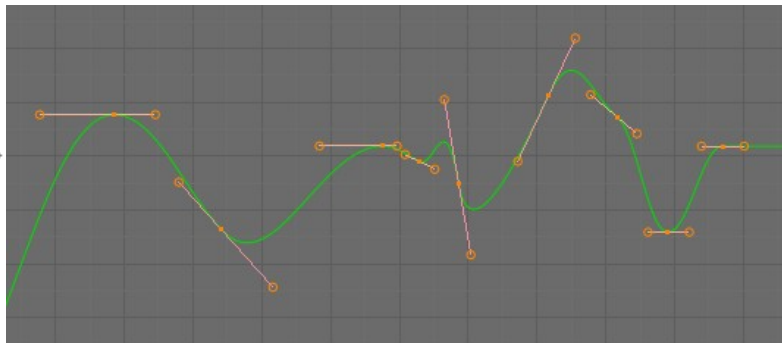# 4- Animation

Ordu, 12.05 – 16.05 2025
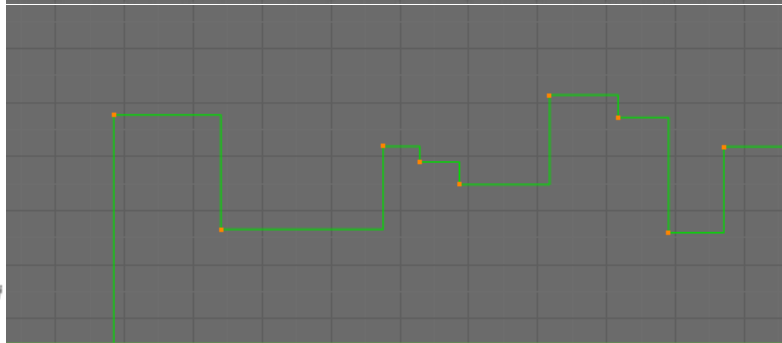
Keyframes, Interpolation and Extrapolation
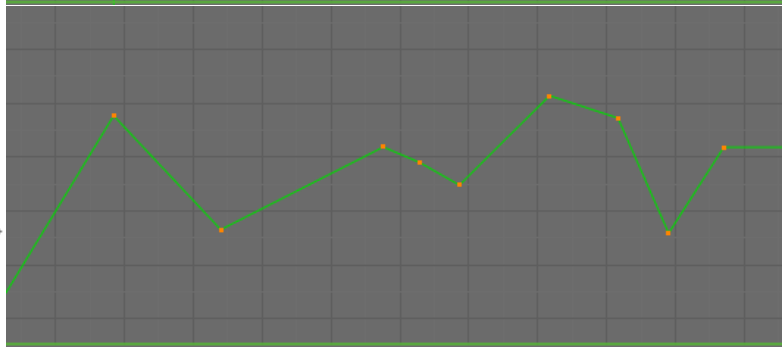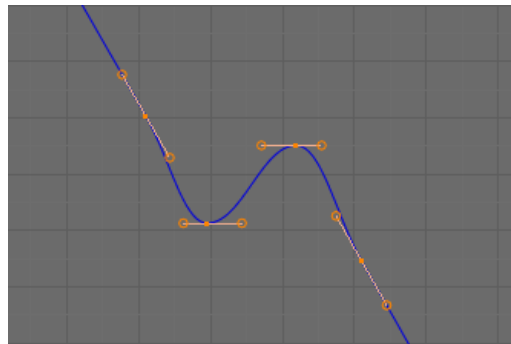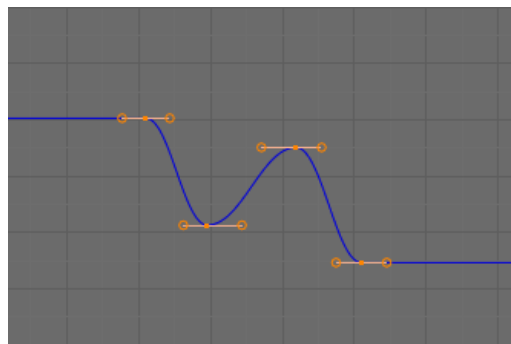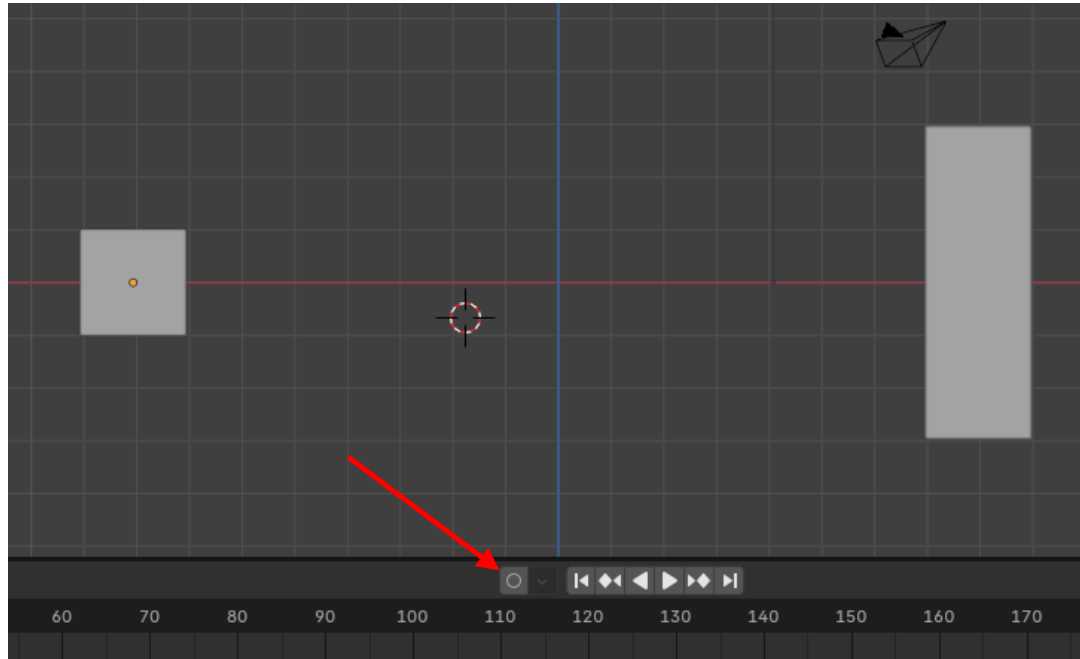
Bezier

Constant

Linear

Linear

Constant

Animating object in Blender

1º Position object (space and time)
2º Insert keyframe
3º Move time
4º Move object
5º Insert new keyframe

(can use autorecorder!)

Front Orthographic
(100) Collection | Cube.001
10 Centimeters

Frames with Keyframes
are yellow

Keyframes are visible
in the timeline

Transform

Location:
X	5.9607 m
Y	0 m
Z	0 m

Rotation:
X	0°
Y	0°
Z	0°

XYZ Euler

Scale:
X	1.000
Y	1.000
Z	1.000

Dimensions:
X	2 m
Y	2 m
Z	2 m

> Properties

Meshstats

Active object: Cube.001

Disabled on this object.

Enable

> Edit Linked Library

Playback   Keying   View   Marker

100   Start   1   End   250

0   10   20   30   40   50   60   70   80   90   100   110   120   130   140   150   160   170   180   190   200   210   220   230   240   250

Graph Editor
is your friend!