

week 4: animation → tutorial and videos

- digital workspace → wire frame → track "series of movement"
- motion, select part, move, record movements
- select obj. tree → track → move, select, → 2D movements / record early movements
- when screen up delete → track
- layers → change speed, parameters
- specification tree (grey box trace) → how to find
- click blue cube (action) → right side view
- first dragging click → mirror
- first dragging → key position (object)
- set up sequences
- creates movements
- produce that more product
- copy → print tree parts → rename →
- click axis (grey back)
- view tool bar (hit all in)
- Order importance
- record early movements
- Composite splines → curve



Koike, Tomok,

TXID: 8V845654S2958564Y  
koike@purdue.edu

Assignment #: 26LP0411

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