**9 Animate a Bouncing Ball**

**Target：**

1. Click Global Animation Options, Set End = 120,Click on Pose, At Frame 1, move ball x = -15 press K,At Frame 120, set x = 15, press K；
2. At Frame 12, 36, 60, press K, At frame 1,lift ball up, at frame 24, lift up less, press K,at frame 48, lift up less, press K；
3. Click Animation Editor,click on Translate Y channel.Press H. Select three keyframes where ball contacts ground, press Untie Handles.Tweak tangent create sharp bounce；
4. Turn on Motion Path, RMB Show tangents, go to soccerball\_anim Misc tab, set Onion Skinning = Full Deformation, press space-d, Scene tab set Frame increment and Frame Before and After color；
5. Press Shift and drag to select all keys.MMB drag scale the timing；
6. Click Animation Editor, click on Translate X. Delete keys except first and last；
7. Go back Scene, RMB on Motion Path handle and choose Persistent,Select squash\_ctrl turn off Motion Path;

Go to the first bounce and move back one frame. Select the squash\_ctrl press k. Go to the bounce frame and move the handle down to create squash. Press K. Go one frame forward and stretch the ball until it is round. Press K. Repeat for all the bounces.

1. NULL；

**UI：**

调整时间线帧数：Global Animation Options > Set the End

动画编辑器：Animation Editor

显示运动路径：勾上Motion Path

显示前后帧球的位置：Space-d>Scene tab>Frame increment - Frames Before - Frames After。

调整动画速度：Shift and frag > MMB drag on the end

**Nodes：**