

# Animation

## **Keyframes - How can I rotate an object without the "in-betweening" smoothing the motion? I want the object to jump to the new position.**

What you need to do is copy the keyframe for the first position to just before you want the rotation to happen.

You can copy a keyframe by Option-dragging it to a new position. The second keyframe holds the object's rotation constant so the actual rotation takes place between the two adjacent keyframes.

Unique solution ID: #1158

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Last update: 2011-09-16 18:19