**Motion**

Introduction

* What’s the assignment?
  + Can only add one element
* Planning sheets
  + Motivation: Save yourself time and your employer money
* Files

Workspace Elements

* Basic Ball Rig introduction
* Render Cam
* Set to **24 fps**
* Default tangent in **Clamped** and tangent out **Stepped**
* **Timeline**
  + Scrubbing
  + Range values
  + Playback speed 🡪 Set to **Real-time**
  + Playing
* Keyframes
  + Setting a keyframe
  + Moving a keyframe(s)
  + Carrot key controls
  + Deleting keys
  + Scaling keyframes
    - Snapping keys
  + Auto-key
* Channel box
  + Delete selected
  + Key selected
  + Locking/unlocking attributes

Animation Workflow

* Timing
  + Work in stepped mode
* Spacing
  + Editable motion trail
* Splining
  + Graph editor
    - Basic graph editor elements
      * Channels
      * Stats
      * X-axis = frame number, y-axis = attribute values
      * Navigation
      * Editing tangents
        + Stepped mode
        + Linear
        + Splining
        + Auto
        + Moving keys
        + Deleting keys
        + Flattening and adjusting
        + Breaking tangents
        + Weighted tangents
* Squash and stretch

Playblasting

* Select Panels 🡪Orthographic 🡪 ‘render\_cam’
* Select Show 🡪 uncheck: NURBS Curves & grid
* Click Resolution gate icon to turn it off
* Select Window 🡪 Playblast options
* Show ornaments: Turn off
* Format: qt
* Encoding H.264
* Quality: 100
* Display Size: From Render Settings
* Scale: 0.5
* Save to File: Set this to your student file
* Shortcut to Playblast: right click on timeline and select Playblast