

## Bouncing Ball Exercise

The image below represents the 3D Max interface. Your task is to make a ball bounce from the left side of the viewport to the right side.

This is called the 'Scrubber'. You move it along the timeline, then move the ball.

Turn this on to see the "Trajectory" of the ball as you animate it.

This is the "Move" transform tool

This is the "Auto Key". When it is on, anything you move will be recorded.

