**Obstacle Course Demo Outline**

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