

Key Terms From This Chapter

- * **Keyframe.** An animation setting that records the state of an object for a given frame.
- * **Auto Key.** The mode that automatically creates keys whenever an object moves or a parameter changes.
- * **Time Slider .** An interface element that displays all the frames and keys for the current animation.
- * **Looping.** A setting that causes an animation to repeatedly play.
- * **Ghosting.** A setting that makes multiple copies of the animated objects appear at regular intervals along a motion path.
- * **Motion trail.** A curve that shows the path of the animated object.
- * **Playblast.** A feature that plays the current animation in a separate media player.
- * **Motion path.** A created curve that defines the animation path that an object follows.
- * **Graph Editor.** An interface that displays all animation actions as graphed curves allowing editing and modification.
- * **Infinity conditions.** A setting that enables an animated sequence to repeat indefinitely.
- * **Tangents.** Handles that control the curvature of a curve near each key point.
- * **Dope sheet.** An interface used to display and edit the timing of an animation.

Key Terms From This Chapter

- * **Menu set.** A dynamic set of menu options selected from a drop-down list at the top left of the interface.
- * **Hotkey.** A keyboard shortcut that executes a command when pressed.
- * **Option dialog box.** A dialog box with additional options opened using the icon found to the right of specific menu options.
- * **Tear-off menu.** A panel of menu options that is removed to float freely from the interface.
- * **Status Line.** A set of toolbar icons located at the top of the interface.
- * **Pop-up help.** A small text title that appears when the cursor is held over the top of an icon.
- * **Shelf.** A customizable set of buttons organized into separate groups.
- * **Channel Box.** A panel of editable parameters that relate to the current selection.
- * **Layer.** A selection of objects grouped together into a set that can be easily selected.
- * **Animation controls.** A set of buttons used to control animation frames.
- * **Command Line.** A text field where you can enter text commands.
- * **Help Line.** A text field that presents the next action that is expected.
- * **Toolbox.** A set of selection and transformation icons located to the left of the interface.
- * **Quick Layout buttons.** A set of buttons for changing the interface layout.
- * **Universal Manipulator.** A manipulator that moves, rotates, and scale objects all at once.
- * **Soft Modification tool.** A tool used to edit local surface areas of the current object.
- * **Marking menu.** A dynamic set of menus accessible by right-clicking on an object.
- * **Hotbox.** A comprehensive set of menu options accessible by pressing the Spacebar.