KeyShot
Product Animations
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Before we Begin…

- This will be recorded
- Slideshow will be available
- KSP will be available
- Computer: 3 GHz 8 Core (16-thread)
  2013 Mac Pro, 16 Gb RAM
- If you have questions…
- KeyShot Animation is a Pro feature
Product Animation Topics

- Why Animate?
- Animation Examples
- KeyShot Animation Principles
- Part Animation Types
- Hands On:
  - Creating Part Animations
  - Linked Animations
  - Animation Workflow & Organization
- Q & A
Why Animate in KeyShot?
Animations are Powerful

- Increase presentation engagement
- Convey a mood
  - Appeal to emotion

Show:
- Function
- Assembly
- Articulation
- Part relationships
Examples of KeyShot Animations
COYOTE® DTC8

LATCHING HINGED COLLAR SECURES THE COVER TO THE BASE
Access the Animation Workspace

To Open:
Click the Animation icon at located in the Toolbar along the bottom of the KeyShot interface.
Animation Workspace

Animation Properties
Make edits to individual transforms

Timeline
Chronological time-based workspace

Animation Toolbar
Create transforms and interact with the animation

Animation List
All animations in the current Scene Set
Animation Principles
P1: Animation Types

Part Animations

Camera Animations

Material Animations
P2: Individual Transforms

Can be:

- Moved
- Linked
- Scaled
- Mirrored
- Grouped
P3: Pivots

- Any geometry can be a pivot for an animation
- A pivot can serve as the center of a rotation
- By default, the pivot is set to the center of the part that is being animated
- Pivots can be dynamic (moving)
  - This is used when the assembly isn’t built ideally with proper subgroups
• Animating an assembly or subassembly affects everything it contains

• Animating a part that already is affected by an assembly animation will be affected by both animations
P5: Axis

Local vs Global Axis

- KeyShot respects local axis when available (CAD programs)
- Each level of a CAD assembly has its own local coordinates
- Gives you more options when animating in KeyShot
- When used, simplifies animation process
Global Axis Translation
Local Axis Translation
Part Animation Types
Part Animations

- Turntable
- Translation
- Rotation
- Fade
Turntable

- Rotate a model around the KeyShot’s up-axis (Y)

Properties
- Degrees: Total number of degrees the model will rotate
- Center of rotation: Model or environment center
- Direction: Clockwise or Counter-clockwise (top view)
Turntable
Translation

- Move a part in a linear direction

Properties

Translate X,Y,Z: Distance to be moved along each axis (enter negative values to move in the opposite direction)

Values are in scene units (i.e. mm, in, cm)

Axis Orientation: Global (KeyShot’s) or Original Local (Part’s) axis
Translation
Rotation

- Rotate a model or part around global or local axis, including pivots

Properties

- Degrees: Total number of degrees the model will rotate
- Axis: X, Y, Z
- Axis Orientation: Global (KeyShot’s) or Original Local (Part’s) axis
Rotation
Fade

- **Animate the opacity of a model or part**

Properties

Fade From: Starting opacity

Fade To: Ending opacity

Best Practice: Fade out before trying to fade in for best results
Fade
Time Settings

- Control the timing or speed of animation
- All animations share the Time Settings parameter

Properties

Motion Ease: Linear, Ease-in, Ease-out, Ease-in/out

Start: Beginning of transform in timeline

End: Conclusion of transform on timeline

Duration: Total length of transform
Linear Motion vs Easing

Linear

Ease In, Ease Out
Motion Blur

Disabled

Enabled
Hands On