

THE CURVE EDITOR & ...

3D ANIMATION & MODELING

You'll notice that in the Perspective View your object (in this case a teapot) has three arrows. These correspond to the directions in space that the object can move. They are also color codes (Red, Green, Blue). The teapot in this example was animated in three directions. The "Curve Editor" is a graphic image showing the movement of the object over time.

The Curve Editor

The screenshot displays the Autodesk 3ds Max 2016 interface. The top menu bar includes options like Edit, Tools, Group, Views, Create, Modifiers, Animation, Graph Editors, Rendering, Civil View, Customize, Scripting, and Help. The main workspace is divided into several panels. On the left, the 'Track View' panel is active, showing a tree structure for the selected object 'Teapot001', including Transform, Position (X, Y, Z), Rotation (X, Y, Z), and Scale. The 'Curve Editor' panel is open, showing a graph with three colored lines: a green line for Y-direction movement, a red line for X-direction movement, and a blue line for Z-direction movement. The X-axis represents time in frames (0 to 120), and the Y-axis represents position values (-200 to 200). A vertical yellow line indicates the current frame (14). Below the graph, a 3D wireframe teapot model is shown in perspective view, with a local coordinate system (X, Y, Z) overlaid. The X-axis is red, the Y-axis is green, and the Z-axis is blue. The status bar at the bottom shows '1 Object Selected' and various coordinate values (X: -0.833°, Y: 16.745°, Z: 0.0°).

The Green line represents movement in the "Y" direction

The Red line represents movement in the "X" direction

The Blue line represents movement in the "Z" direction

The parallel Yellow lines indicate what frame you are on in the timeline

The colored line in the Curve Editor can be adjusted to modify or fine tune your animation.

The Curve Editor also gives you access to other animation tools like Controllers and Visibility Tracks