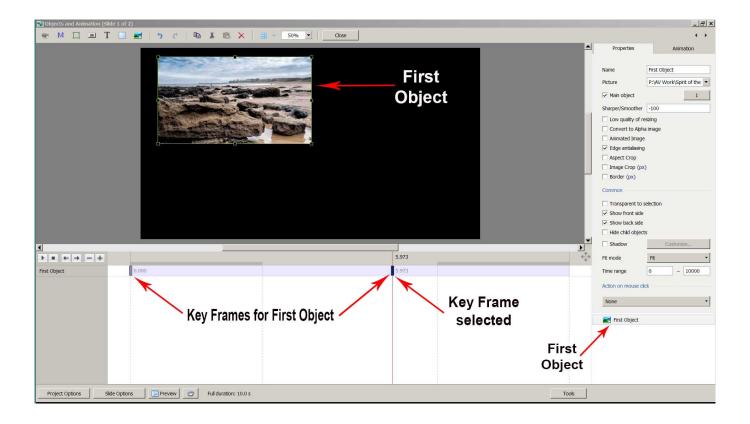
Managing Key Frames

When a new Image/Object is added to the Objects and Animation Editor, it just has one Key Frame located at the start of the Timeline.

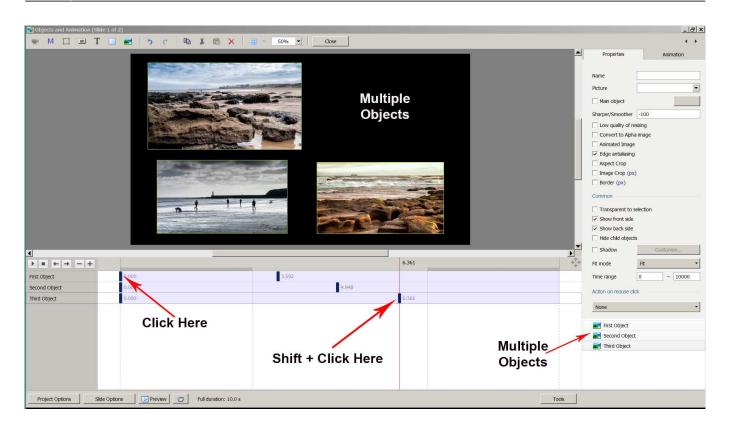
Select Single Object



- In the "Objects" panel, click on an Object to show its Key Frames
 - $\circ\,$ All Key Frames associated with this object will appear on the Timeline
 - $\,\circ\,$ To select a Key Frame, left-click on it with the mouse

Select Multiple Objects

1/6



- Multiple Objects can be selected to show their Key Frames
- To select specific Objects, Ctrl + Click on each object in the "Objects" panel. Key Frames for these objects will be shown
- Click on First Object then Shift + Click on Third (e.g. bottom) Object to select all Objects
- Alternatively, Ctrl + A selects all Objects
- Use Ctrl + Click to select specific Key Frames. The positions and properties of selected Key Frames can then be adjusted
- Click on first Key Frame on top row then Shift + Click on last Key Frame on bottom row to select all Key Frames
- When multiple Objects are selected Key Frame Parameters must be changed in the Animations Tab

Properties of a Key Frame

- The parameters of the Properties Tab are set Globally for all Key Frames in an Object Track
- The parameters of the Animation Tab can be set for each individual Key Frame in an Object Track

Navigate Key Frames

2024/06/03 00:13

Objects and Animation (Slide 1 of 1))			– 🗆 X
🛒 M 📜 📧 T 🔲	🛋 🤊 🦿 🗎 🕷	Auto 🗸 🗎 🗰 🔻 🗛	Close	< >
		^	Properties	Animation
			Pan (%)	add modifier
Direct (Dorman		Contra -	Х У	Z
Play /Pause			🗌 Zoom (%)	add modifier
Stop			Х У	@#2 100%
Previou	is Key Frame		Rotate	add modifier
	2.		С У	X
	Next Key Frame		Center	add modifier
	Delete Key F	rame	X Y	
			Framing	add modifier
	Add K	ey Frame	S X	Y
			Opacity	add modifier
		~	Α	
	2.000		Blur	add modifier
Untitled-9	0.000 2.000	4.500 7.000	R	~
			Sector Untitled-9	
Project Options Slide Option	is Preview 🖅 Fu	Il duration: 7.0 s Tools	<u> </u>	

- Play / Pause Plays the Animation
- Stop Stops the Animation
- Previous Key Frame Go to Previous Key Frame
- Next Key Frame Go to Next Key Frame
- Delete Key Frame Delete the Current selected Key Frame
- Add Key Frame Adds a BLANK Key Frame:
 - $\circ\,$ At the end of the Timeline
 - $\,\circ\,$ Half way between Current and Next Key Frame
 - $\circ\,$ At position of Cursor

Key Frame Width/Thickness

- The width of a Key Frame can be preset in Settings/Preferences/Editor
- It can also be changed in the Tools Menu in Objects and Animation

Cloning Key Frame (KF)

- Right click on a Key Frame (KF) and choose from the menu
- See the Right Click Menu below

Add Key Frame	Ins
Clone Key Frame	Alt+Ins
Delete Key Frame	Ctrl+Del
Select Key Frames at Current	Time
Shift Key Frames	Ctrl+E
Play/Stop	Ctrl+P

Adding a Blank Key Frame (KF)

- Select the first Key Frame and click on the "+" icon
- A second Key Frame is added at the Full Slide Duration
- Select the First Key Frame again and click on the "+" icon
- Another Key Frame is added half way between the First and Final Key Frames
- Clicking on any Key Frame and the "+" icon will add another Key Frame half way between it and the next Key Frame
- Adding KF by means of the "+" buttons adds a BLANK KF (all Animation Properties turned off)
- Clicking anywhere on the O&A Timeline other than on a KF and clicking on "+" will add a KF with all Animation Properties turned off

The difference between Adding and Cloning Key Frame (KF)

- When a KF is Cloned all of the parameters from the original KF are duplicated in the Cloned KF
- When a KF is added all of the parameters are Blank so that only selected Parameters will change

Example: To Pan an Image from Left to right we can Clone a KF and drag the Image from its start position to its end position. We might want to adjust the Saturation in the middle of the Pan. By adding a Blank KF we can turn on the Colour Correction Filter and make the necessary adjustment without influencing the nature of the Pan.

Moving Key Frame (KF)

- Click on a Key Frame(s) and drag left or right to change its position, or
- Enter a precise Key Frame Time in the format "5000"
- Select a Key Frame and click on "-" to delete that Key Frame

The Right Click Menu

							- 0 2
🖬 🗖 🔤 T 🔲	🖬 为 谢 🕼 🐍 💼	★ 🗄 👻 25% 🗸					4
					^	Properties	Animation
						Pan (%)	add modifi
						х ү	z
						Zoom (%)	add modif
						х	GHD 100%
						🗌 Rotate	add modi
						с ү	x [
						Center	add modi
						х ч	
						Framing	add modi
		K				s X	Y
						Opacity	add modi
						A	
						🗌 Blur	add modi
					> ~	R	
	0.000			5.464	$\stackrel{\uparrow}{\longleftrightarrow}$	Color correction	add fi
tled-1920	Add Key Frame	Ins	4.725	01	7.000		
720_0844-1	Clone Key Frame	Alt+Ins	4.427	<u>(</u>);	7.000	Key frame time	1 n
0501-1	Delete Key Frame	Ctrl+Del	5.000		7 000		v
	Select Key Frames at Current Ti	ime		Add Key Frame		Ins	
	Shift Key Frames	Ctrl+E		Clone Key Frame		Alt+Ins	
	Shine Key Harries			Delete Key Frame		Ctrl+Del	
	Play/Stop						
	Play/Stop	Ctrl+P		Select Key Frames at Curr	ent Time		
	Play/Stop	Ctri+P		Select Key Frames at Curr Shift Key Frames	ent Time	Ctrl+E	
	Play/Stop	Ctri+P			ent Time	Ctrl+E Ctrl+P	
	Play/Stop	Ctn+P		Shift Key Frames	ent Time	Ctrl+P	
	Play/Stop	Ctn+P		Shift Key Frames	ent Time	Ctrl+P	
	Play/Stop	Ctri+P		Shift Key Frames	ent Time	Ctrl+P Untitled-1920 Ctrl+P Untitled-1920 Ctrl+P Untitled-1920 Ctrl+P	
	Play/Stop	Ctri+P		Shift Key Frames	ent Time	Ctrl+P	

- The Right Click Menu enables options to add Key Frames
- If an existing Key Frame is selected "Add Key Frame Here" will add a Blank KF in the same way as the "+" Button with all Animation Properties turned off
- If the Cursor is selected between KF the "Add Key Frame Here" will add a Blank KF at that point with all Animation Properties turned off
- "Clone KF" will clone the selected KF
- Delete KF will delete the selected KF
- "Select KF at Current Time" will select all KF in Multiple Objects at the selected time
- Play / Stop Ctrl+P at selected Time

Selecting Key Frames

Last update: 2022/12/18 en-us:11.0:objectsandanimation_1:managing_key_frames https://docs.pteavstudio.com/en-us/11.0/objectsandanimation_1/managing_key_frames?rev=1577277091 11:20



Video

From: https://docs.pteavstudio.com/ - **PTE AV Studio**

Permanent link: https://docs.pteavstudio.com/en-us/11.0/objectsandanimation_1/managing_key_frames?rev=1577277091

Last update: 2022/12/18 11:20

