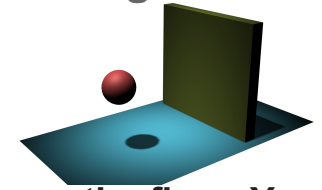
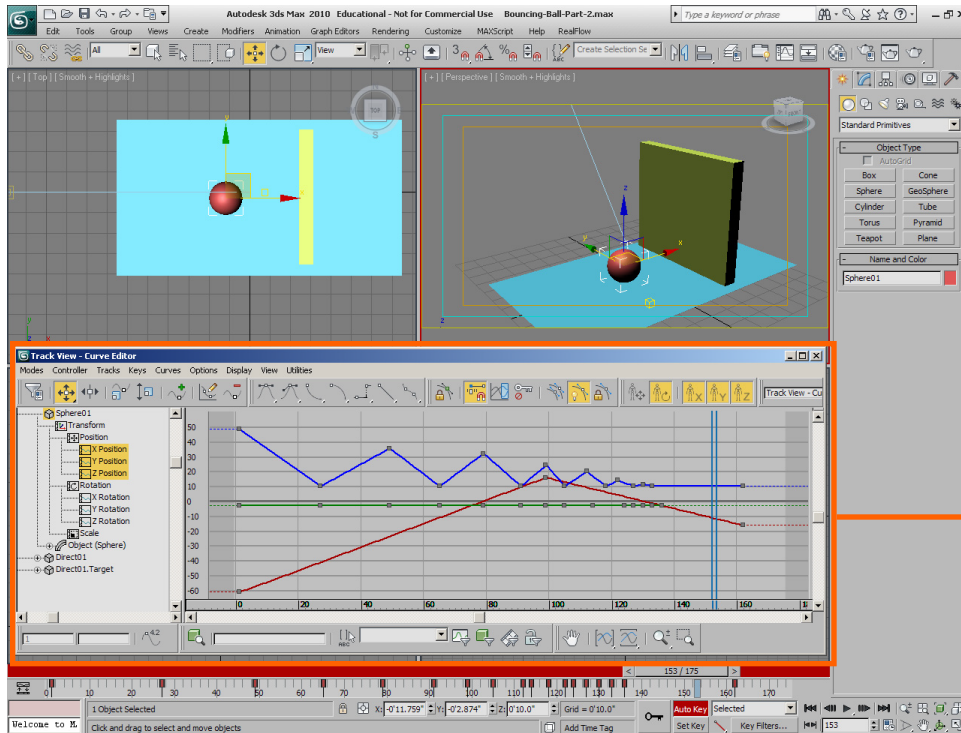


# Bouncing Ball Animation



You'll notice that when you play the animation that the ball "Spikes" rather than bounces across the floor. You will fix this by going deeper into 3D Max and use the "Curve Editor".



1. Select the ball.
2. Right click anywhere in the viewport and select "Curve Editor".
3. This panel will pop-up.

The lines represent the path of the ball

Red Line (X) = The movement of the ball in the back and forth direction.

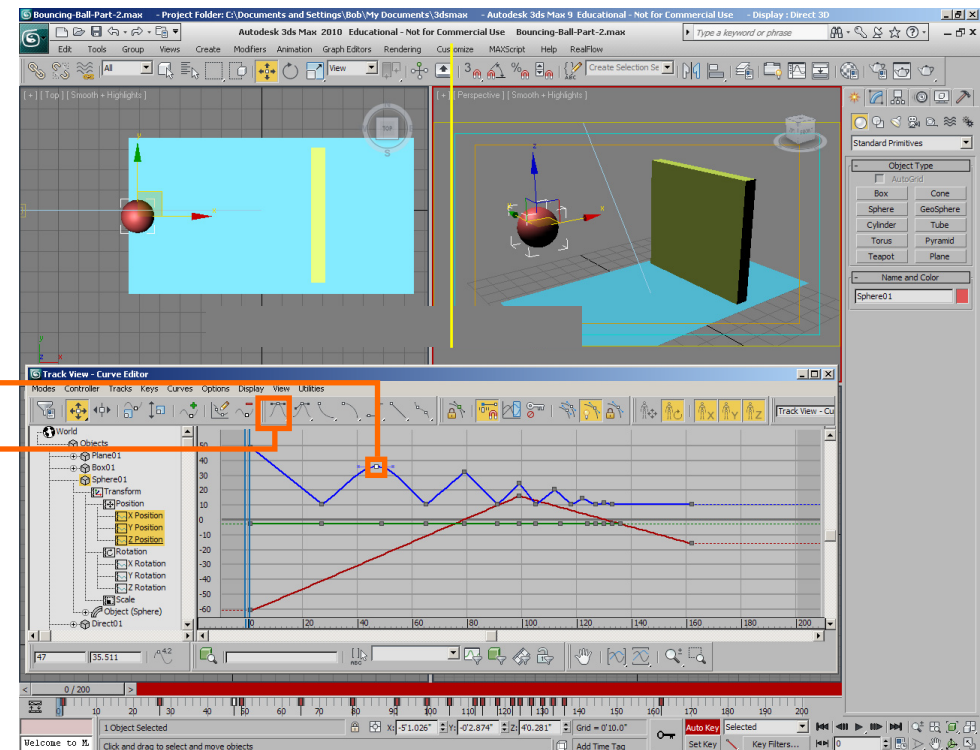
Green Line (Y) = The movement of the ball in the side to side direction

Blue Line (Z) = The movement of the ball in the up and down direction.

4. Select the "Tangent" of the first blue key frame".

5. Click the "Set Tangents to Auto" button.  
You'll see the blue line turn from a spike to a smooth curve.

6. Do the same for the rest of the tangent points.



**Play the animation. Now the ball will bounce in a natural manner.**