

Lights, camera, action!

VGSTUDIO MAX Working from Home—Animation

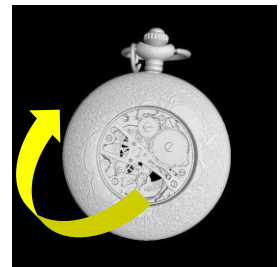


Setting the stage: Alignment and pre-defined views

- Pre-align your object along the z-axis using geometry elements in combination with **Align slices to object**
- Quickly create keyframes using pre-defined 3D views to rotate around your object

Little helpers: Standard paths

- A good starting point for videos is a rotation around the object on one plane (circle) or multiple planes (spiral)
- Use pre-defined clipping or aligned clipping to look inside your object



Make each frame count: Smooth transitions

- Abrupt transitions are created if an object in the Scene Tree is disabled in one keyframe and enabled in the next
- Smooth transitions are achieved if an object is set to transparent or outside the object in the previous keyframe and visible in the one after

Special effects: Copy states

- Prepare your object as much as possible before creating keyframes
- Full states and sub-states can be copied to previously created keyframes using the floating bar

