

KeyShot Workshop

Animation Essentials



- Will Gibbons
- Greater LA area
- Visualization Specialist
- “Create Product Images that Elicit Desire”
- “Tell the story behind the product”
- willgibbons.com

PRODUCT ANIMATION



DEMO REEL 2020



Contents

- Adding & Editing Animations
- Managing Animations
- Fine-Tuning Animations
- Importing Animations

Adding & Editing Animations

Timeline

- Where all your animations live
- **a key** to open timeline
- **FPS** = animation smoothness
- Set custom hotkey to '**spacebar**' for play

Part Animation

- Used for moving **geometry**
- **Layer** simple transforms
- Makes use of global and local axis (when available)

Camera Animation

- Used for moving **cameras**
- **Can not** be imported/exported
- **Limit** layering of camera animations (use path)

Managing Animations

Linking

- **Link** animations to move parts identically
- Local axis honored
- **Link**, then unlink to quickly create waterfall

Nesting

- **Nest** animations that belong together (ex. explode)
- **Scale a folder** to adjust duration of contents
- Keeps timeline manageable & tidy

Studios

- Consist of **camera**, **model set**, **environment**, **multi-materials** & **image style**
- Model sets contain **part** animations
- Cameras contain **camera** animations
- Use studios like building blocks or sequences

Naming

- Keep naming **simple** & consistent
- Use descriptors, not numbers
- Match model set, cameras, lighting, studios etc.
when possible
- Easy & **fast** to manage

Fine-Tuning Animations

Camera Path

- Use **path** when the camera needs to move in 3 axis
- Use as **few points** as possible (3-4 ideally)
- Use **camera target**
- Edit points in Geometry view (**o key**)

Custom Curves

- Animation curves allow for **variable speed**
- Make animations more **fluid & dynamic**
- Allows for **emphasis & weight**
- Copy & paste to quickly apply to other animations

Moving Targets

- Camera target keeps object **centered** on path animations
- **Animate the target** to art direct where animated camera is pointed

Blur

- **Motion blur** creates ghost trails when they're moving faster than the shutter (fps)
- **Camera blur** creates ghost trails when camera is moving faster than shutter (fps)
- Enable to **add realism** at cost of render speed

Importing Animations

Alembic

- File extension: .abc
- Exported from most polygonal modeling programs
- Supports deformable meshes (enable checkbox on import)

Q&A

will gibbons DESIGN