This section examines the contents of the example file ObjectsInMotionDemoFile.blend – the contents are the same as in the earlier demonstration file, but these have all been animated in some way that may be of future use. Play around and experiment with changing different settings to see how it affects the output.

Tip:
There is a lot going on in this demonstration file, and the examples aren't related. To examine them one at a time you can append the objects into your own Blend file or you can use the Outline Editor to control which of the objects you can see.

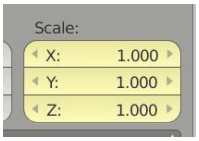
The eye icon controls what it visible in the 3D View, and the Camera icon controls what is rendered.

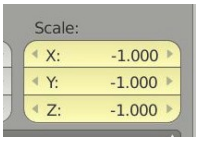
Wireframe Cube ("Cube.WireframeScaling")

Scaling changes at regular intervals.

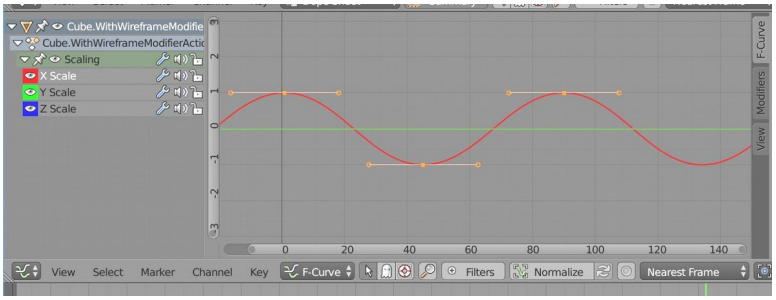
Keyframes were set at 3 different frames.

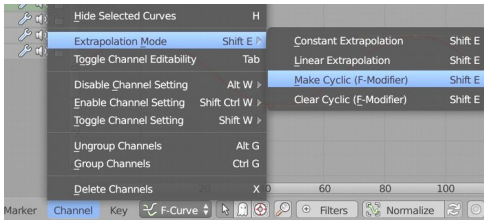
Frame 0: scaleX = 1, scaleY = 1, scaleZ = 1
Frame 45: scaleX = -1, scaleY = -1, scaleZ = -1
Frame 90: scaleX = 1, scaleY = 1, scaleZ = 1





In the Graph Editor, F-Curve Modifiers were enabled and then the curves were made to repeat.



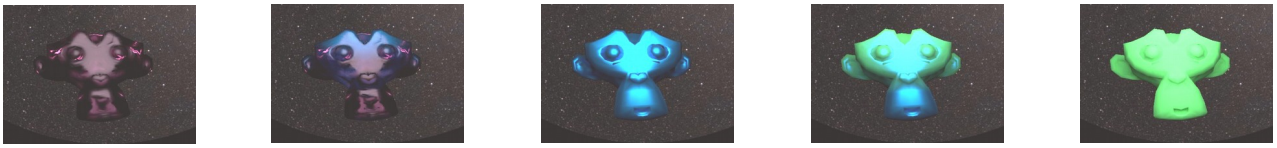


Channel > Extrapolation Mode > Make Cyclic

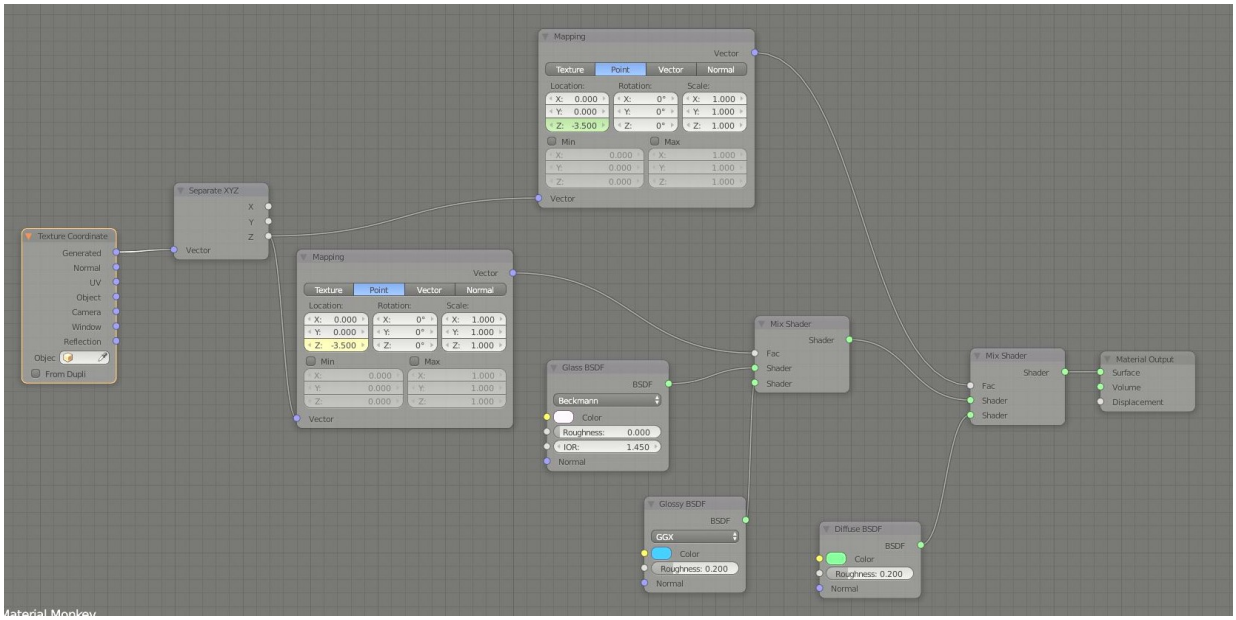
Learn more about F-Curve Modifiers and the Graph Editor:
http://docs.blender.org/manual/en/dev/editors/graph_editor/fcurves/introduction.html

Glass Monkey Head (“Suzanne”)

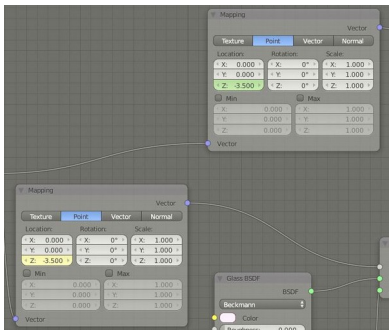
Change from purple glass to blue glossy to green diffuse then back.



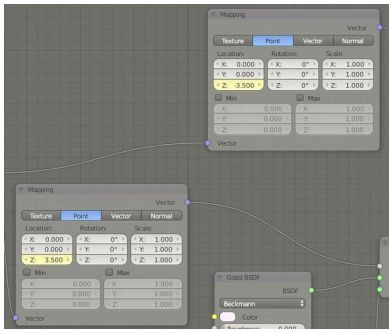
The change happens along the Z axis of the monkey object.



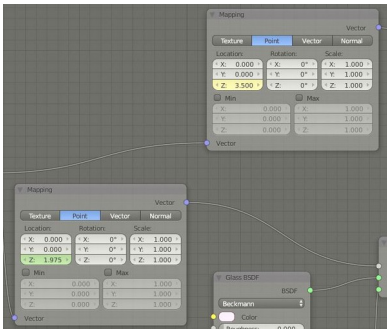
Frame 0



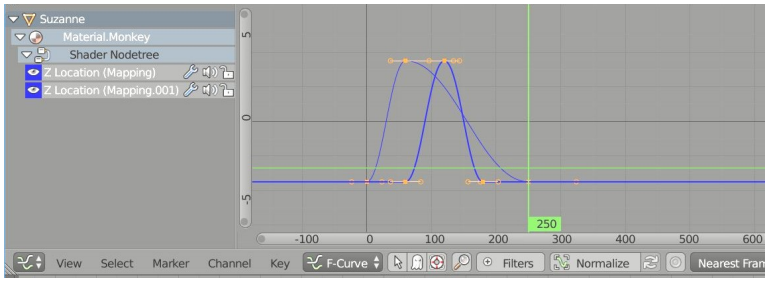
Frame 60



Frame 120



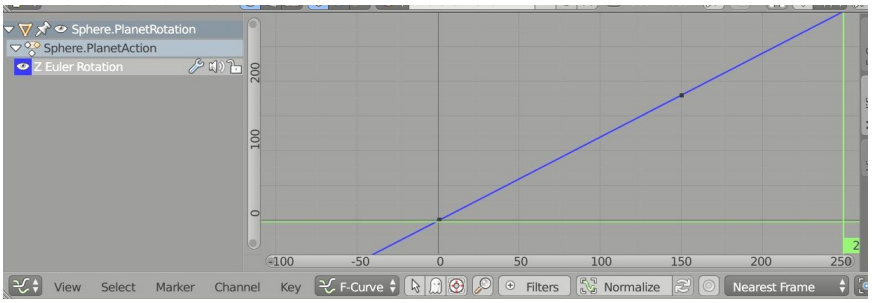
Graph editor showing curves
for keyframes of Mapping nodes.



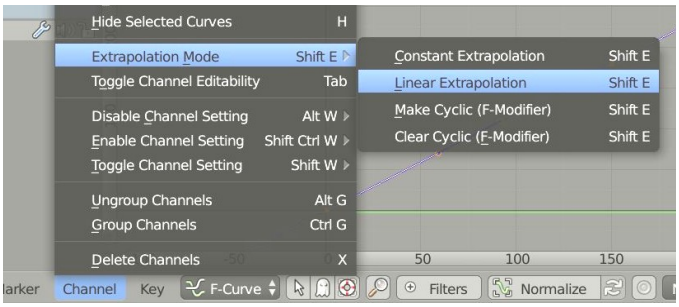
Learn more about Mix Shader and other Shader nodes:
http://docs.blender.org/manual/en/dev/render/cycles/nodes/types/shaders/mix.html

Earth Ball (“Sphere.PlanetRotation”)

Simple rotation of the sphere object. Two keyframes set for Z rotation.



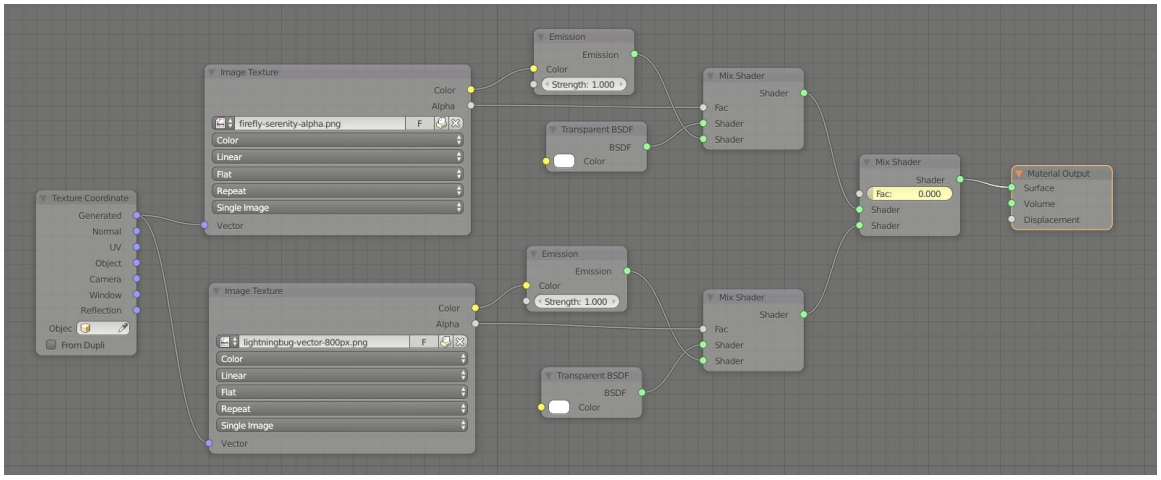
Rotation made continuous.

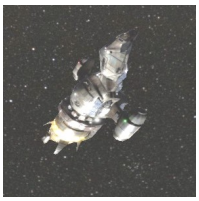


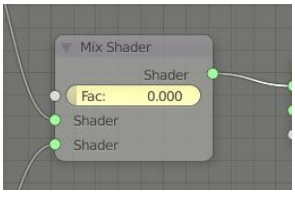
Channel > Extrapolation Mode > Linear Extrapolation

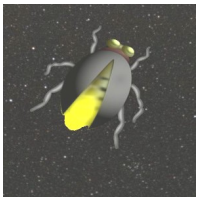
Firefly Image (“Plane.ImageAlpha”)

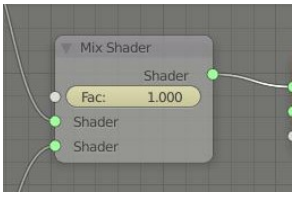
Image dissolves into another image and back again. The final Mix Shader node Factor value is keyframed to control which image is shown.





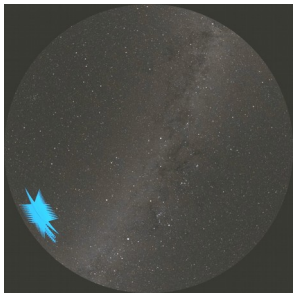
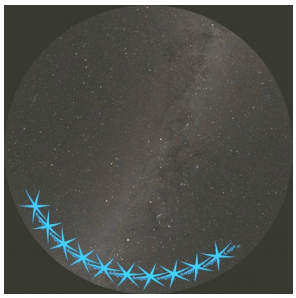
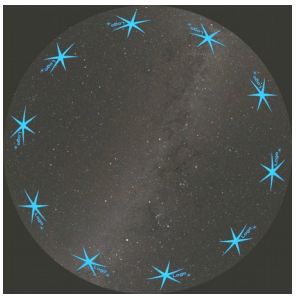




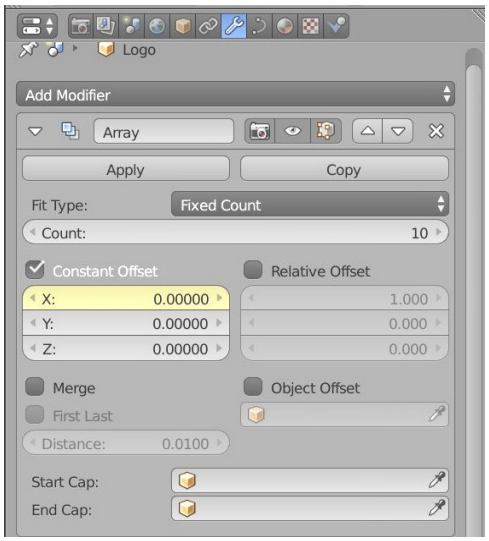


Logo

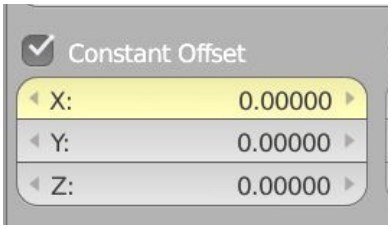
Copies of the logo appear and spread out in a circle around the center of the scene.

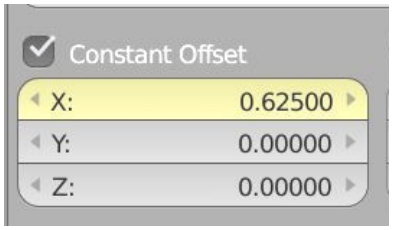
Two modifiers are applied:
An Array Modifier makes instances of the logo object appear spread out at intervals.



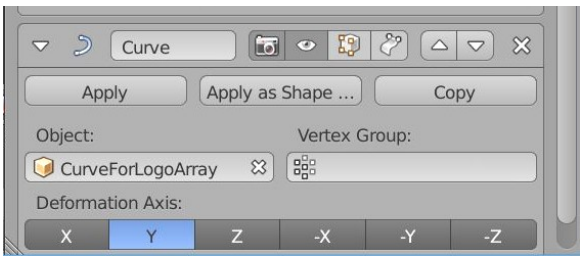
Frame 30



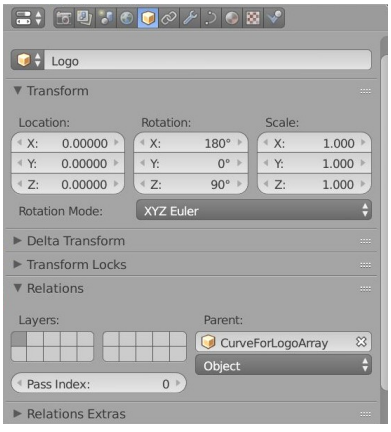
Frame 180



A Curve modifier is used to provide the path along which the logo object instances are distributed.

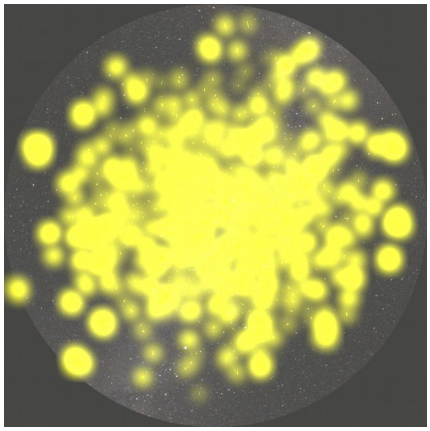


Note that the Curve, a Bezier Circle object, is set as the “parent” of the logo object.

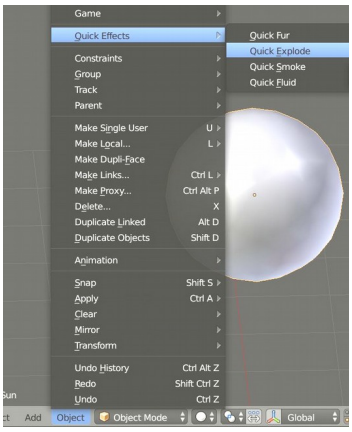


Sun Ball (“Sphere.SunExplosion”)

A silly but fun effect in which we blow up the Sun!

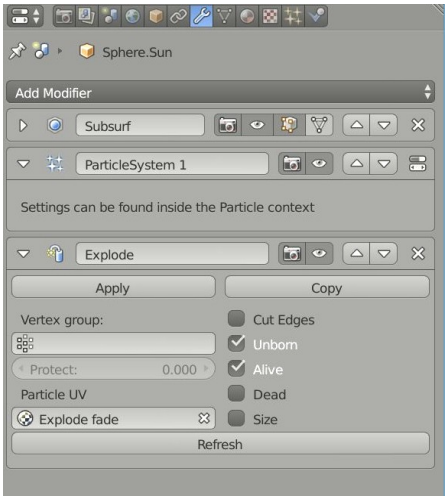


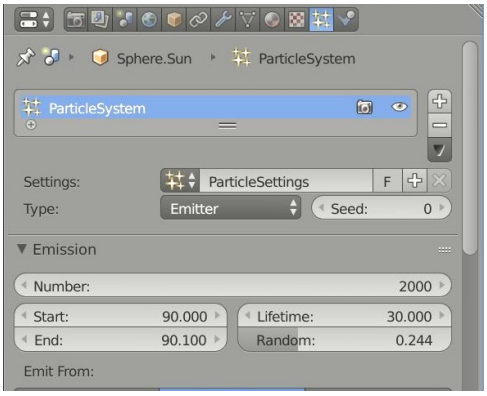
Many custom effects can be created using Blender. A few examples are provided with built-in setups. Here, the “Quick Explode” effect is applied to our sphere object.



Object > Quick Effects > Quick Explode

Two Modifiers, Explode and Particle System, are created and added to any existing Modifiers.





The Particle System settings are tweaked so that the pieces appear suddenly and have a short lifetime.

The Emission Shader is mixed with a Transparent Shader. The Factor value of the Mix Shader is keyframed to fade out the material.