In Maya you can animate your models by being able to set key frames. These key frames allow you to be able to utilize and manipulate the “skeleton” joints placed on your model to be able to create the appearance of movement. The key frames scan be stretched or reduced to be able to create longer lasting animation or maybe even shorter (as was shown in the video to animate the robot). You can also save the movements and copy them to be able to duplicate the same animation later in that key frame sequence. Animation in Maya consists of being able to create a visual representation of what natural movement looks like. To accomplish this one can use the time slider to be able to adjust the length and coordinates to be able to get an exact look and feel of the animation. When creating the animation for a model you need to set the attributes you want for each key, you can then as a step frame by frame process make it so that it all seems as a continual smooth movement. If you want to get rid of any editing of attributes without deleting keys just simply go to channel box to be able to change the settings there.