

Animation

Animation basics - I'm trying to create a simple animation of a cube but I can't get it to work.

To create an animation you must:

- 1 - Create an animation length in the Project window - use the red marker on the timeline to drag and set the length of the animation.
- 2 - Then, move the current time pointer to the point at which you want to make a change.
- 3 - Move your object, or make any other change that you want to animate.

Then repeat steps 2 and 3.

There are two short videos on this subject in our Videos and Podcasts page:

http://www.strata.com/support/videos_podcasts/

Click on the Beginner Videos tab and then look for "Strata Design 3D CX 6: Animation Introduction," Part 1 and 2.

You may want to enable automatic keyframing in Preferences, or enable it for just the cube, using the Stopwatch icon in the Project window. See Chapter 16 in the User Guide, Adding Animation.

Another way to create an animation path is to create a 2D object, and then use the Convert to Path tool to make an animation path out of the 2D object. For more information see Chapter 16 - Adding Animation in the User Guide.

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