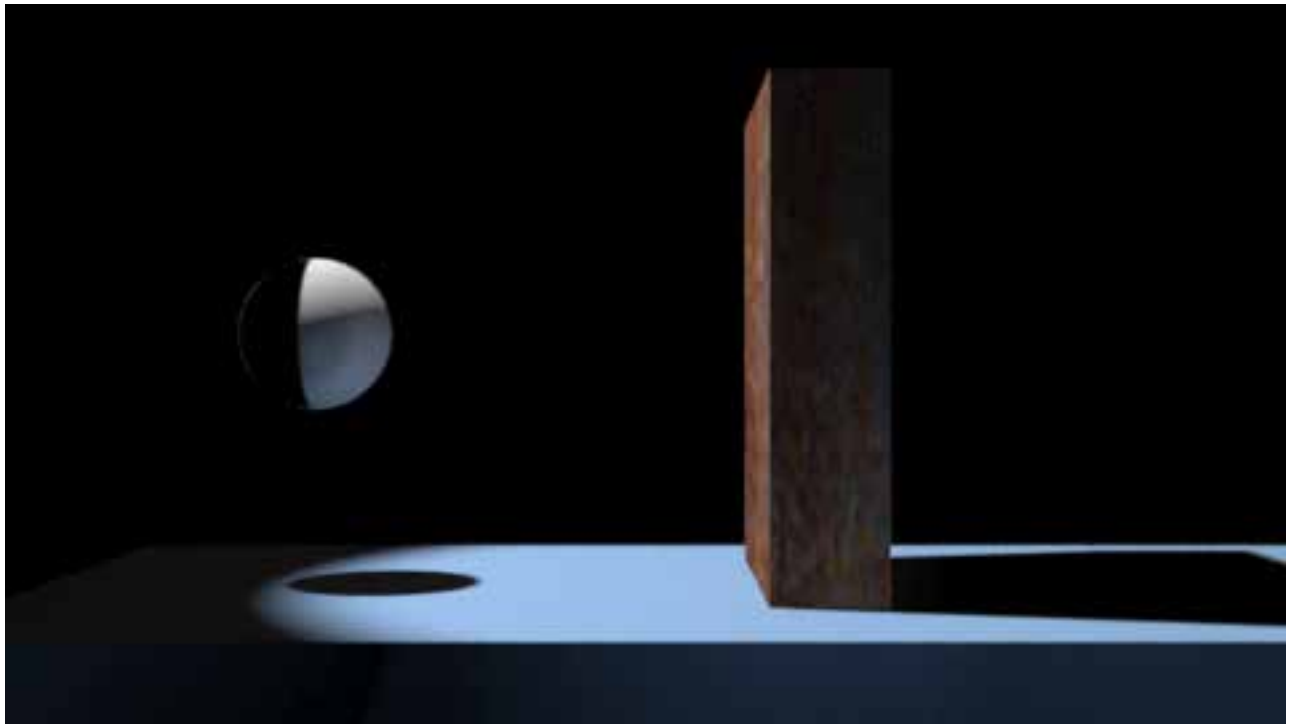
Four Basic Animation Techniques

- **Simple Keyframe**
- **Path Constraint**
- **Physics Based (Reactor)**
- **Particle Systems**

These four technques will take you a long way in creating exciting 3D animations. You will be using them in the three projects.

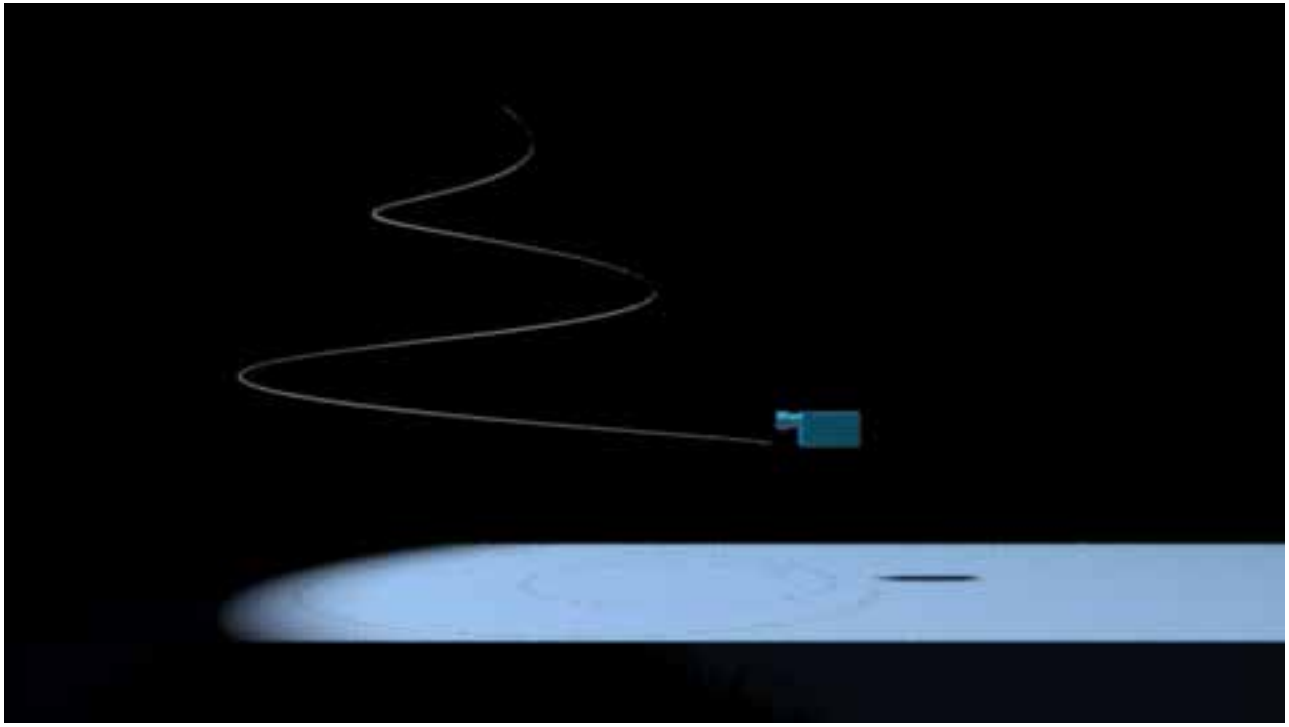
SIMPLE KEY FRAME ANIMATION

Simple key frame animation gives you complete control over your scene. In project 1 you'll bounce a ball on a wall using this method. Key frame with introduce you the "Curve Editor", an interface that let's adjust and one tune you animation.



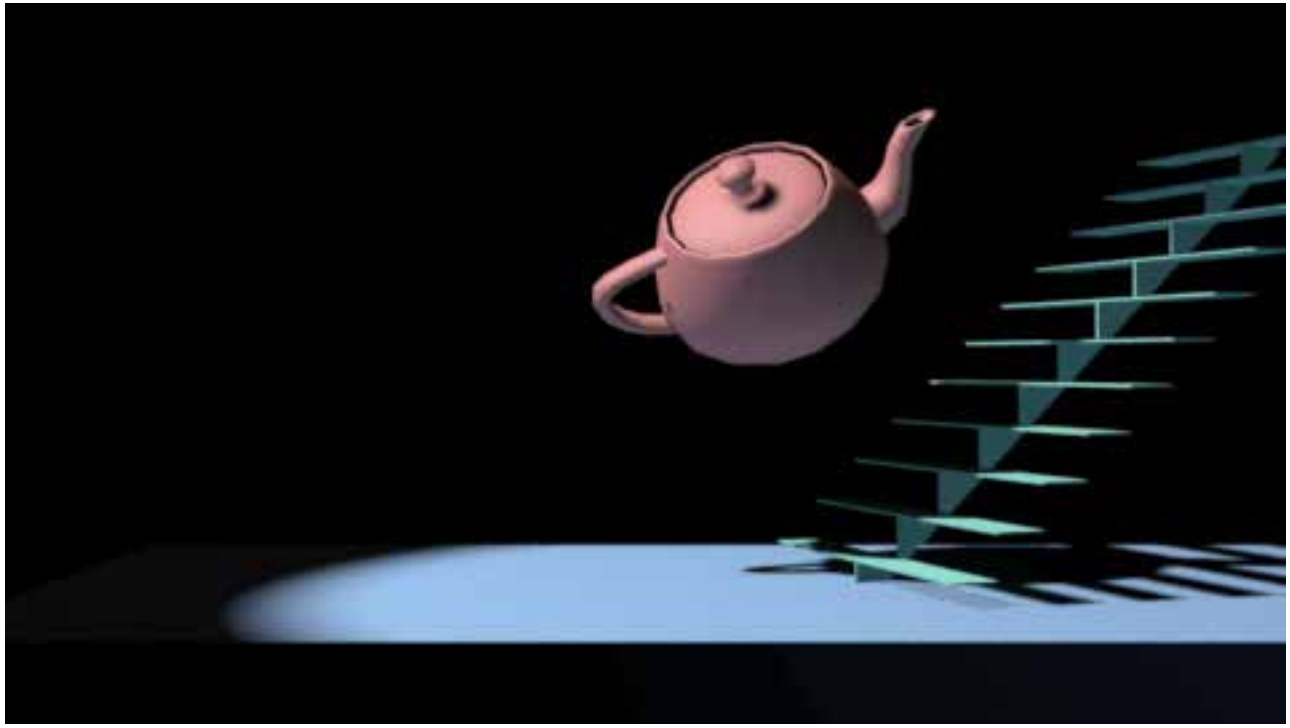
PATH CONSTRAINT ANIMATION

Create two things: a 3D mesh and a 2D Spline (line). Connect the mesh to the spline using a "Path Constraint" and the computer calculates the animation for you!. It's that simple. It's an easy way to animate a camera through a landscape or make a plane fly through your scene.



PHYSICS (REACTOR) ANIMATION

Reactor allows you to assign an actual mass and volume to a 3D object and have it interact with other similar objects as if in the real world. There's no need to set key frames.
You might call it a the "Lazy Way to Animate".



PARTICLE SYSTEMS

A “Particle System” is used to animate a large number of items (leaves blowing across a landscape) without having to animate then individually.