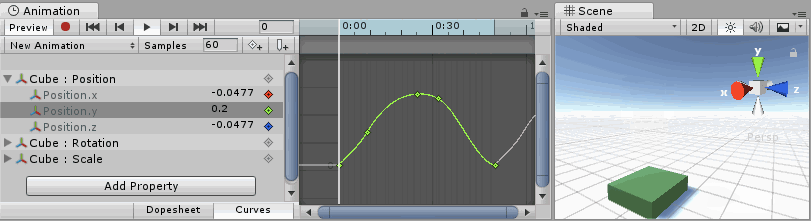
使用时间曲线

1. 属性列表
   1. Animation Window窗口左边的属性，每个要更改的属性都会一种对应的颜色，在左边框的右边，右边的曲线的颜色可标识是哪个属性的更改曲线



1. 理解 曲线，关键点和关键帧
   1. 曲线：属性的走势
   2. 关键点： 曲线在每个帧经过的位置
   3. 关键帧：代表着游戏对对象某一帧的时间点或状态
2. Unity当中支持的动画属性：

The following types of properties are supported in the animation system:

* Float
* Color
* Vector2
* Vector3
* Vector4
* Quaternion
* Boolean

1. Rotation Interpolation Type( 旋转插值类型)：
   * + 1. 四元数（Quaternion）（旋转角度不可大于180度），避免手动更改
       2. 欧拉角Euler，一般用该方式

* **Euler Angles Interpolation**
* Euler Angles interpolation is what most people are used to working with. Euler Angles can represent arbitrary large rotations and the **.x**, **.y**, and **.z** curves are independent from each other. Euler Angles interpolation can be subject to artifacts such as Gimbal Lock when rotating around multiple axes at the same time, but are intuitive to work with for simple rotations around one axis at a time. When Euler Angles interpolation is used, Unity internally bakes the curves into the Quaternion representation used internally. This is similar to what happens when importing animation into Unity from external programs. Note that this curve baking may add extra keys in the process and that tangents with the **Constant** tangent type may not be completely precise at a sub-frame level.