

0 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 260 270 280 290

View Marker Frame Playback Start: 1 End: 250 1 No Sync

Timeline playback controls including a play button, a 'View Marker Frame Playback' menu, a range selector showing 'Start: 1' and 'End: 250', a current frame indicator '1', a 'No Sync' dropdown menu, and various navigation icons (stop, previous, play, next, fast forward, fast reverse).

Binc Camera to Markers Ctrl B

Cache ▶

Only Selected Channels

Show Frame Number Indicator

View All Home

Toggle Frames/Seconds Ctrl T

0+00

2

3+00

3+12

4+00

3+00

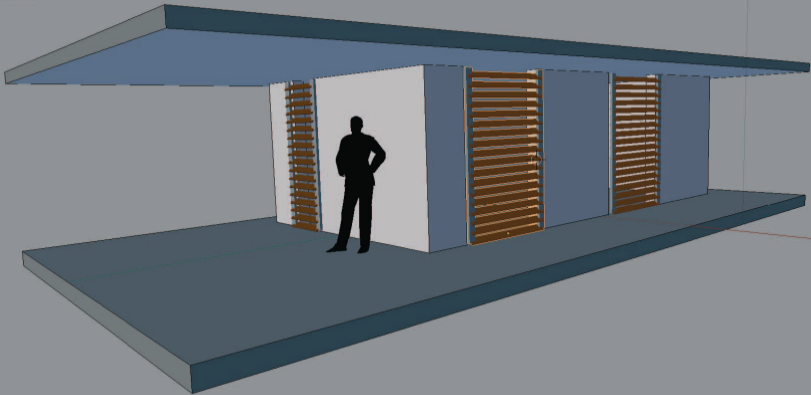
View

Marker

Frame

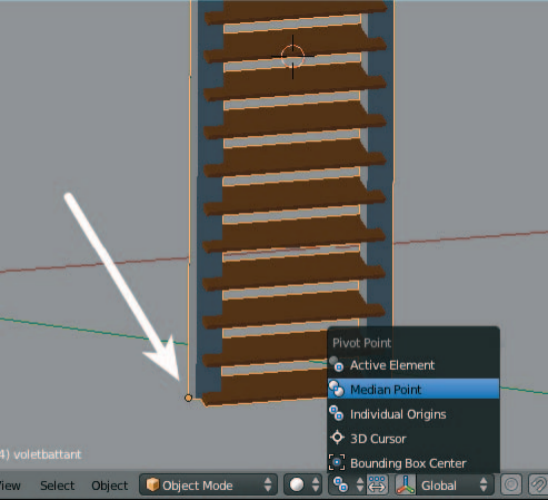
Playback

Start: 1



Insert Keyframe Menu

- Location |
- Rotation |
- Scaling |
- LocRot |
- LocScale |
- LocRotScale |
- RotScale |
- Visual Location |
- Visual Rotation |
- Visual LocRot |
- Delta Location |
- Delta Rotat on |
- Delta Scale |



4) volet battant

▼ Transform

Location:

◀ X: 2.160 ▶	
◀ Y: 3.355 ▶	
◀ Z: 2.494 ▶	

Location

- Replace Keyframes
- Replace Single Keyframe
- Delete Keyframes
- Delete Single Keyframe**

◀ X: 0 ▶	
◀ Y: 0 ▶	
◀ Z: 0 ▶	

- Add All to Keying Set
- Add Single to Keying Set
- Remove from Keying Set

XYZ Euler

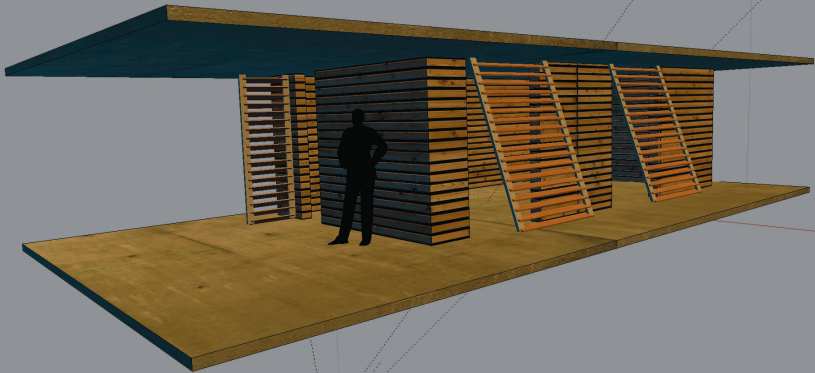
- Reset All to Default Values
- Reset Single to Default Value

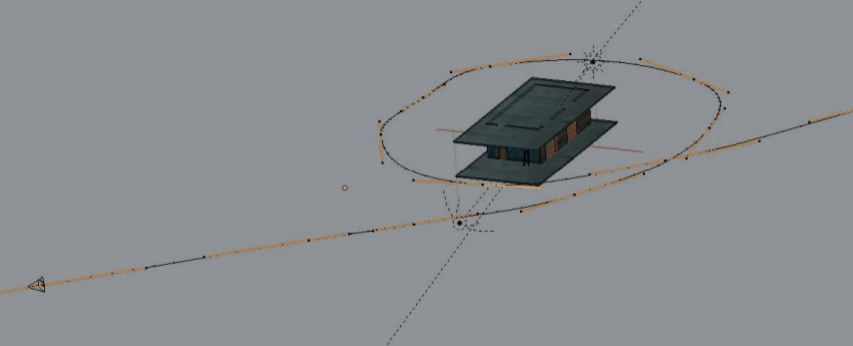
Scale:	
X: 1.000 ▶	
Y: 1.000 ▶	
Z: 1.000 ▶	

- Copy Data Path
- Copy To Selected

Dimensions:	
X: 0.102 ▶	
Y: 1.673 ▶	
Z: 2.467 ▶	

- View Docs
- Edit Source





▼ Path Animation

◀ Frames: 100 ▶

◀ Evaluation Time: 0.000 ▶

Follow

Radius

Stretch


Offset Children

Bounds Clamp



 Scene

▼ Render

 Image

 Animation

Display:

Image Editor

► Layers

▼ Dimensions

Render Presets



Resolution:

X: 1920
Y: 1080
50%

Frame Range:

Start Frame: 1
End Frame: 250
Frame Step: 1

Aspect Ratio:

X: 1.000
Y: 1.000

Frame Rate:

24 fps

Time Remapping:

Border Crop

Old: 100 | New: 100

▼ Output

/tmp/



Overwrite

File Extensions

Placeholders

 PNG



BW









RGB





RGBA

Compression: 90%

File Format

Image

-  BMP
-  DDS
-  Iris
-  PNG
-  JPEG
-  JPEG 2000
-  Targa
-  Targa Raw

-  Cineon
-  DPX
-  MultiLayer
-  OpenEXR
-  Radiance HDR
-  TIFF

Movie

-  AVI JPEG
-  AVI Raw
-  H.264
-  MPEG
-  Ogg Theora
-  Xvid

Overwrite

Placeholder

 PNG



▼ Encoding

Presets

Format: Ogg

Codec: Theora

Bitrate: 6000

GOP Size: 18

Rate:

Autosplit Output

Minimum: 0

Mux:

Maximum: 9000

Rate: 10080000

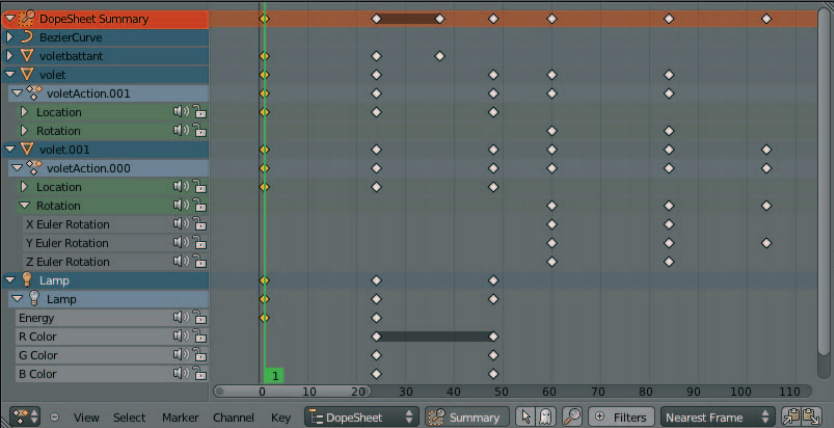
Buffer: 1792

Packet Size: 2048

Audio Codec: Vorbis

Bitrate: 192

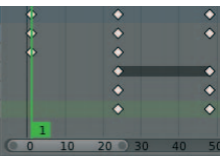
Volume: 1.000



Lamp

Lamp

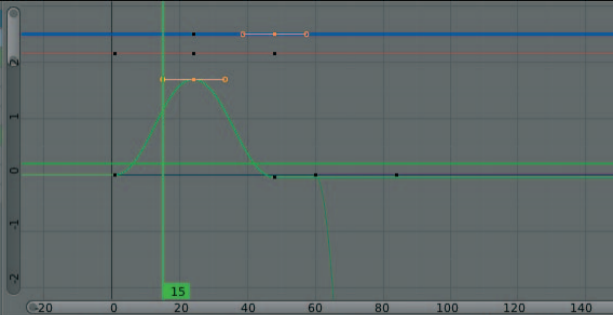
Energy	0.200		
R Color	1.000		
G Color	1.000		
B Color	1.000		

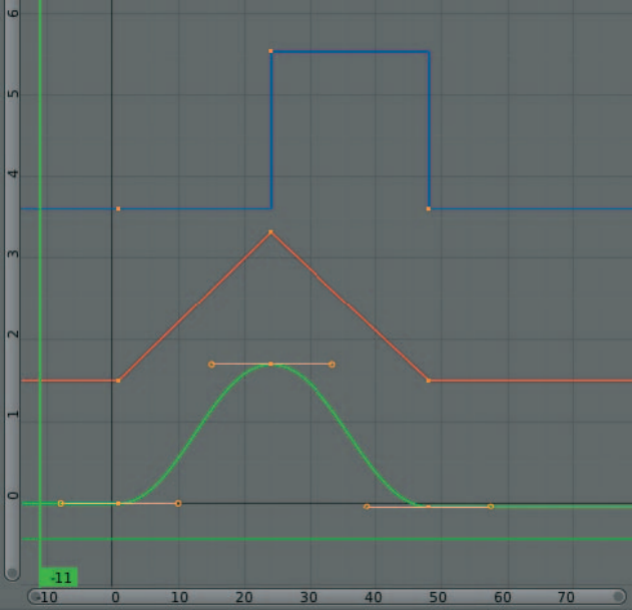


View Select Marker Channel Key DopeSheet

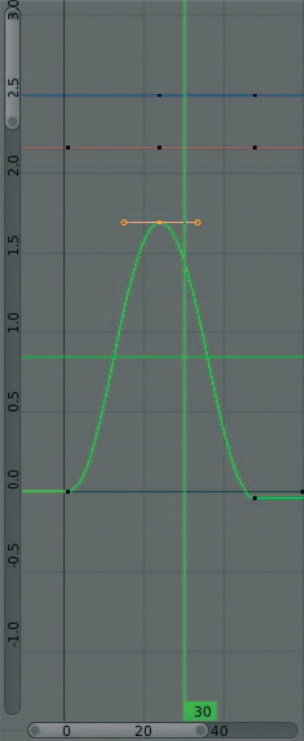


- volet
 - voletAction.001
 - Location
 - X Location
 - Y Location
 - Z Location
 - Rotation
 - X Euler Rotation
 - Y Euler Rotation
 - Z Euler Rotation





- volet
 - voletAction.001
 - Location
 - X Location: 2.160
 - Y Location: 1.454
 - Z Location: 2.494
 - Rotation
 - X Euler Rot: 0°
 - Y Euler Rot: 0°
 - Z Euler Rot: 0°



View Properties

Show Cursor

Cursor from Selection

Cursor X: 30 To Keys

Cursor Y: 0.845 To Keys

Active F-Curve

Y Location

location

RNA Array Index: 1

Display Color:

Auto XYZ t

Active Keyframe

Interpola: Bezier

Key:

Frame 24.000

Value 1.694

Left Handle:

X 15.021

Y 1.694

Right Handle:

X 33.370

Y 1.694

Modifiers

Add Modifier

Add F-Curve Modifier

Generator Shift Ctrl M

Built-In Function Shift Ctrl M

Envelope Shift Ctrl M

Cycles Shift Ctrl M

Noise Shift Ctrl M

Python Shift Ctrl M

Limits Shift Ctrl M

Stepped Shift Ctrl M

▼ ● Noise



Blend Type: **Replace** ▲▼

◀ Scale: 16.000 ▶

◀ Phase: 1.000 ▶

◀ Strength: 1.000 ▶

◀ Depth: 0 ▶



Restrict Frame Range

◀ Start: 0.000 ▶

◀ End: 200.000 ▶

◀ In: 20.000 ▶

◀ Out: 20.000 ▶



Use Influence



▼ Active Keyframe

Interpolation: **Linear**

Key:

Frame 24.000

Value 90°

▼ Modifiers

Add Modifier

▼ ● Cycles

Before:

Repeat Motion

Before Cycles: 0

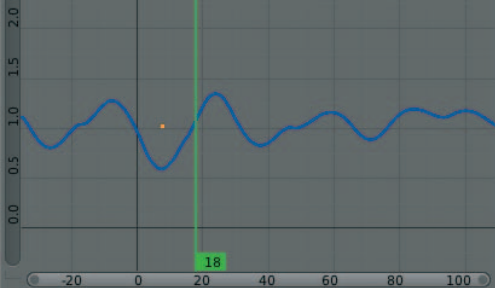
After:

Repeat with Offset



After Cycles: 0



Restrict Frame Range

Use Influence







▼ Modifiers



Add Modifier  



▼ ● Noise  


Blend Type: **Replace** 


Scale: 16.000  

Phase: 1.000  

Strength: 1.000  

Depth: 0  

 Restrict Frame Range

 Use Influence



Camera Courbe

Object Constraints

Add Constraint

Motion Tracking

- Camera Solver
- Follow Track

Transform

- Copy Location
- Copy Rotation
- Copy Scale
- Copy Transforms
- Limit Distance
- Limit Location
- Limit Rotation
- Limit Scale
- Maintain Volume
- Transformation

Tracking

- Clamp To
- Damped Track
- Inverse Kinematics
- Locked Track
- Spline IK
- Stretch To
- Track To


Relationship



- Action
- Child Of
- Floor
- Follow Path
- Pivot
- Rigid Body Joint
- Script
- Shrinkwrap



  >  CameraCourbe

▼ Object Constraints

Add Constraint 

▼ TrackTo  

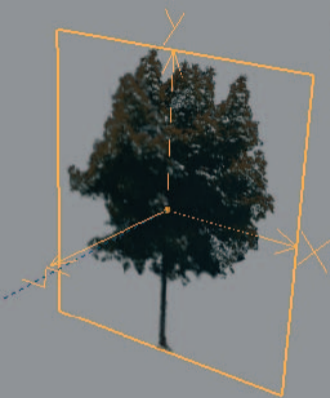
Target:

To: X Y Z -X -Y -Z

Up: Y  Target Z

Space:   

Influence: 1.000



SYCAMORE.TGA

Object Constraints

Add Constraint

Locked Tr Locked Track

Target: CameraCourbe

To: X Y Z -X -Y -Z

Lock: X Y Z

Influence: 1.000