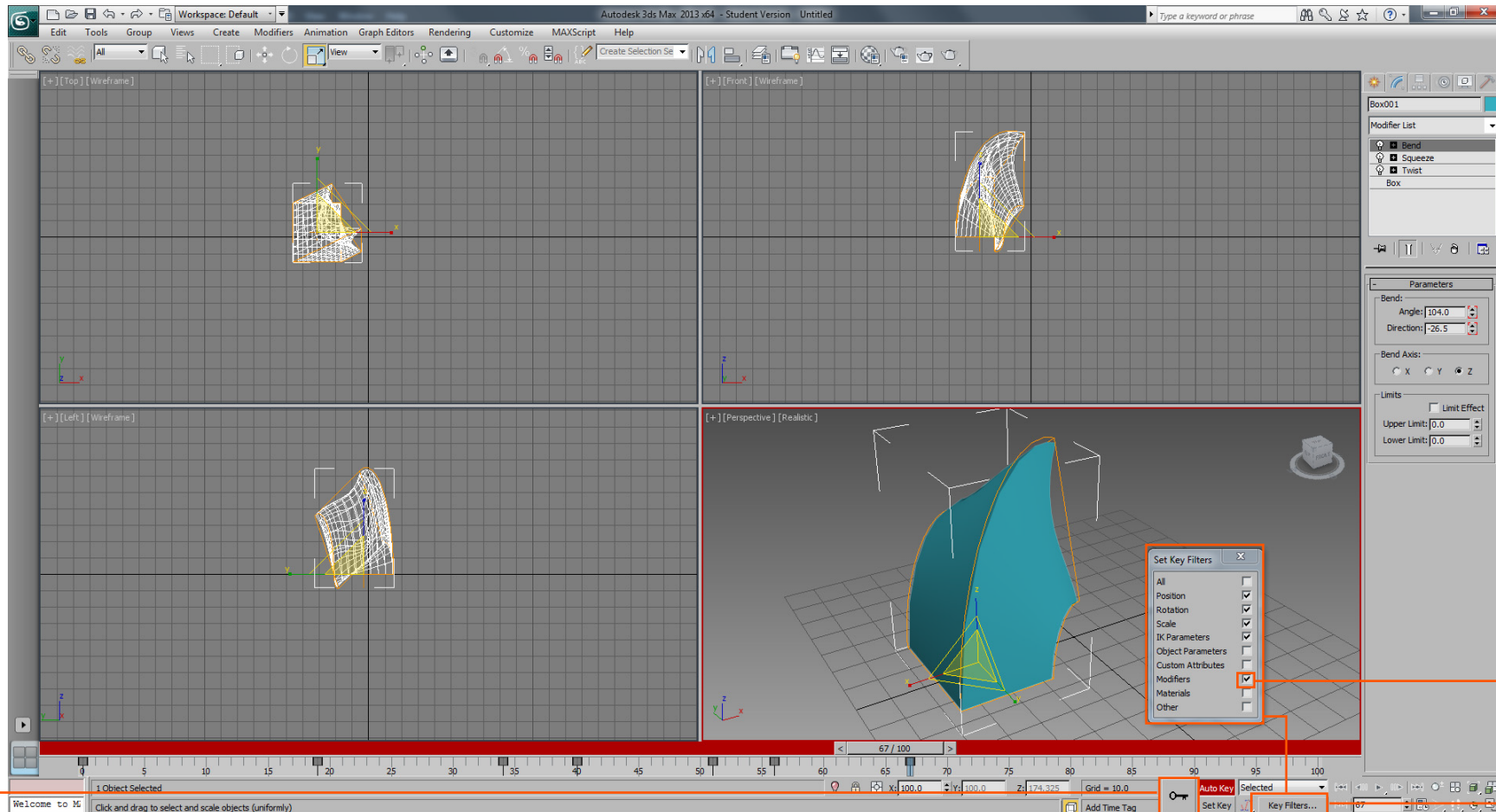


KEY FILTERS & ANIMATION

The “Key Filters” panel allows you to set when you want a modifier or transform to begin on the animation timeline.



1. Open the “Key Filter” panel.

2. Check “Modifiers”

With “Modifiers” checked, you can perform multiple modifications to an object over time without them occurring at the same time from frame zero. Try it. Create a box with plenty of segments. Add the twist modifier, then click the “Key”. Now slide the scrubber forward in time and “twist” the box. Next add the ‘Squeeze’ modifier. Again, click the “Key” button. Then “squeeze” the box. You’ll see that the squeeze effect will start where ever you place the key.