# SIMPLE ANIMATION

Just about everything in 3D Max is animatible. You can animate models, lights and cameras. You can animate the texture/color on an object: animate the color of the lighting in a scene. Below are a few simple steps to get you started.

In this animation, you'll move a teapot over to a heating element (cylinder), then stretch the teapot as if it suddenly reacted to the heat from the hot element.

1. First, make a flat cylinder in the middel of the perspective view. Next, make a teapot. Move the teapot off to the side of the cylinder.

2. Then make sure all "Key Filters" are turned on. This will ensure that the stretching starts when we want it to start and not at the beginning.

3. Turn on the "Auto Key". It and the Timeline will turn red. In this mode, anything you move wil be recorded as animation.
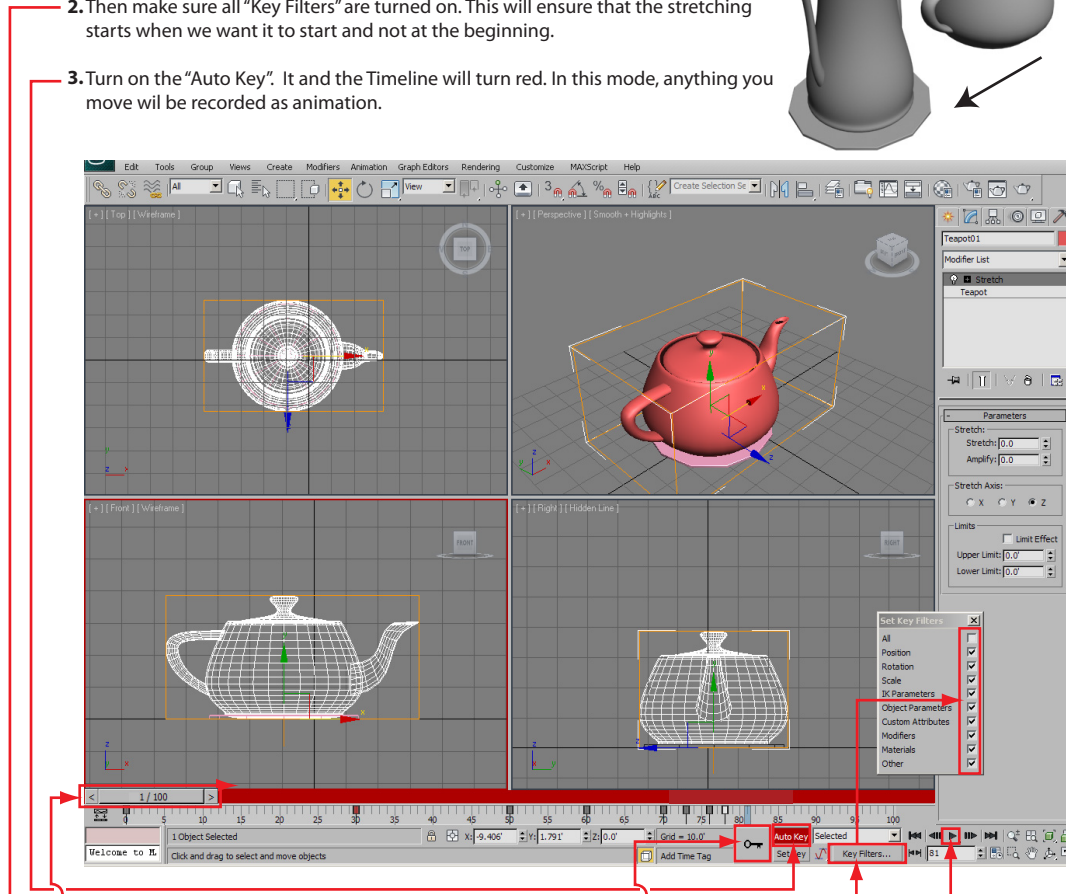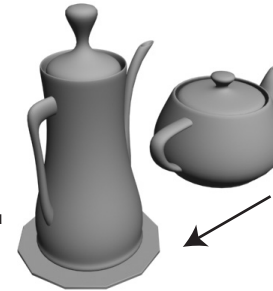
4. Slide the "Scrubber" to frame 1.

5. Move the Teapot onto the cylinder and then move the Scrubber to frame 30. Note the 'Key Frame" appear on the Timeline

6. Add the "Stretch" modifier to the Teapot stack.

7. Move the Scrubber to frame 50 and click the "Make Key" button

8. Move the Scrubber to frame 60 and increase the "Stretch" to 1.0

9. Continue to decrease and then increase the Stretch parameters, while moving the Scrubber. Try an acheive a comic like bounce effect.

10. Click the "Play"button.