**10 Add Motion FX**

**Target：**

1. Select soccerball\_ctrl. RMB-click Translate Y > Motion FX > Noise. Set the Amplitude to 5 and press Play. Set the Amplitude to 1；
2. Select soccerball\_ctrl. RMB-click Translate Y > Motion FX > Limit. Set Minimum to 0 and Maximum to 6.
3. In motionfx, select noise1. Go to Frame 37. Alt-click on Amplitude. Go to Frame 1 and set Amplitude to 0. Alt-click on Amplitude. Go to Animation Editor and select the curve. Click Constant；
4. RMB click on the Motion Path handle and turn off Persistent. Click on the Render Flipbook button. Click Start；

**UI：**

RMB-click Translate Y > Motion FX > Noise.

渲染动画：Render Flipbook.

**Nodes：**

**CHOP Nextwork**

Chop

**Noise**

Makes an irregular wave that never repeats, with values approximately in the range -1 to +1.

**Channel**

Creates channels from the value of its parameters.

**Math**

Perform a variety of arithmetic operations on and between channels.

**Limit**

Provides a variety of functions to limit and quantize the input channels.