

Animation

Reversing motion - I want the second half of my animation to go in reverse, without having to do it manually.

To have an animation replay in reverse what you need to do is add a Cycle Attribute for each animated object in the model.

Set the Current Time Indicator at the half way point in your animation, then select the object and go to the Plus Menu in the upper right corner of the Project Window.

Choose the command Add Attribute > Cycle Attribute. Expand the Cycle Attribute in the Project window and turn on the Back & Forth checkbox.

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