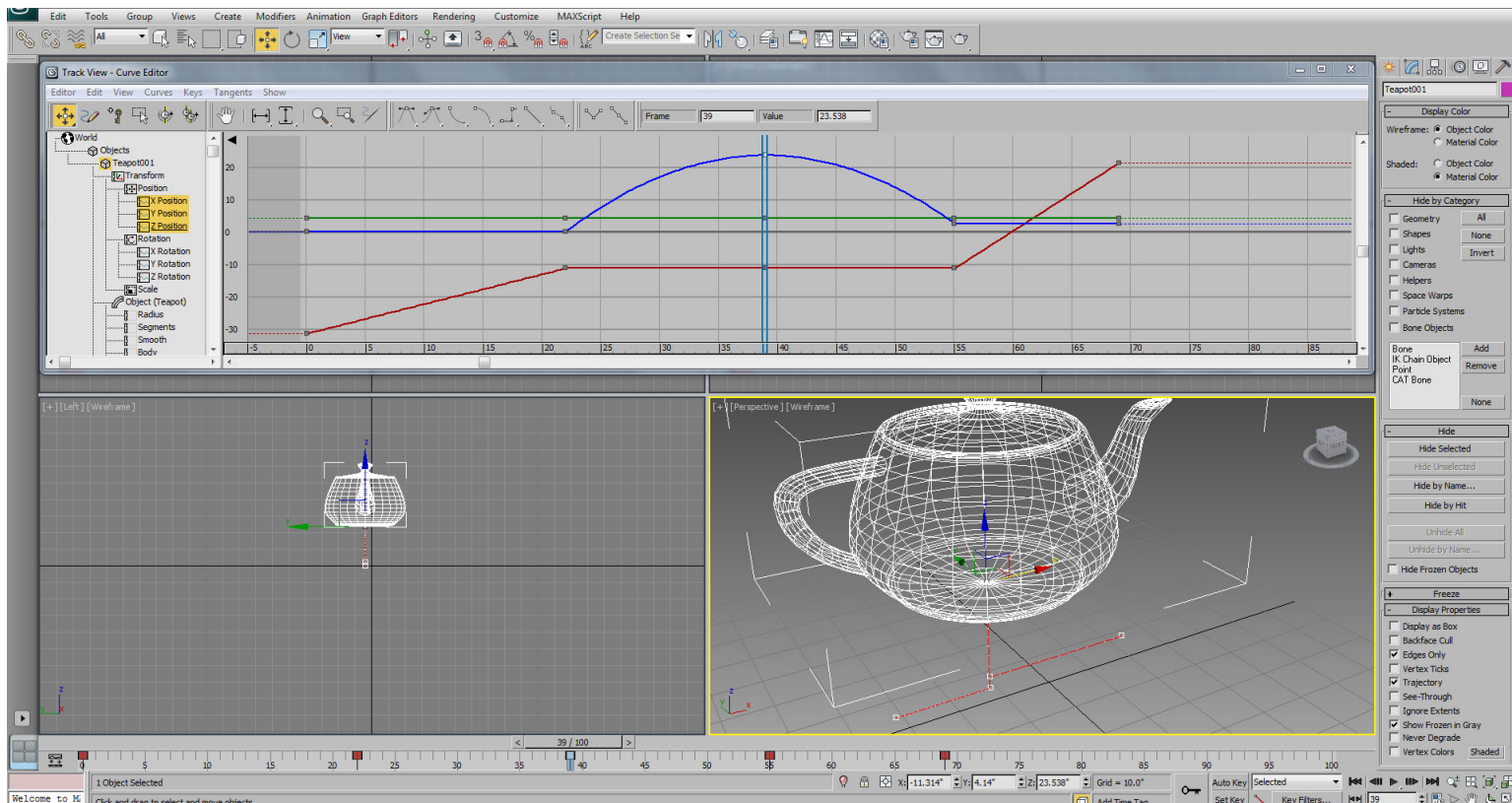# The Curve Editor

The Curve Editor allows you to see a graphic map of your entire scene

In this example, the Curve Editor is displaying the animation of the teapot. The blue graph line represents the up and down movement of the teapot over 100 frames. The red line represents the right to left motion. The line shows the sideways motion, , since there is no sideways motion, the green line is flat.

To access the curve editor for a particular mesh, just right click and select curve editor.