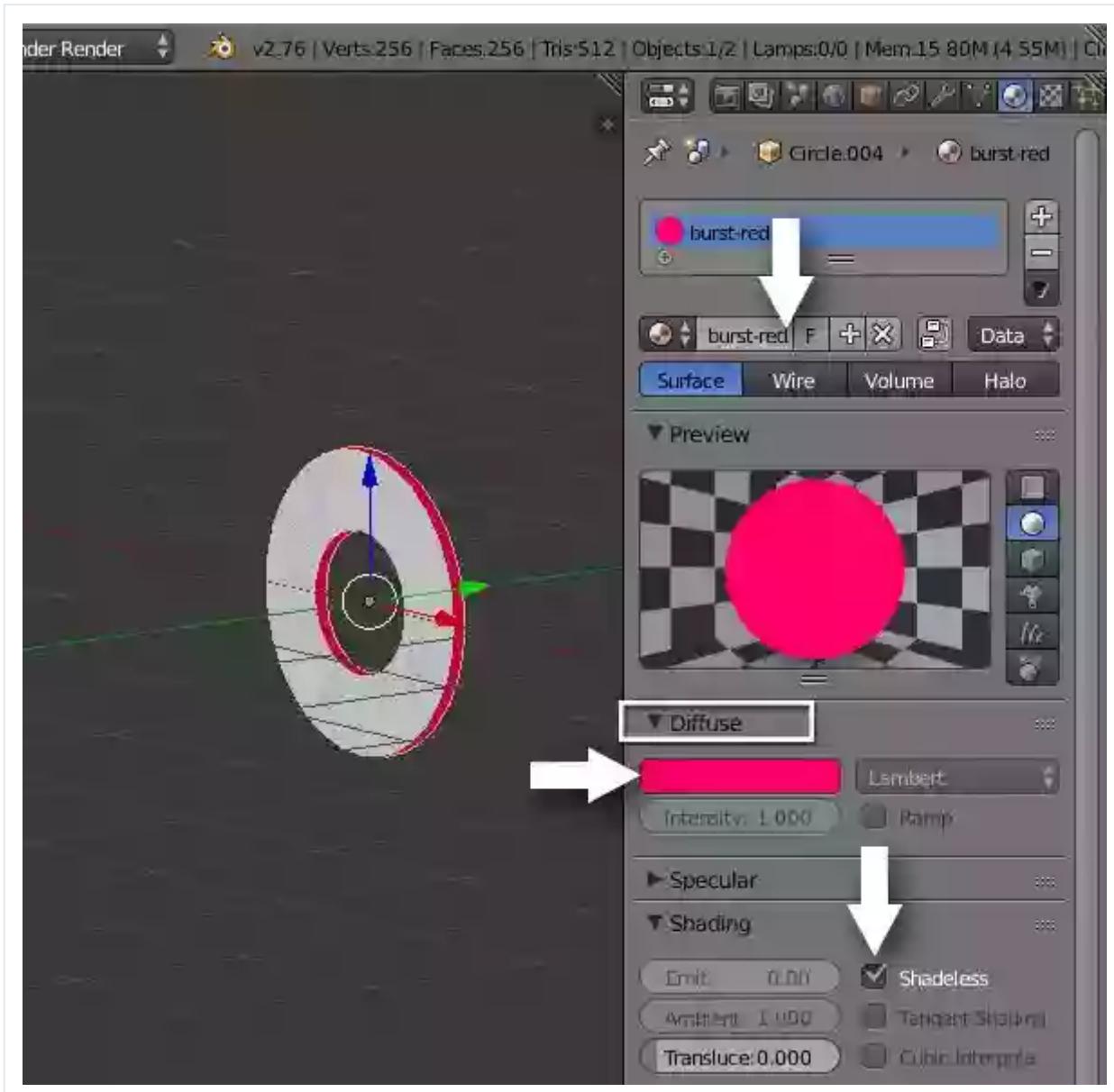
Since it shares the same material, click on the **+** button to make a new copy of the material settings, which is needed for the new object.



Copy the material

## Step 4

Rename the material to **burst-red**. In the **Diffuse** panel, click on the color bar and choose a colour. Make sure the **Shadeless** tickbox is checked.

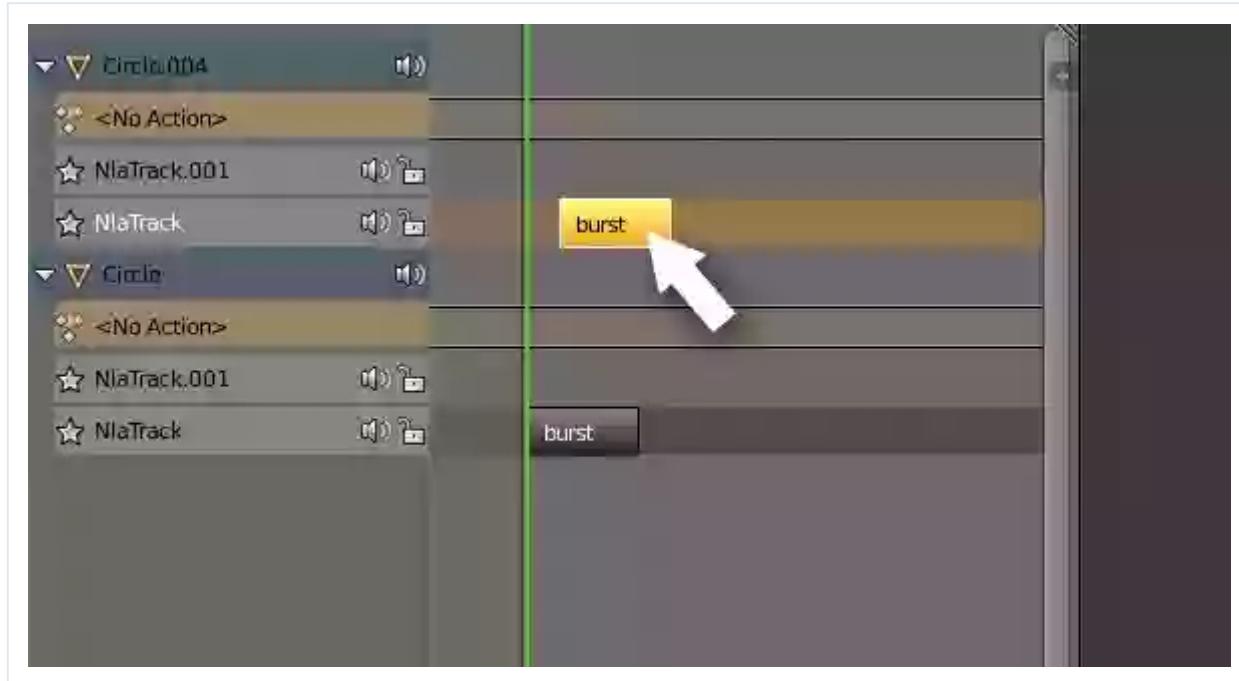


Material settings

## Step 5

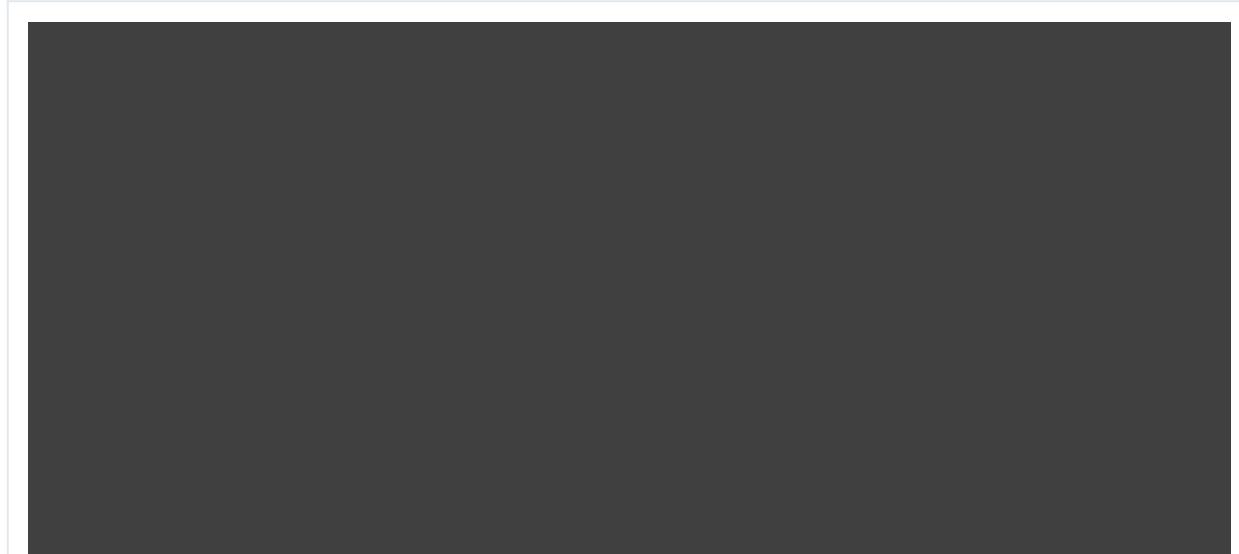
In the NLA editor, **secondary-click** on the action strip associated with the new object—which was automatically duplicated—and select it. Press **C** and move it just a little bit to the right of the

Select it. Press **G** and move it just a little bit to the right of the timeline.



Move the action strip

Press **Shift-Left Arrow** to go to first frame. Press **Alt-A** to play the animation.





Animation playback

## Step 6

This whole setup can be applied to objects of different shapes. You can also tweak the mesh anytime in the edit mode, which is difficult to do if you are using shapekeys.

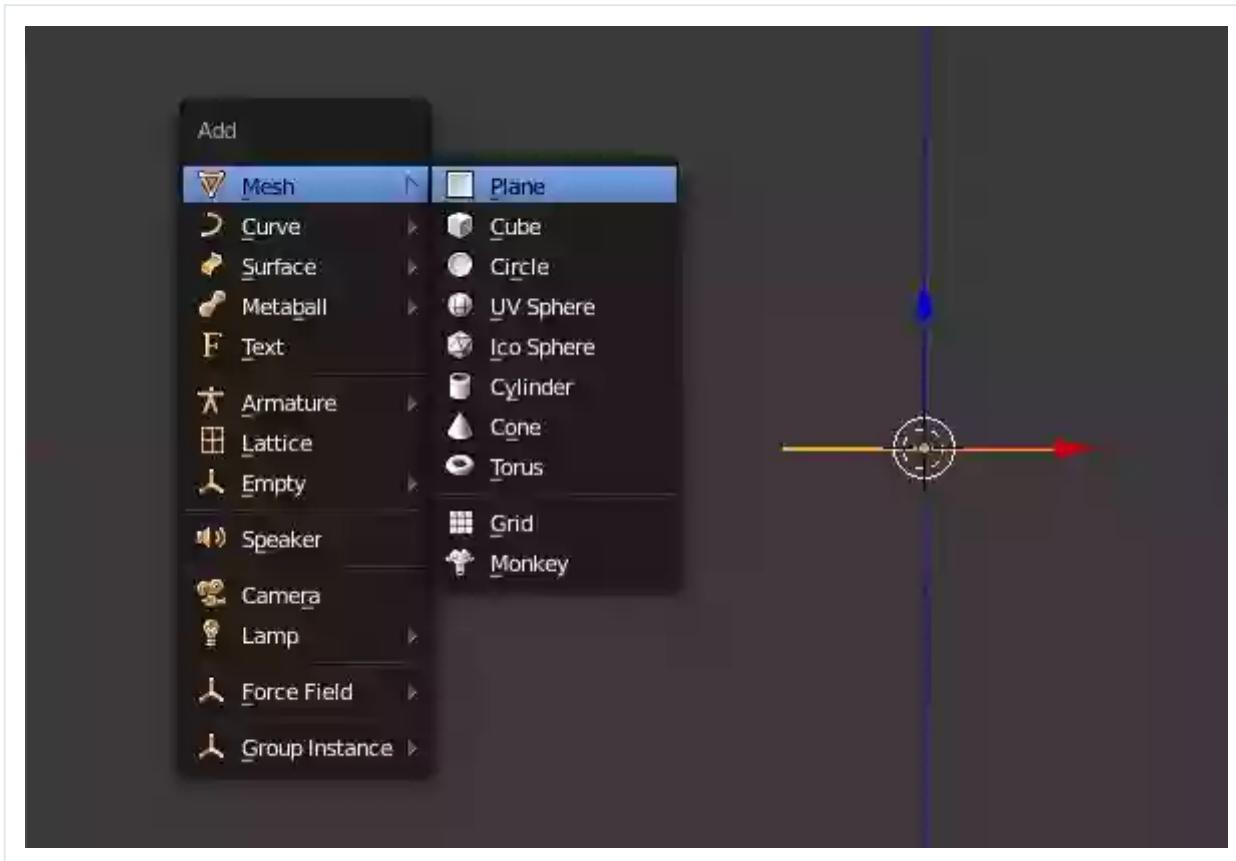


Use different type of objects

# Creating Circle Swipes

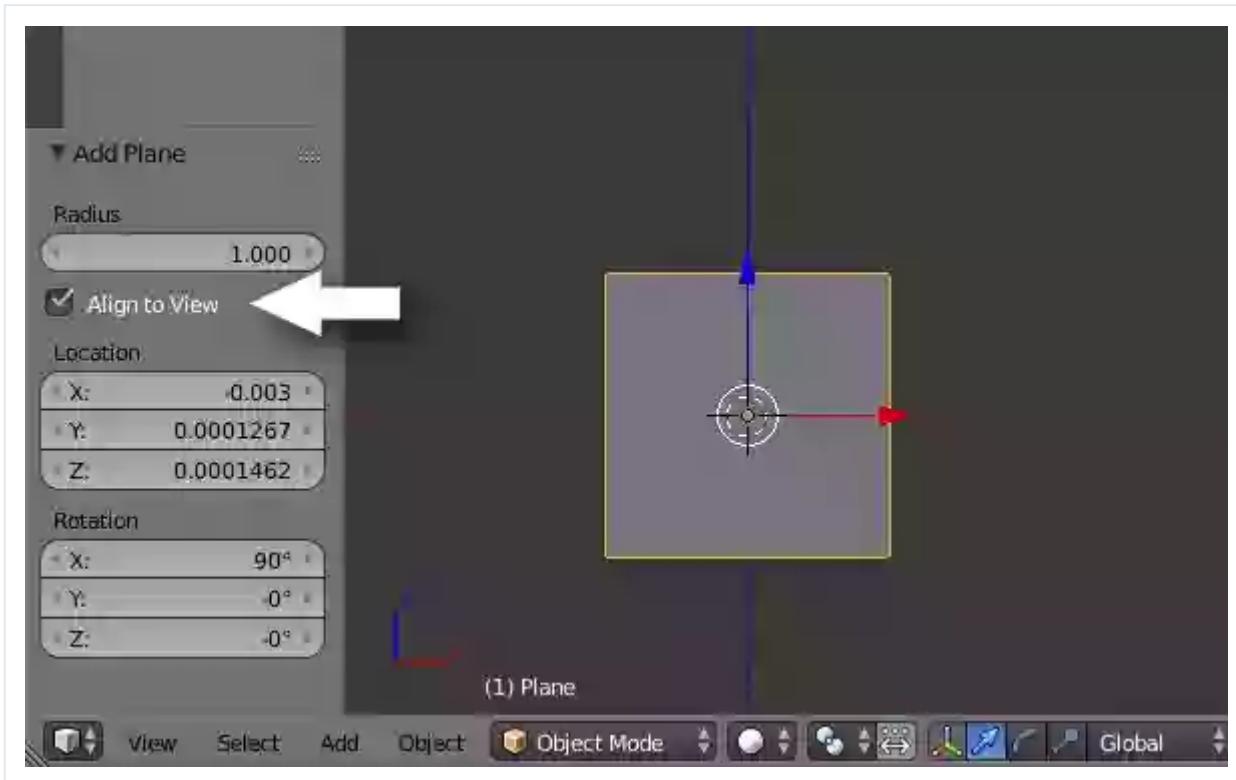
## Step 1

In a new file, press **A** to select all default objects and press **Del** to delete them. Press 1 in the numpad to get into front view. Press **Shift-A** to add a **plane (Mesh > Plane)**.



Add a plane

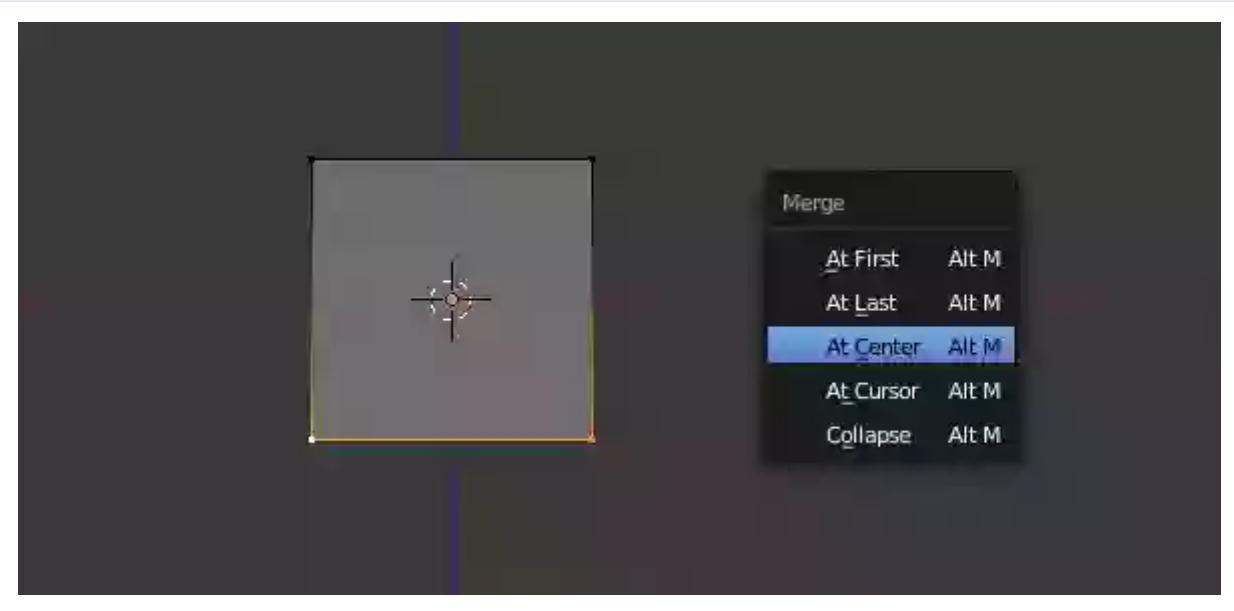
In the **Tool Options** panel, which is located at the bottom of the tool shelf—press **T** to toggle on if it is not there—check **Align to View**. This will rotate the plane.



Align to view

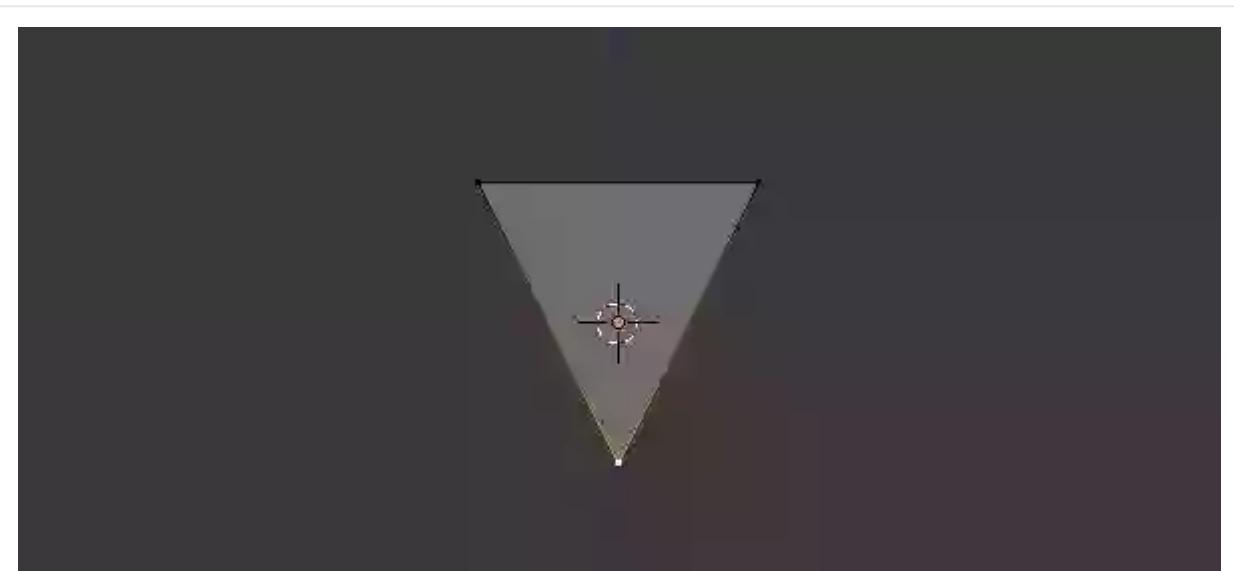
## Step 2

- **Secondary-click** on the cube to select it.
- Press **Tab** to enter edit mode.
- Hold **Shift** key and **secondary-click** on the bottom two vertices one by one to select them both.
- Press **Alt-M** to bring out the **Merge** menu and select **At Center** to merge them.



Merge lower vertices

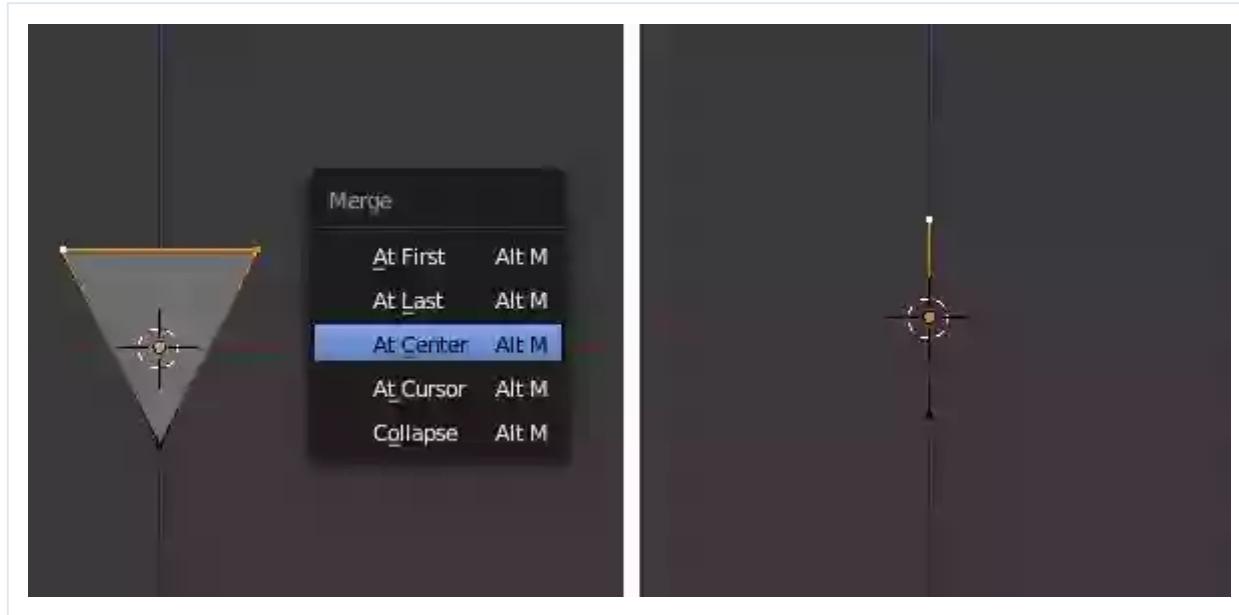
The two vertices will merge at the center of the distance between them



Merge lower vertices

### Step 3

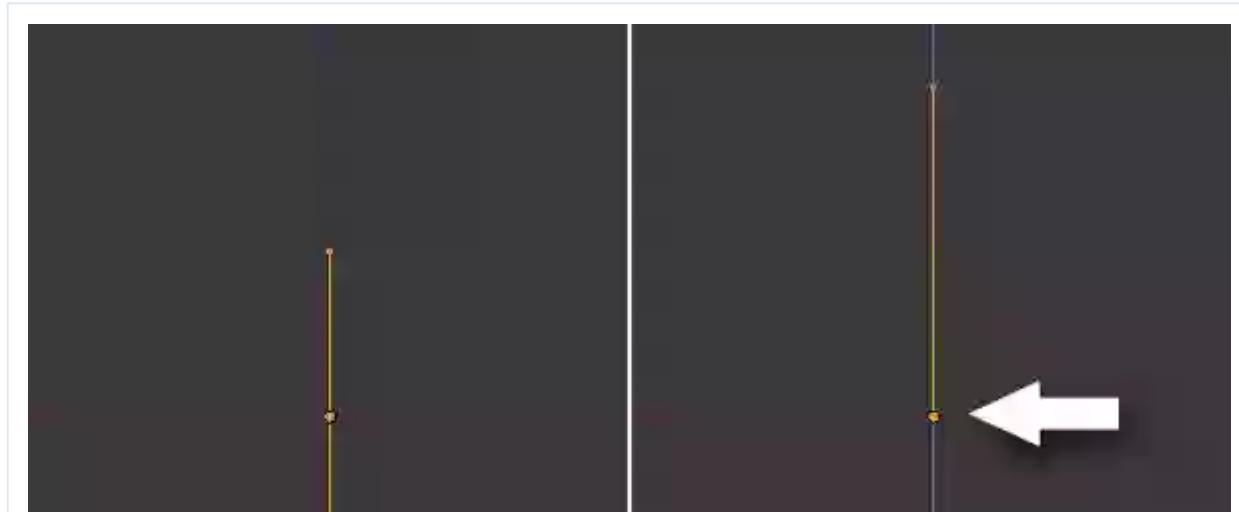
Similarly select the top two vertices and press **Alt-M** to **Merge** them **At Center**.

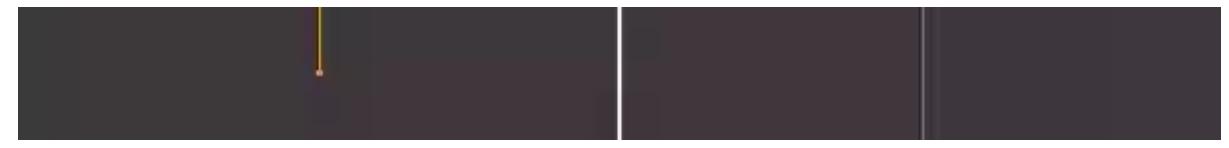


Merge top vertices

### Step 4

Press **A** to select all vertices. Press **G** to move them and **Z** to move them along the **Z axis**. Move the mouse until the bottom vertex is at the centre point (orange dot) of the object.

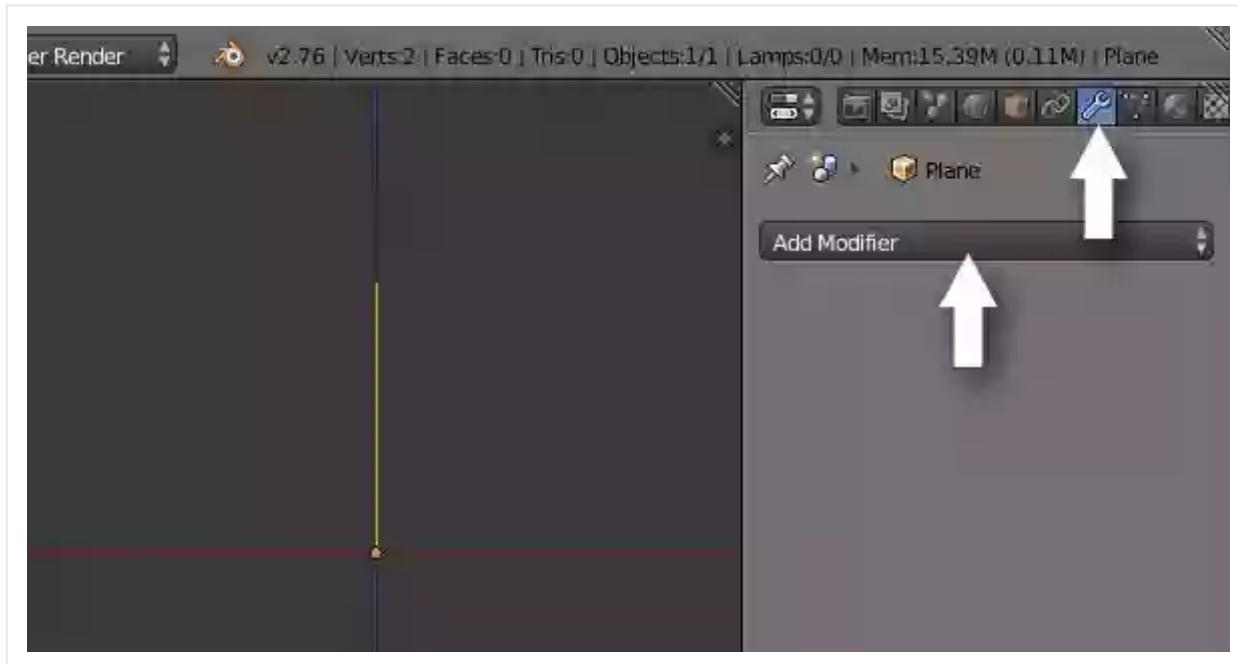




Move the mesh

## Step 5

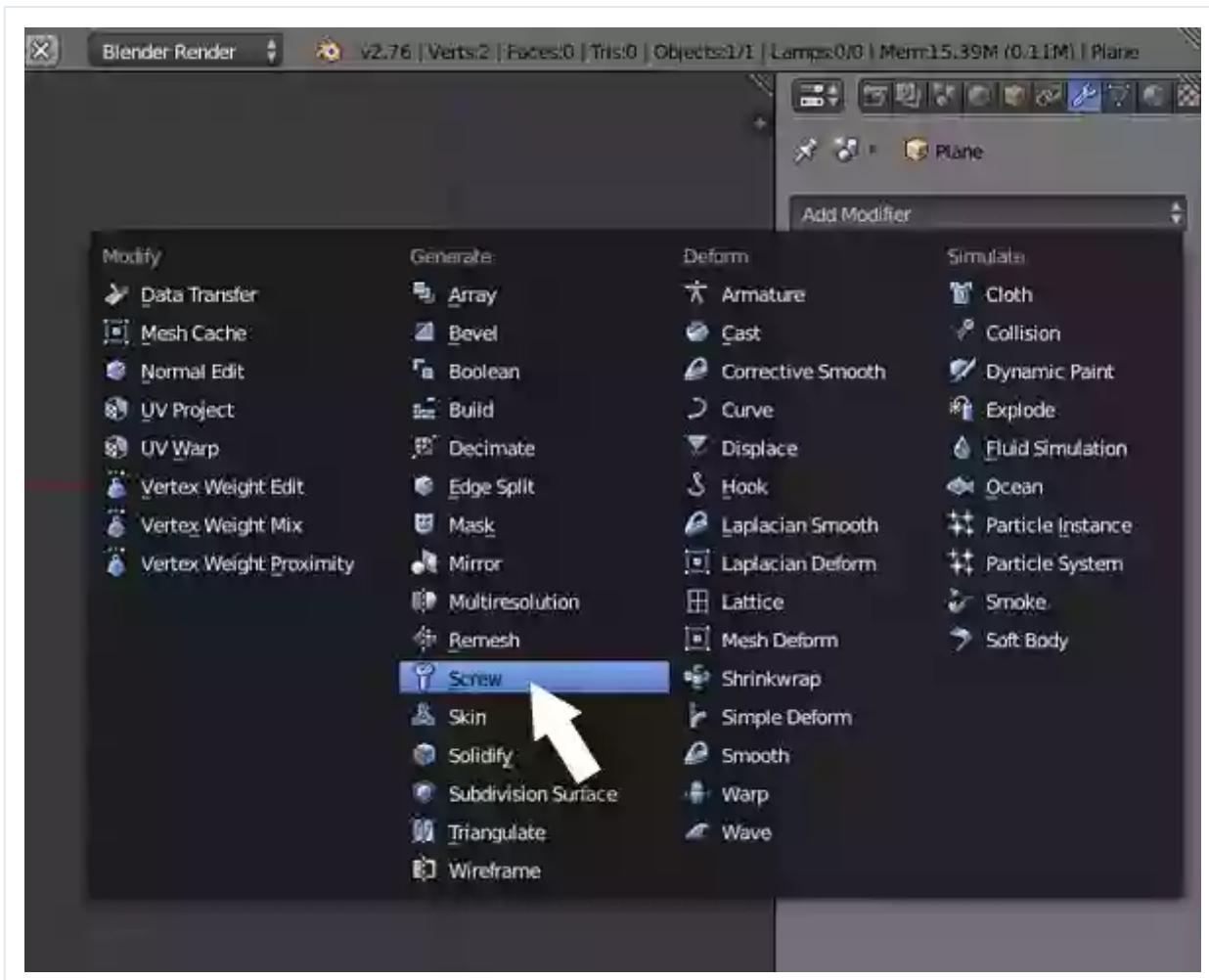
Press **Tab** to exit edit mode. With the object selected, click on the modifiers button in the properties window. Click on the **Add Modifier** button.



Add Modifier

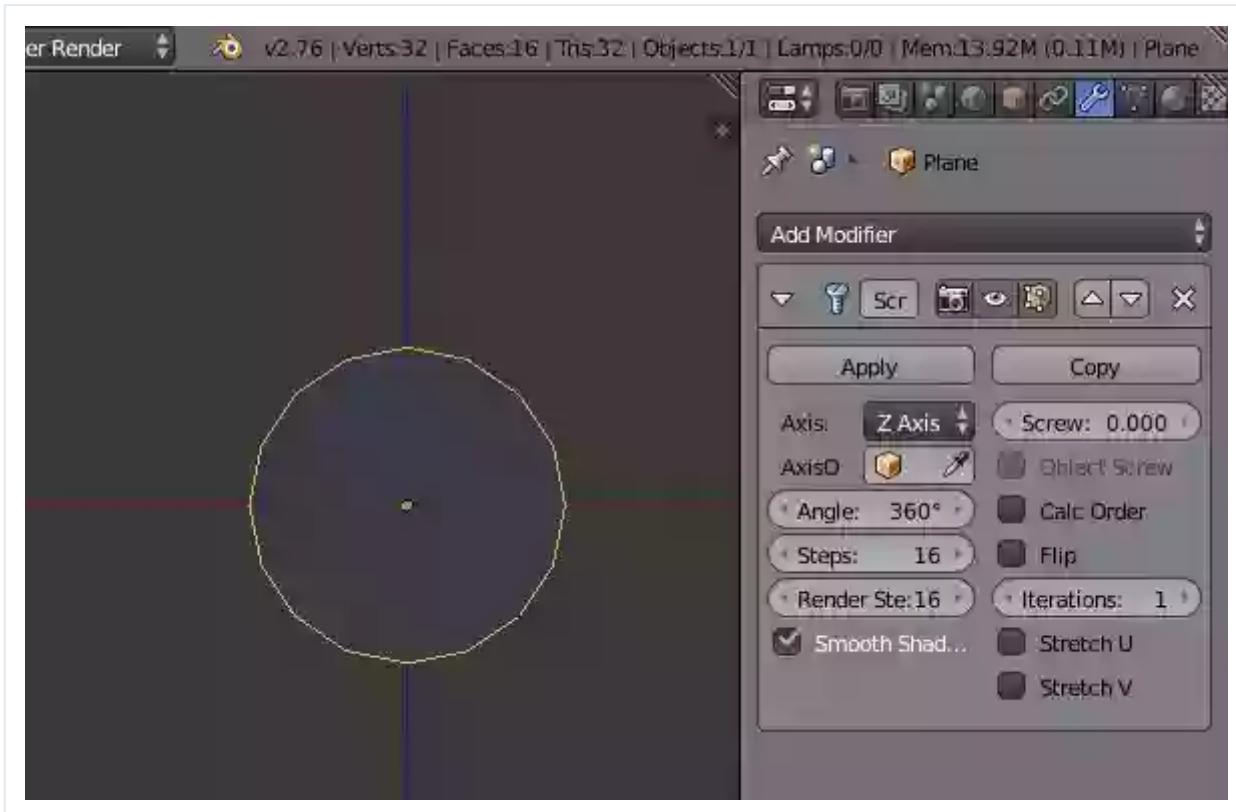
## Step 6

Select the **Screw** modifier.



Select Screw modifier

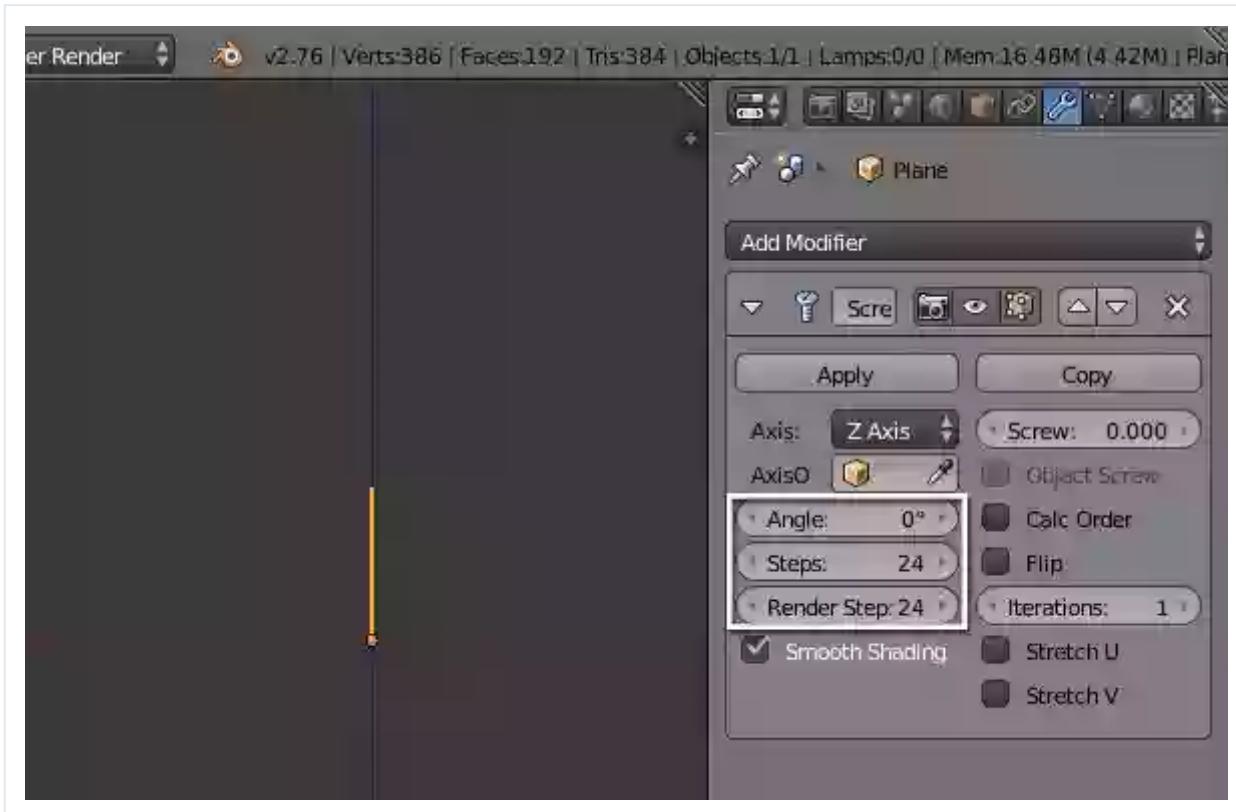
You'll notice that the object has been transformed into a circle.



Screw modifier preview

## Step 7

Reduce the angle to **0** degree. This will return the object into its original form. Increase the **Steps** and **Render Steps** to **24**. This gives a smooth edge.



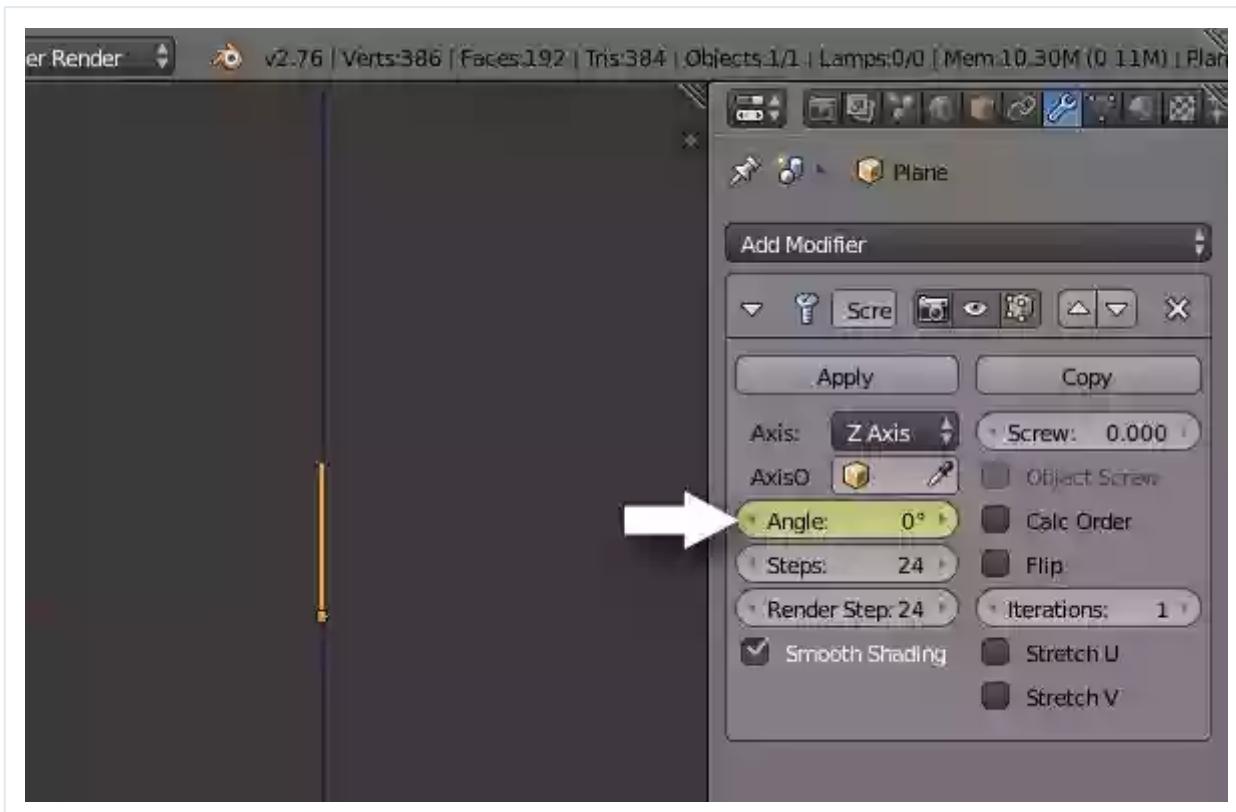
Screw modifier settings

## Step 8

Press **Shift-Left Arrow** to amke sure you are in the first frame.

Move the mouse over the Angle settings of the modifier and press

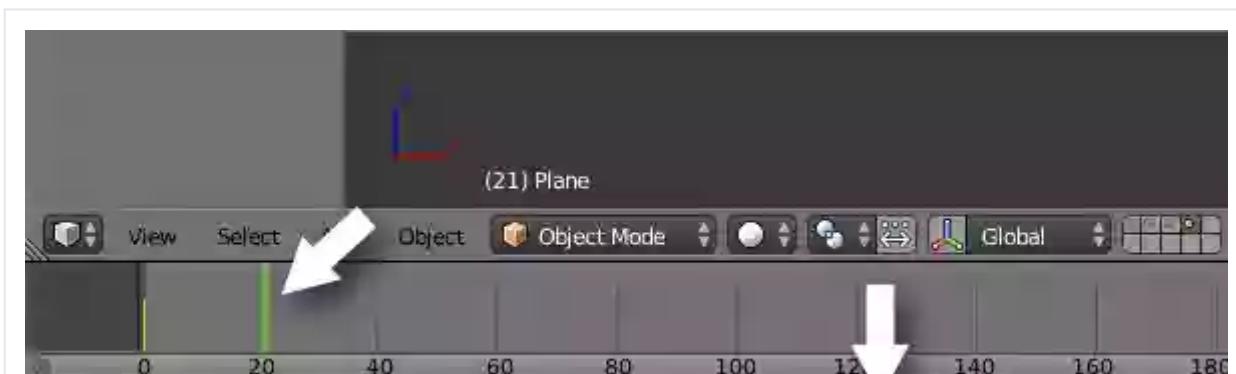
I. This will insert a key frame for the angle value which will then be animated.



Add keyframe

## Step 9

Go to frame **21**. Click on the frame counter and type **21** or drag the marker to frame **21** in the timeline.



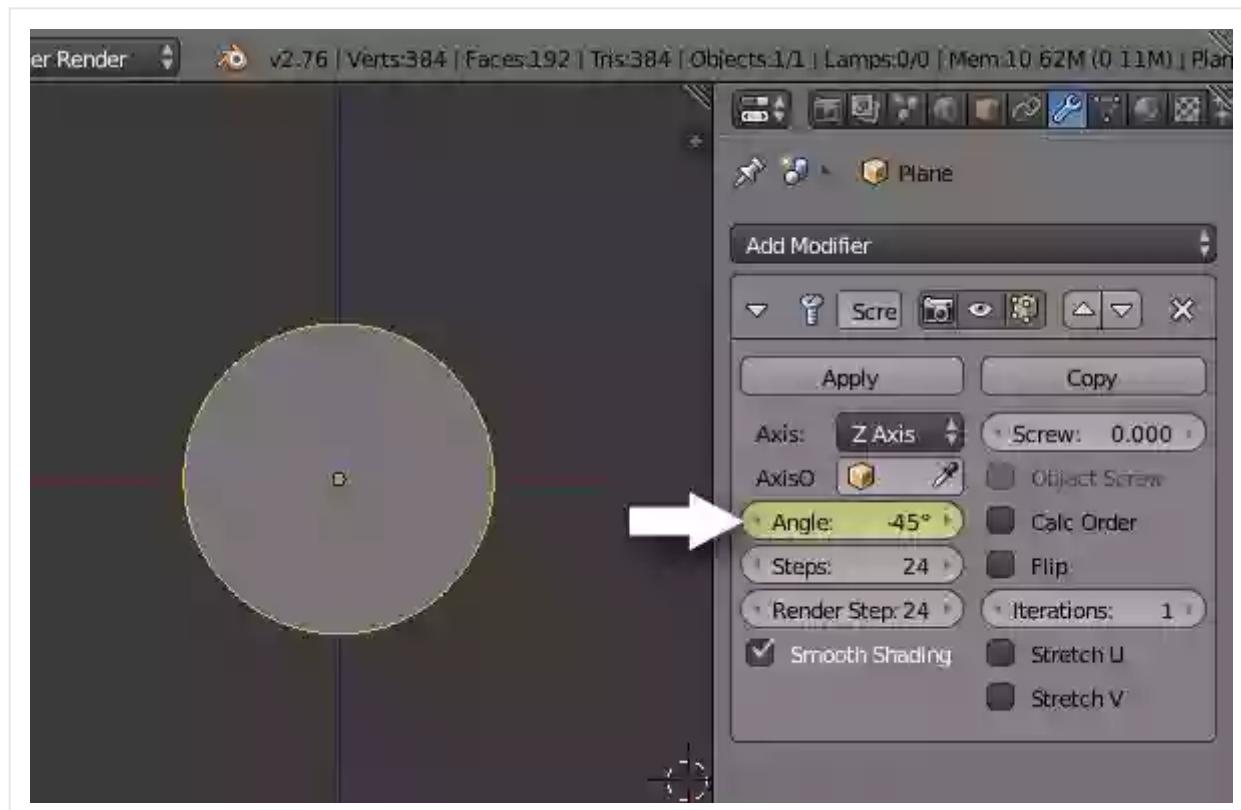


Go to frame 21

## Step 10

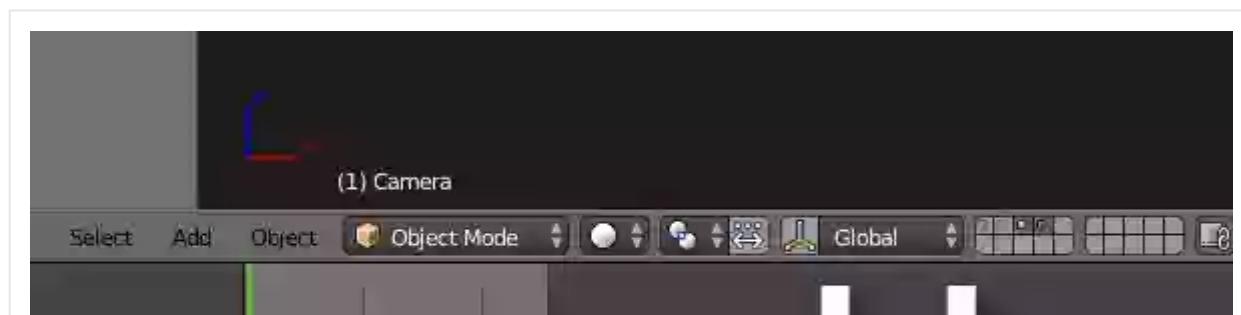
Click on the **Angle** slider and type **-360**. Move the mouse over it and press **I** and this will insert a keyframe.

This means that the value will change from **0** to **-360** in the first **21** frames.



Add another keyframe

Go to first frame and press the **Play** button.





Playback controls

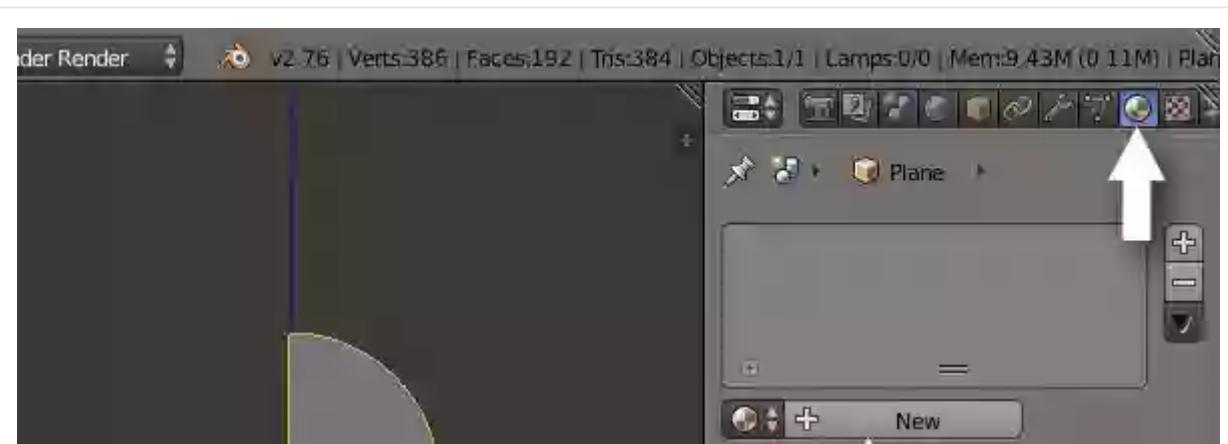
You'll see the angle value being animated and thus giving a nice effect.



Animation preview

## Step 11

With the object selected, click on the materials button in the properties window. **Click** on the **New** button to add a material.





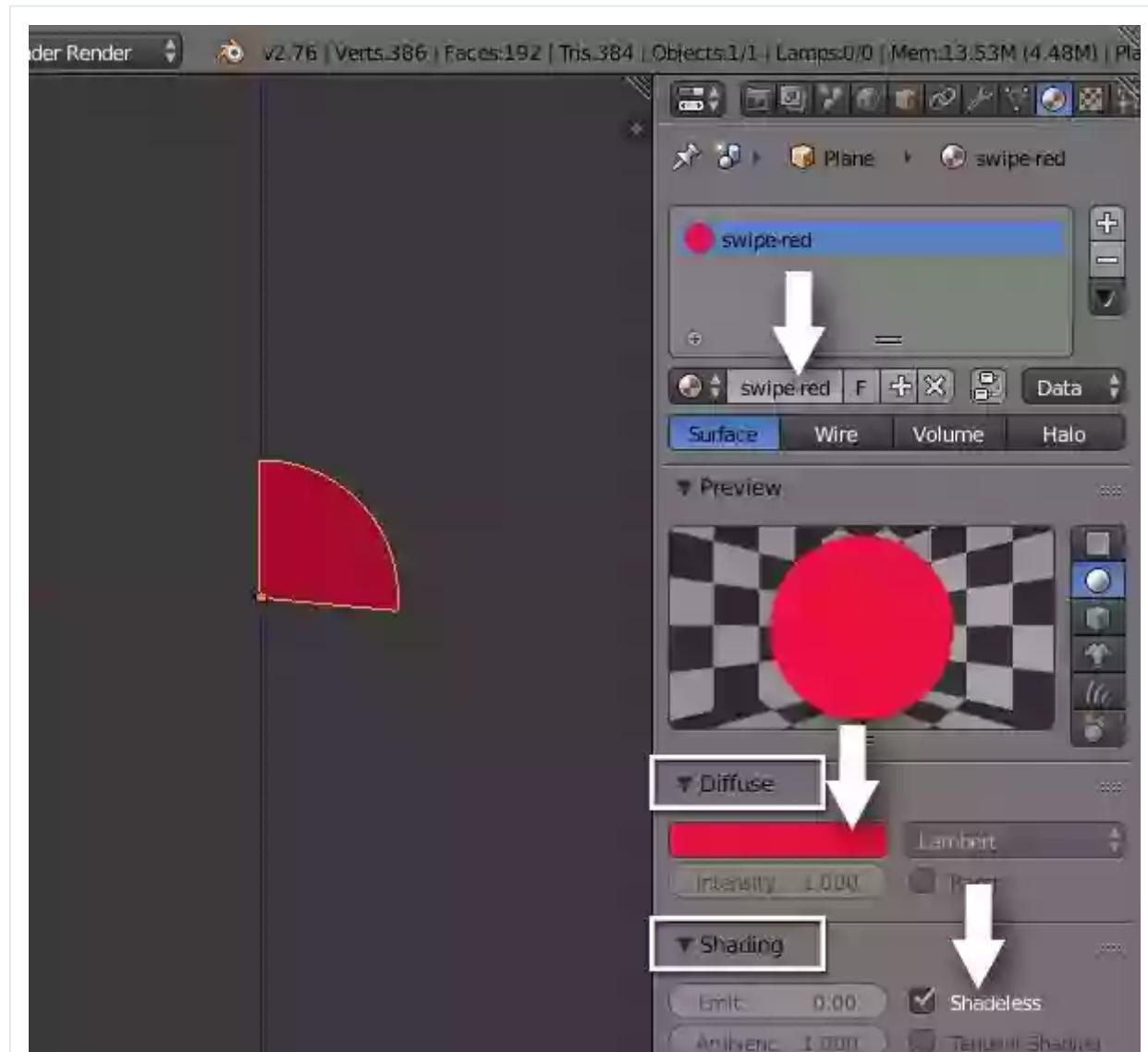
Add new material

## Step 12

Rename the material. I have named it **swipe-red**.

In the **Diffuse** panel, click on the colour bar and choose a colour.

In the shading panel, tick **Shadeless**. This will render the material with flat colour.

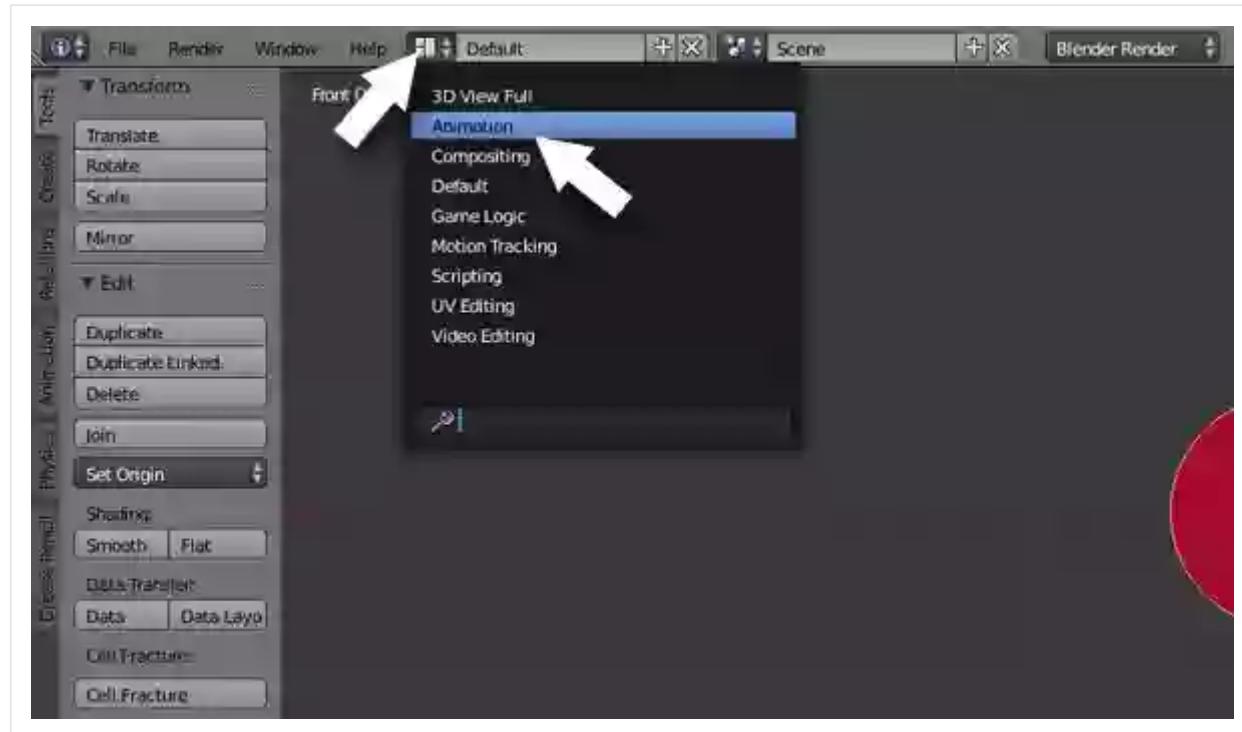




Material settings

## Step 13

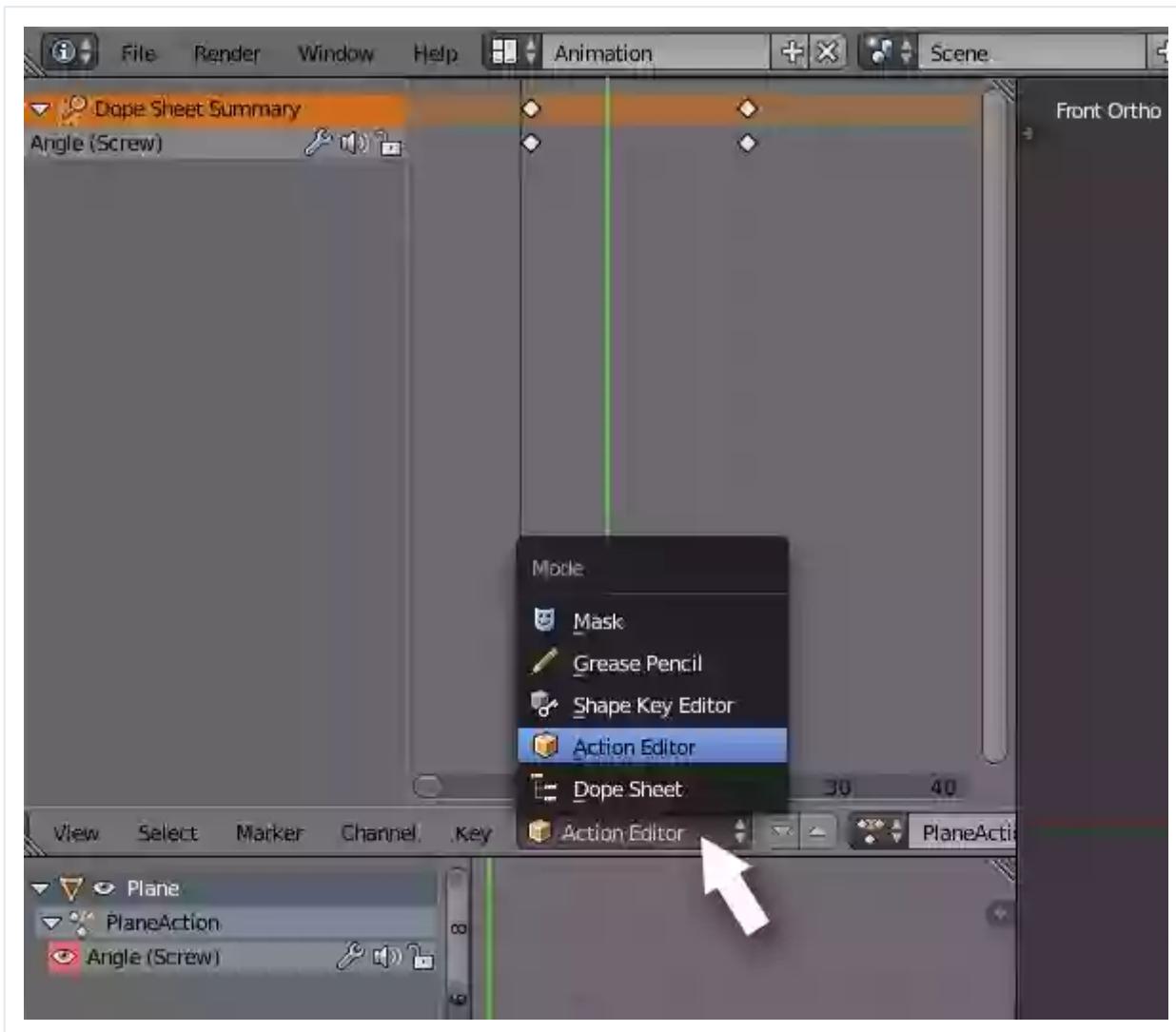
In the top menu bar, change the layout mode to **Animation**.



Switch to Animation layout

## Step 14

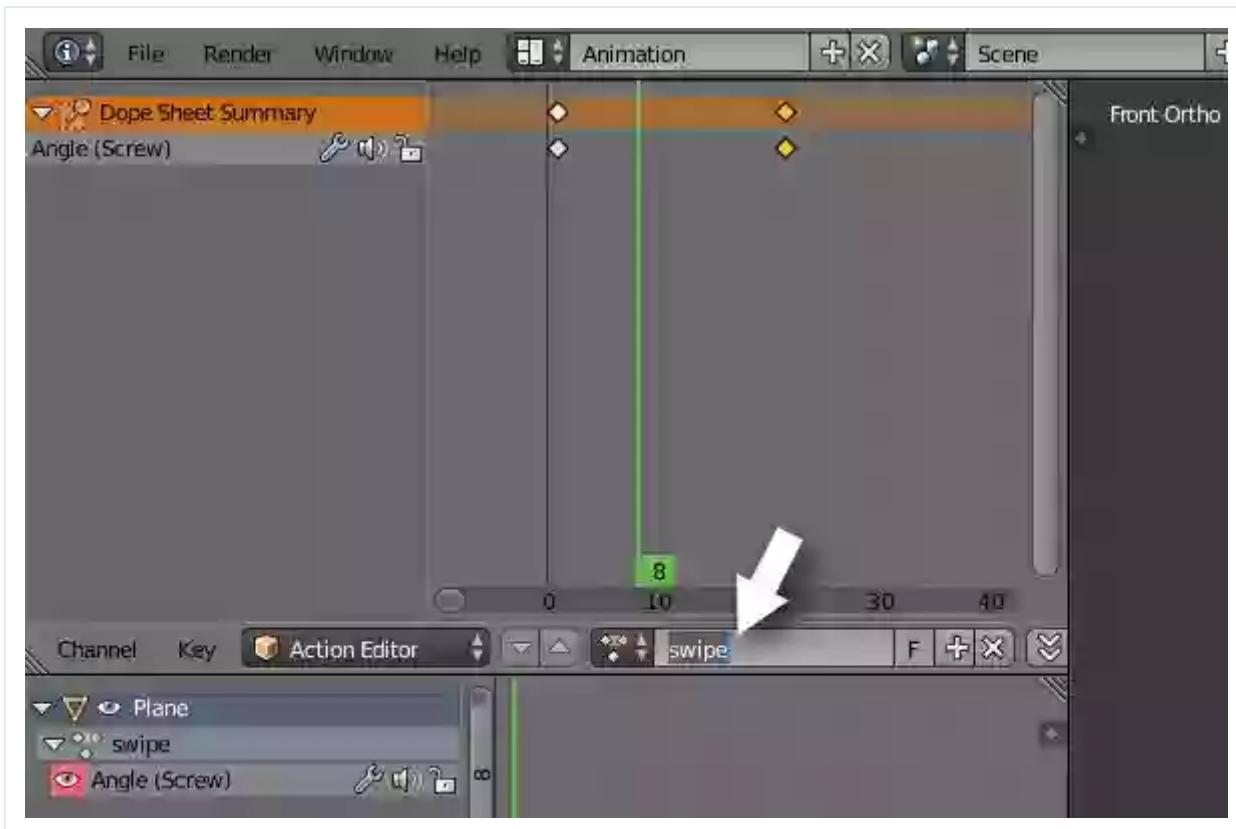
By default the top left window is the **Dope Sheet** Editor. Change it to **Action Editor** so that we can see only the action associated with the selected object.



Switch to Action Editor

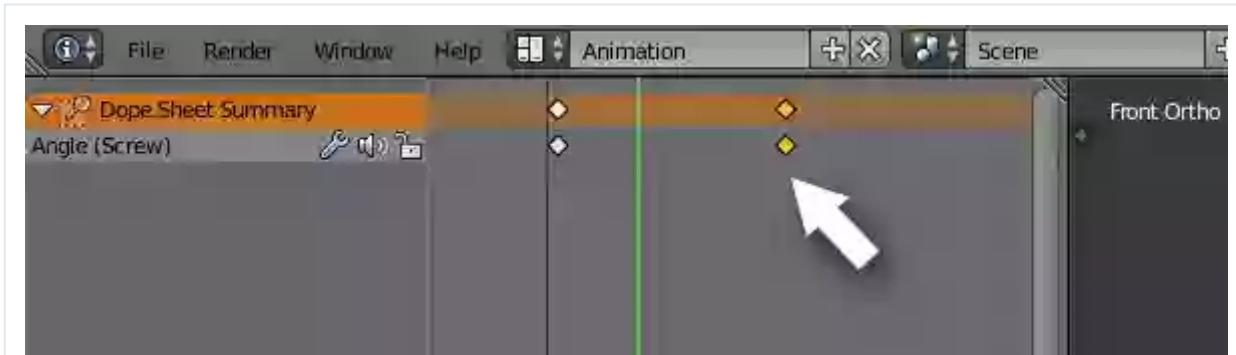
## Step 15

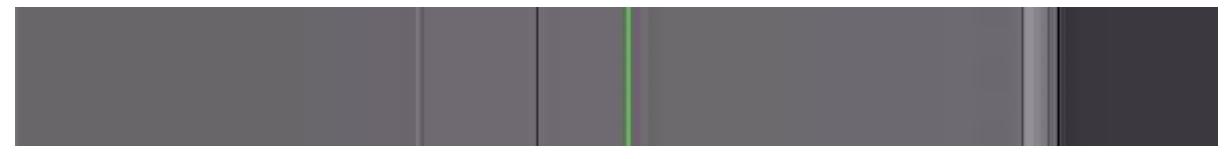
**Left click** and rename the action to **Swipe** or anything else you want.



Rename the action

You can move the keyframe across the timeline to adjust the speed. **Right click** to select the keyframe marker and **G** to move. **Click** to confirm.

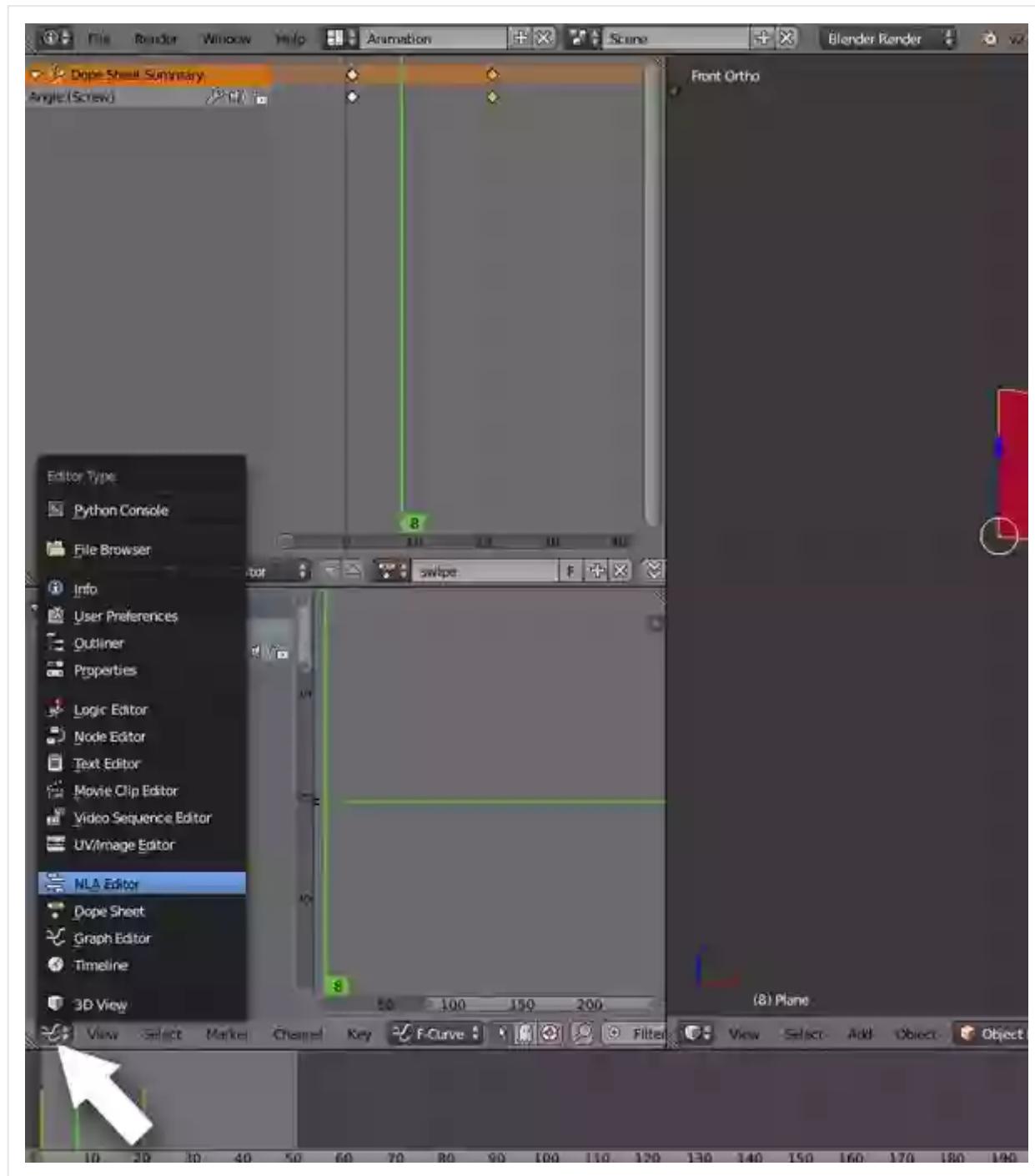




Tweak the keyframes

## Step 16

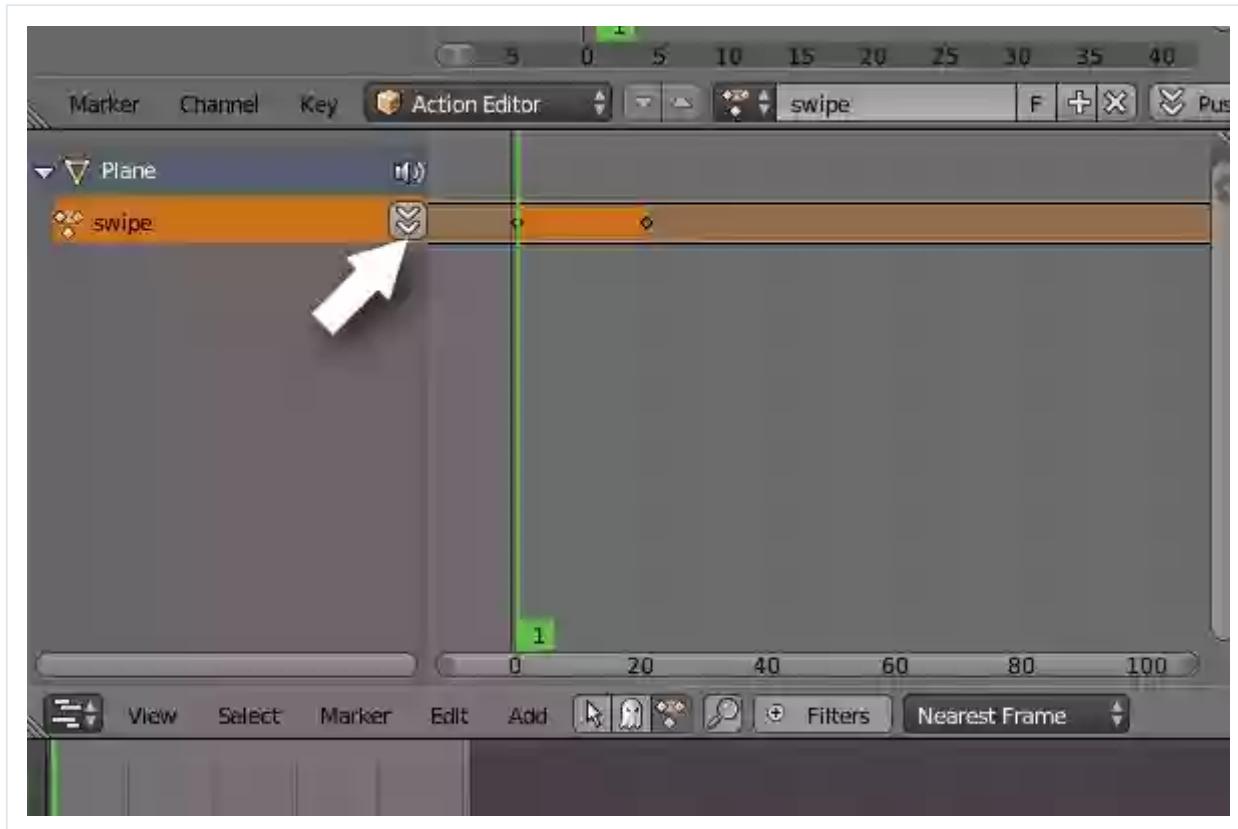
Change the bottom window to **NLA Editor**.



Open NLA Editor

## Step 17

In the **NLA editor**, click on the button with two arrows facing down. The action is converted into a strip.



Convert Action to strip

## Step 18

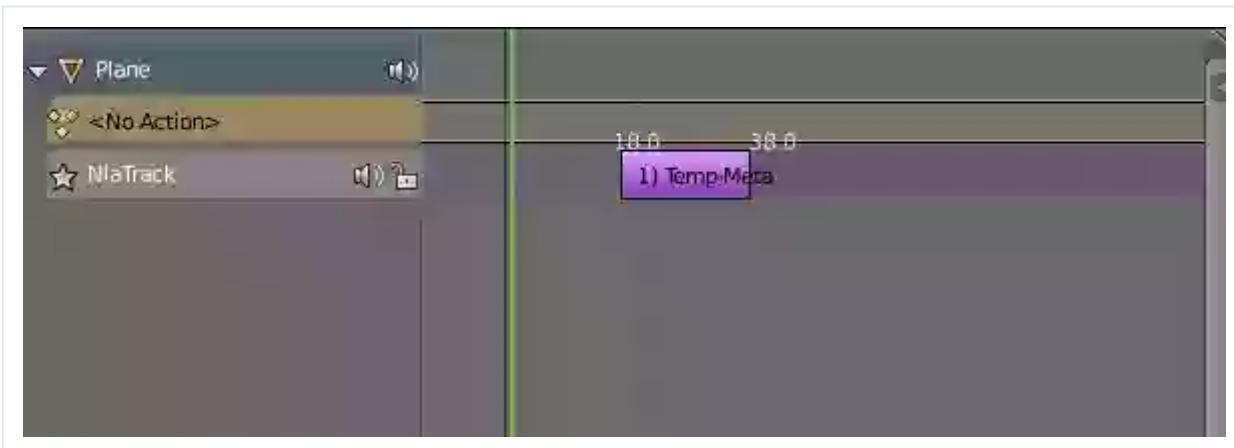
The action now appear as a single strip.





Action converted to NLA Strip

You can now move this strip in the timeline as when and where you need the animation to start. **Secondary-click** to select it and **G** to move.



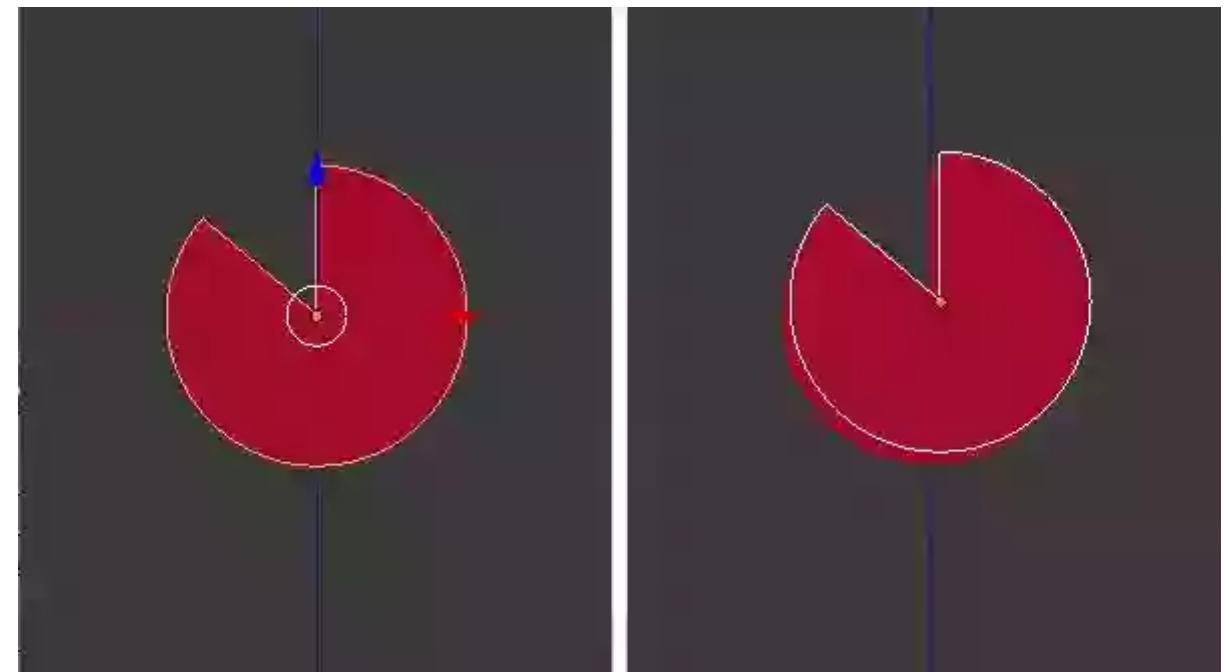
Move the strip

## Duplicating and Adding Variations

### Step 1

You can add more circle swipes for variety by duplicating the original object. The duplicate will also have the same material and animation properties, so you don't need to animate it again.

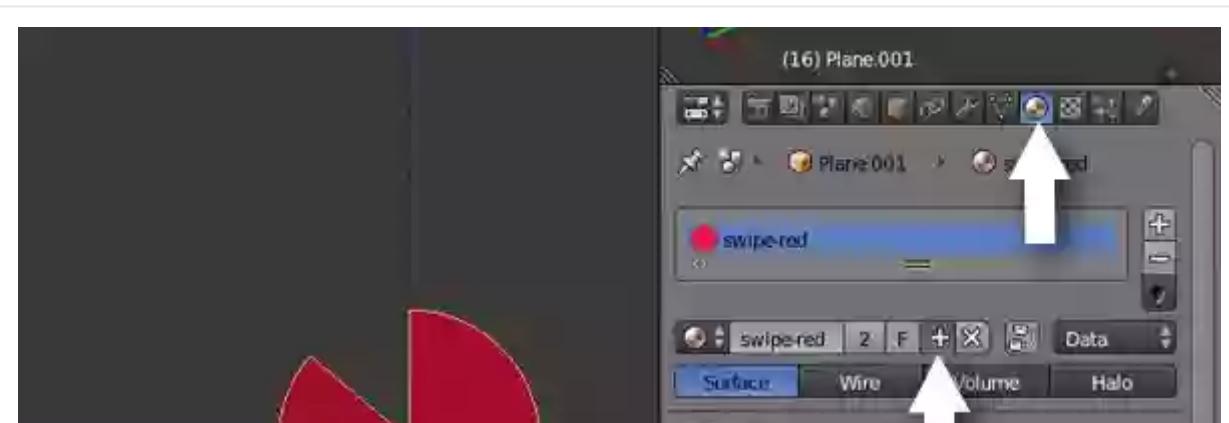
**Secondary-click** on the object and press **Shift-D** to make a copy. **Secondary-click** again so that the object is placed back to its origin.



Duplicate the object

## Step 2

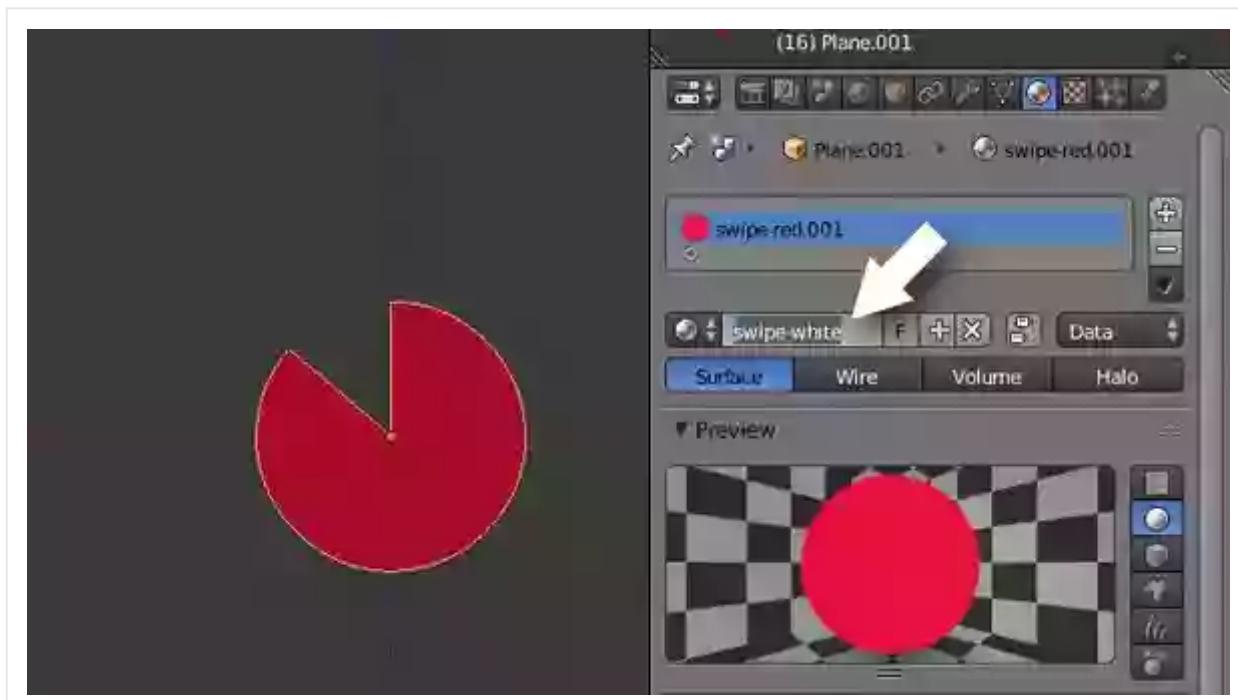
With the new object selected, click on the material button in the properties window, Press the + button to make a copy of the material for the new object.





Copy the material

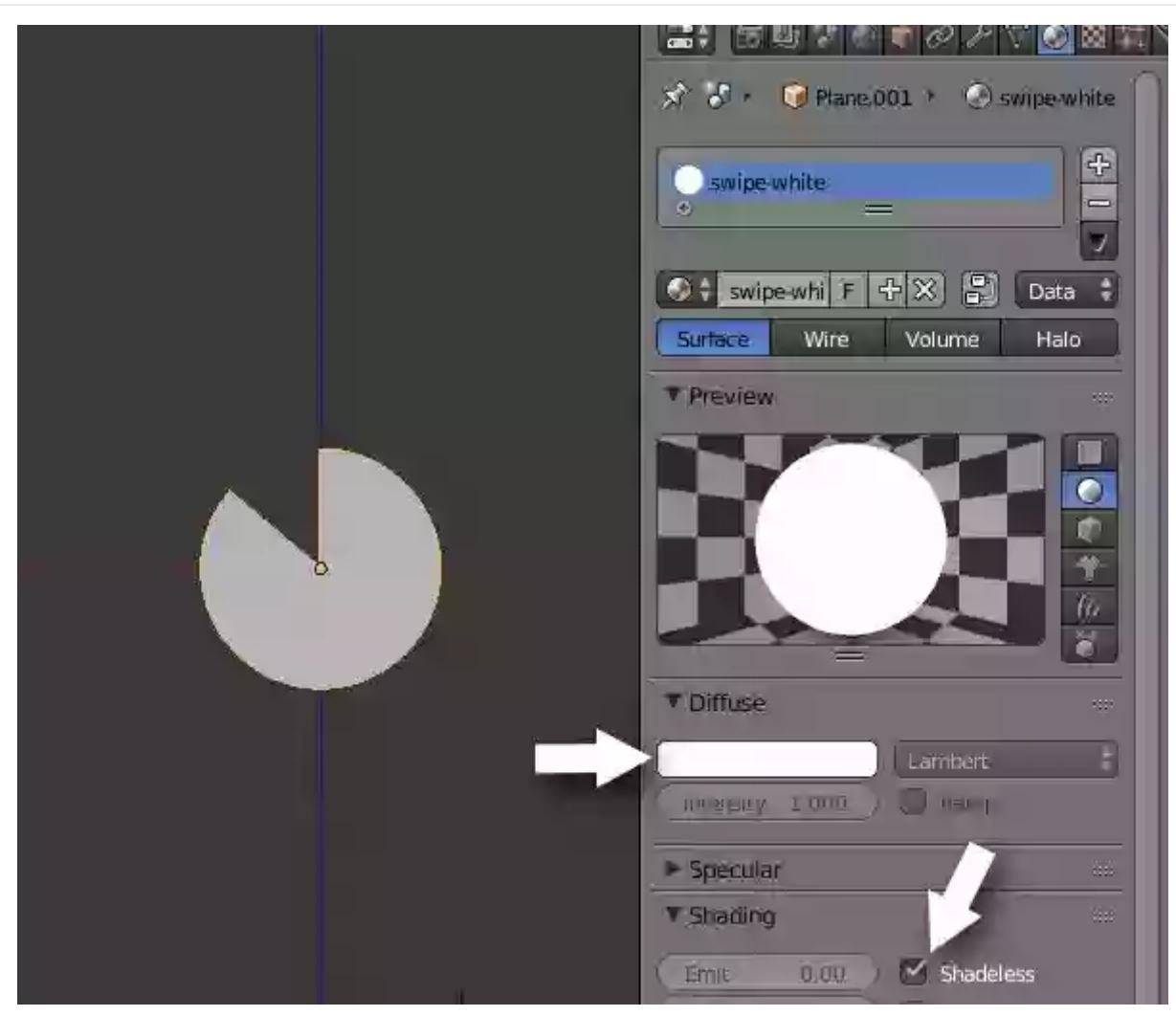
Rename the material. I have renamed it **swipe-white** as the second object will be white in this example.



Rename the material

### Step 3

In the **Diffuse** panel, **left click** on the color bar and set the new colour. Ensure the material is **Shadeless**.

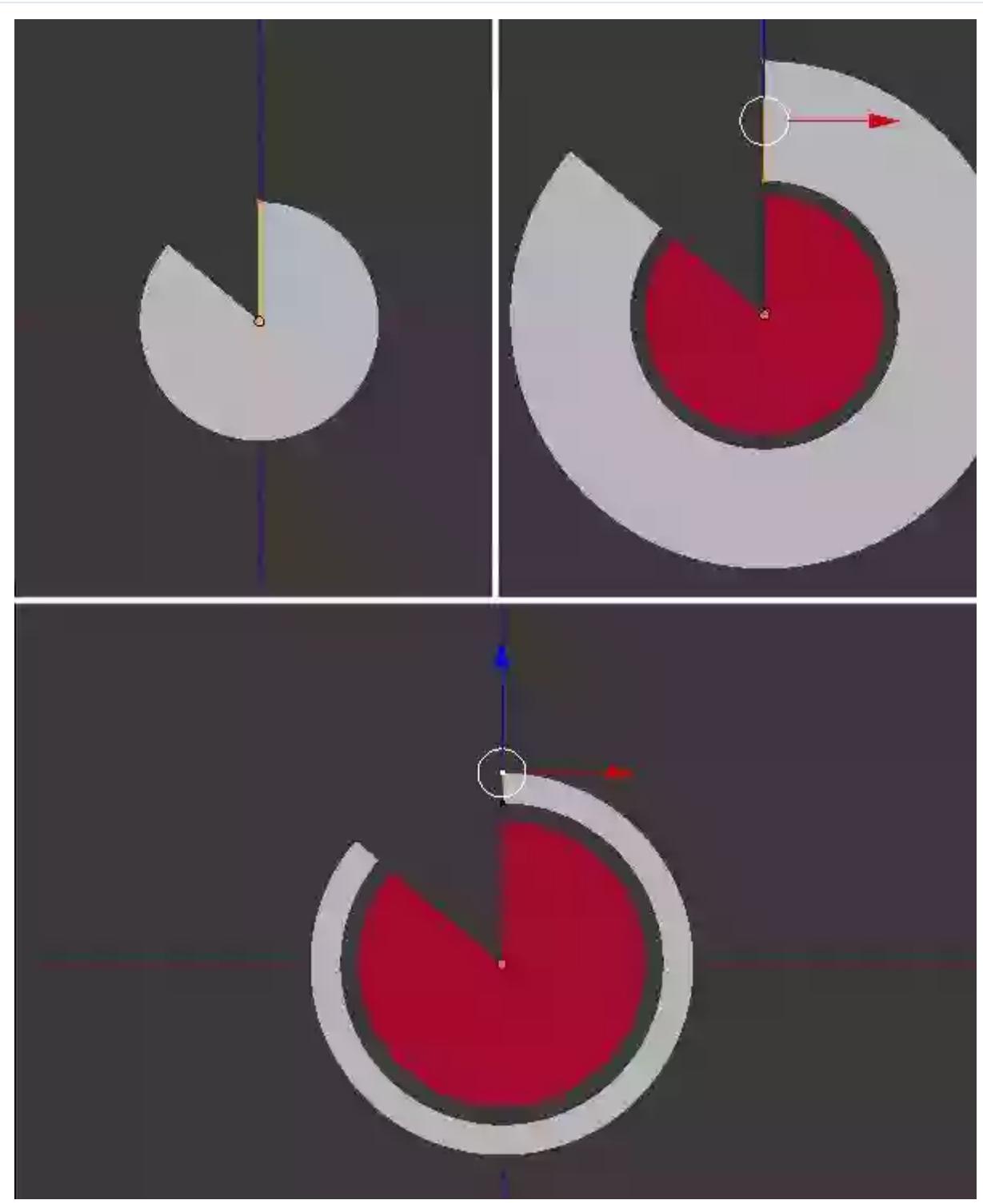


Change the color

## Step 4

- With the new object selected, press **Tab** in the keyboard to enter edit mode
- Press **A** to select all vertices and then pres **G** to move
- Move the mouse and the vertices upward
- Click** to confirm.

- **Secondary-click** on the top vertex and move it down to make a thin strip



Edit the geometry

## Step 5

Press **Tab** to exit edit mode. Press **Shift-Left Arrow** to go to first frame and then press **Alt-A** to play the animation.

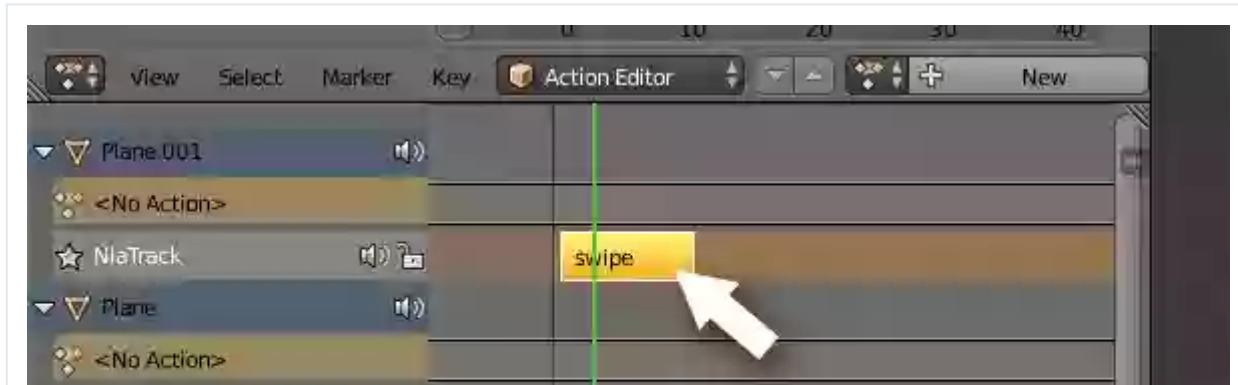


Animation preview

## Step 6

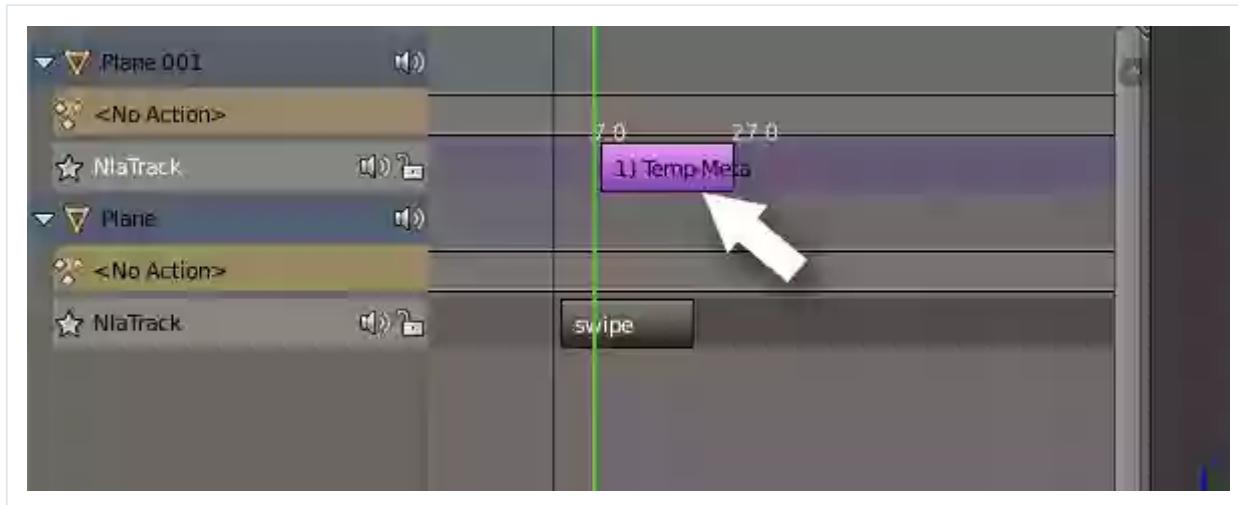
You can delay and offset the animation of the second object.

**Secondary-click** on the action strip of the second object in the **NLA editor**.





Press **G** and move the mouse a little bit. **Click** to confirm.



Offset the strip

Go to first frame and press **Alt-A** to see the animation.

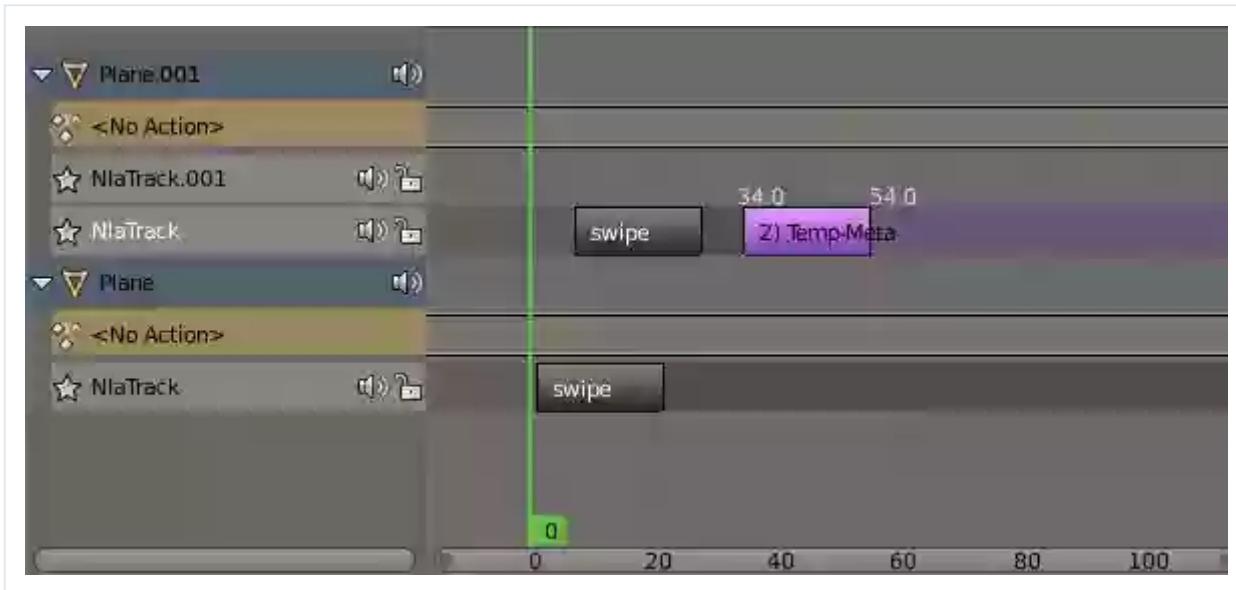


Animation preview

## Step 7

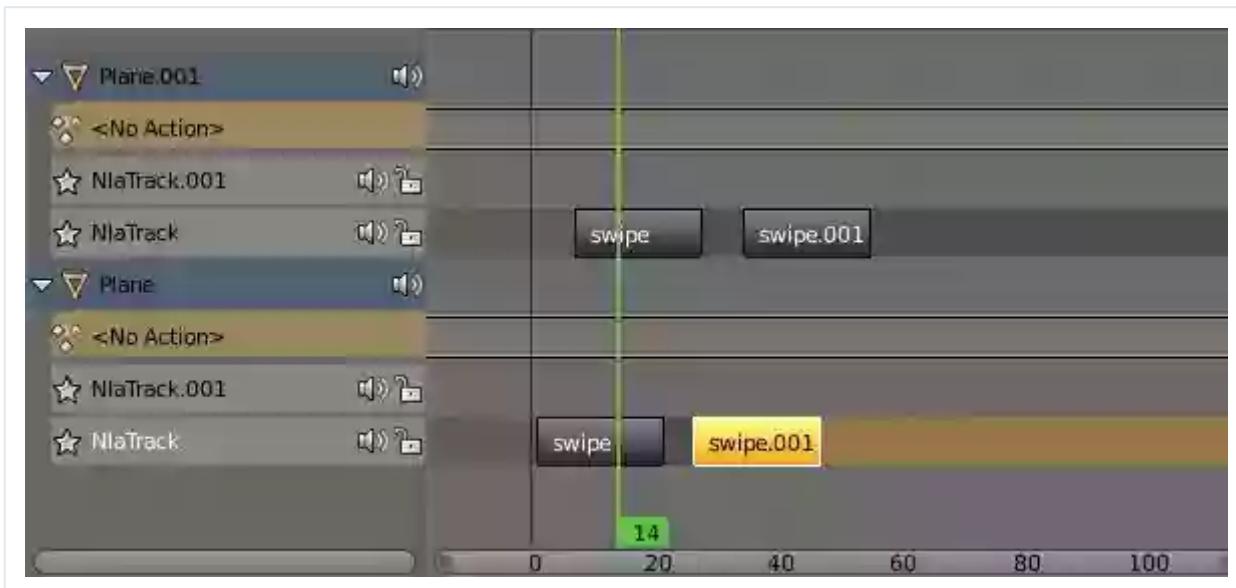
Next step is to close the circle back and make them disappear.

- Select the strip by **secondary-clicking** on it
- Press **Shift-D** to duplicate it
- Move it towards the right of the timeline
- **Left click** to confirm



Duplicate the strip

Again do the same for the other object.



Duplicate the strip of first object

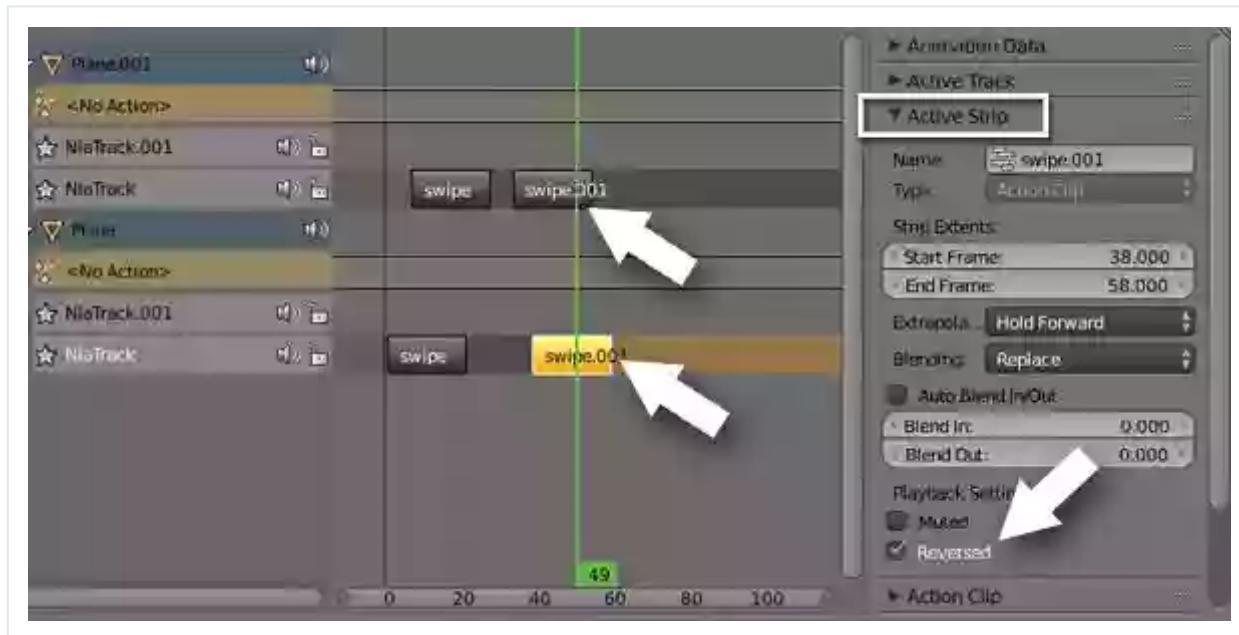
## Step 8

With the mouse on the **NLA editor**, press **N** to bring out the properties panel.

Select the second action strip of any one object.

In the **Active Strip** panel, check **Reversed**. This will play the animation backward.

Do the same for the second action strip of the other object.



Reverse the strip

Press **Shift-Left Arrow** to go to first frame. Press **Alt-A** to see the animation. Press **Esc** to stop.



Animation preview

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Karan Shah

Karan Shah is a 3D Artist and Animator from India. He is a BFA Graduate with specialization in sculpture. An inclination towards the digital medium made him a self taught computer artist. He is currently freelancing..

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comeinandburn

4 years ago

Karan, this is soooo brilliant!!! thanks for sharing:) I've been waiting for these kind of tutorials in Blender.

1 ^ | v Reply



andrepazleal

4 years ago

That's cool mate.

^ | v Reply



David McSween

4 years ago

Wow, just wow. I have spent so much time trying to get these effects from curve objects... I really appreciate the modifier tools make this so much easier. Thank you again.

^ | v Reply



Barry McCarthy

4 years ago

Thanks for that. That's a really clever way to utilise motion graphics in blender.

^ | v Reply

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