

- Today I'm going to cover:
 - Animation basics
 - Using a simple rig

Animation Concepts

- Time
- Key frames
- Interpolation

Timeline

- The most basic interface for time and animation in Blender
- Frame number
- Time cursor, scrubbing
- Arrow keys for changing frame
- Panning/zooming the timeline
- Setting frame range
- Playback buttons

Inserting Keys

- Demo with monkey head
- Manually with “I” key menu
- Key sets, to pre-select what I will key
- Autokeying to set keys whenever you move something

Rendering an animation

- Output path
- File type
- Render animation button

Dopesheet

- Selecting and moving keys
- Deleting keys

- Channel hierarchy
- Panning/zooming the dopesheet
- Visibility modes: only selected/only visible

Graph Editor

- Horizontal is time, vertical is value
- Panning/zooming (vert and horz are separate)
- Home key zooms-to-fit all
- Keypad period zooms to fit selection
- Hiding/isolating f-curves in the channel panel
- Visibility modes: only selected/only visible
- Selecting and moving keys
- Handles
- Interpolation types (affects next segment)
- Handle types
- Coordinates in n-panel
- Adding keys by clicking
- F-curve modifiers

Parent-child relationships

- Example with cube and monkey head
- Make cube parent of monkey
- Monkey exists in the space of the cube
- A parent can have multiple children
- A child can only have one parent

Rig

- Download rig file: http://perm.cessen.com/2012/blender_class/mr_biped.blend

- Open rig file
- Armatures are a separate object type
- They contain sub-objects called “bones”
- Armatures have three modes: object mode, edit mode, and pose mode
- For animation, you want to be in pose mode—treats bones like objects

- Basic overview of rig
- Animate a stupid dance:
 - Whole-character keying set