

Creating Animations

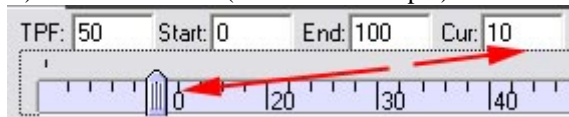
Creating animations using LightRay 3D

Animating:

A) Press REC button.



B) Set current frame(10 for this example).



C) PRS(pos,rot,scale) object(s).Anim data will be recorded.



D) Press REC again when finished.

Key tics help you see object's keys(object must be selected first).

Red area shows total scene anim length(max key frame of all objects' anim keys).

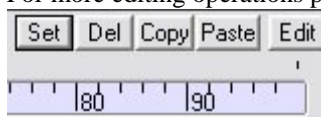


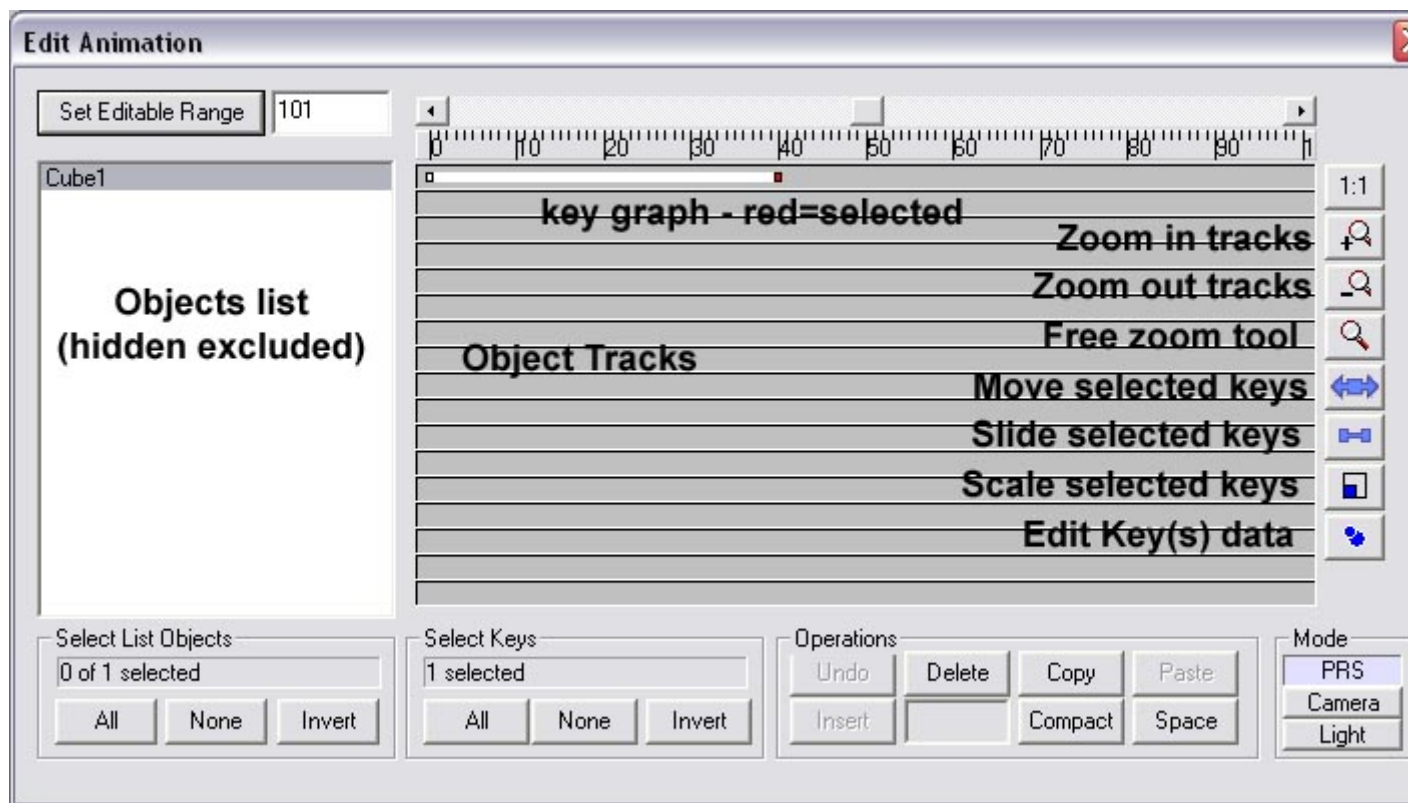
Alternative:

Select object(s) and press 'Set' button.Use Del to delete keys.

Copy and Paste work having ONLY ONE object selected.

For more editing operations press Edit button to show EditAnim window.





Buttons(operations):

Most are self-explanatory.

Copy: Can copy single-multi objects keys. Copying from a single selected object can paste/insert to another object, multi to selves.

Paste: Will add copied key(s) at the end

Insert: Will put copied key(s) starting at frame given by user(white edit box).

Compact: Puts selected keys 1 frame apart starting from the first. In other words 'compacts' keys!

Space: Will equally align selected keys between first-last.

Mode:

PRS: Position, Rotation, Scale keys are common for all objects.

Cameras and Light have extra data therefore different keys.

Selecting keys:

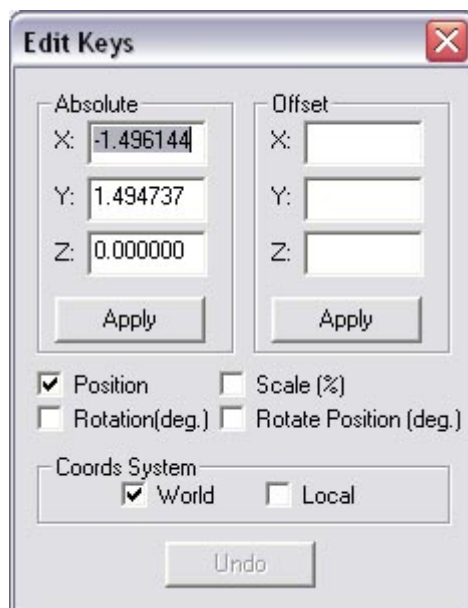
Single: Select keys by clicking on them.

Multi: click 'n' drag - rectangular

selection.

* Use 'Ctrl' to add to selection, 'Shift' to remove from selection.

Edit Key data



*If more than one keys are selected and their values are different, edit boxes will be blank.

*You can set only one/two of the three XYZ fields.

Set absolute values to set 'Position'/'Rotation'/'Scale'. Press Apply.

Set offset values to 'Move'/'Rotate'/'Scale' object. Press Apply.

*Rotation angle values in degrees.

*Scaling values - %.

Prometheus