

Blender 3D Quick-Start – Session 3

Resources:

Basic biped rig – http://perm.cessen.com/2012/blender_class/mr_biped.blend

Animation:

Insert keyframe – **I**

Frame-step forward – **Right arrow**

Frame-step backward – **Left arrow**

Frame-step forward 10 – **Shift + Up arrow**

Frame-step backward 10 – **Shift + Down arrow**

Playback animation – **Alt + A**

Timeline (and other time-based editors):

Place/scrub time cursor – **RMB**

Graph Editor:

Add keyframe – **Ctrl + RMB**

Toggle n-panel – **N**

Zoom to fit all – **Home**

Zoom to fit selection – **Keypad Period**

Isolate selected channels (in channels sub-panel) – **V**

Change selected keyframe(s) interpolation type – **T**

Change selected keyframe(s) handle type – **V**

Parent-child relationships

Create parent-child relationship:

- Select child(ren)
- Select parent
- **Ctrl + P**

Clear parent – **Alt + P**