

Working with Animation Curves (50:34)

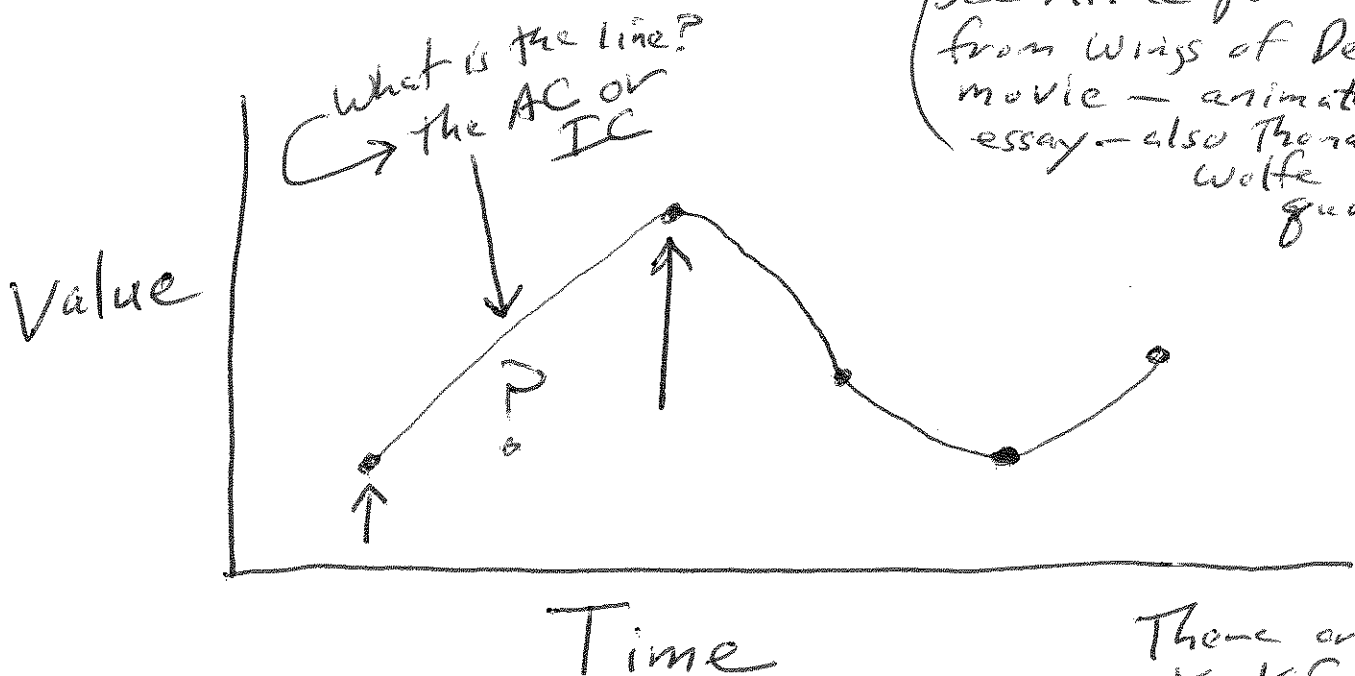
WWAC 1

(01:12 to 01:26)

"So, first thing, what exactly is an animation curve?"

Well, it's the line that is generated by Maya that passes through all keyframes for a given attribute.

This curve is responsible for driving the animation of an attribute."



(See Rilke poem from Wings of Desire movie - animation essay - also Thorer Wolfe quote)

animation curve - (AC)
interpolation curve - (IC)
function curve

There are 5 Kfs - keyframes

WWAC2

02:50

"The AC is the thing that's going to be driving the attributes actual animation. -- without this we would have no animation, I mean basically the item would be at a specific value here, -- here, but what would happen in between, that would be the giant question mark."

"So this curve is generated by Maya?"

03:10

numbSphere1
translateY 1
translateZ 12

60 frames
for the
length of
animation —

Make the sphere act like
03:50 an airplane —

Let your imagination take flight!