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Creating Animations

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How Animation Works in Canoma

To create an animation, first complete a 3D model, then view it—recording keyframes to illustrate the motion of the camera. Canoma creates a motion path from your recorded keyframes and generates an animation.

The steps to creating an animation are as follows:

- Create the model.
- Decide how the camera should move in order to view the model.
- While viewing the model, create key frames, which indicate how the camera position or orientation has changed.
- Review the animation, using the Animation Preview Controls.
- Render the animation as a QuickTime movie or as a set of frames.

Creating an Animation

Canoma's animation tools are designed to help you quickly and easily animate the process of viewing your 3D model. When you animate the camera, you're changing the view of your model over the course of the animation. Since you're in 3D space, you can move the camera to any position in the model. You can have your camera move around the model, zoom into it, or even fly over it. It is not designed to be a complete 3D animation environment. For more precise control over animation parameters, you can use MetaCreations's other 3D programs.

You can create Canoma animations of any length; however, it's easier to create relatively short animations. If necessary, you can use a movie-editing program to splice animation clips together.

Using the Animation Controls

The Animation Controls, located on the Animation Tab at the bottom of the screen are the tools you'll use to create animations. They contain controls for adding or deleting keyframes, and for previewing animations.



Click the Animation tab to display the Animation Controls.

Creating Keyframes

To add a keyframe:

- 1 Click the Animation tab to display the Canoma Animation Controls.
- 2 Click the Add Keyframe button (or click inside an empty slot in the Keyframe Strip) to add the current view of your model as a keyframe in your animation.



Click the Add Keyframe button to add the current camera view of your model as a keyframe in your animation.

Tip

Use the scroll bar to scroll through the frames of your animation.

To delete a keyframe:

- 1 Click a keyframe to select it.
- 2 Click the Delete Keyframe button or press the delete key to delete a keyframe from the animation.



Click the Delete Keyframe button to delete the selected keyframe in your animation.

Tip You can hold down the Option key and click on the Delete Keyframe button to delete all keyframes in the animation.

Setting Animation Options

You can set how long your animation plays, or the duration.

To set how long the animation plays:

- Double-click the Duration display, then enter a time, in seconds.

You can set your animation to play continuously, looping back to the beginning when it reaches the last frame.

To set an animation to loop:

- Select the Loop option. A checkmark means that Loop has been selected.

Previewing an Animation

The Animation Preview Controls let you preview the frames in your animation.



The Animation Preview Controls.

To play an animation:

- Click the Play/Pause button to start playing your animation.



The Play/Pause button.

To pause/resume an animation:

- 1 Click the Play/Pause button to pause your animation.
- 2 Click the Play/Pause button again to resume playing.

To stop an animation:

- Click the Stop button.



The Stop button.

Note If you want to continue from the point where you stop an animation, use the Play/Pause button to pause it, instead of the Stop button, because the Stop button resets an animation to the first frame.

To advance to the next keyframe in your animation:

- Press the Next button.



The Next button advances to the next keyframe in the animation.

To advance to the final keyframe in your animation:

- Hold down the Alt/Option key and press the Next button.

To return to the previous keyframe in your animation:

- Press the Prev button.



The Prev button returns to the previous keyframe in the animation.

To return to first keyframe in your animation:

- Hold down the Alt/Option key and press the Prev button.

When an animation is rendered, Canoma automatically creates a folder into which it saves any associated animation files. To render an animation, Quicktime 3.0 must be installed. Quicktime 3.0 is available on the Canoma CD, or can be downloaded at www.apple.com.

Remember, you can always load Canoma animation files into a motion-graphics application, where you can add effects and perform other post-production tasks. Refer to “Rendering Animations” on page 65 for instructions on how to render your animation.

Rendering an Animation

When you’ve developed an animation of camera movements around your Canoma scene, the next step is to render it as a QuickTime movie or as a set of sequential image files.