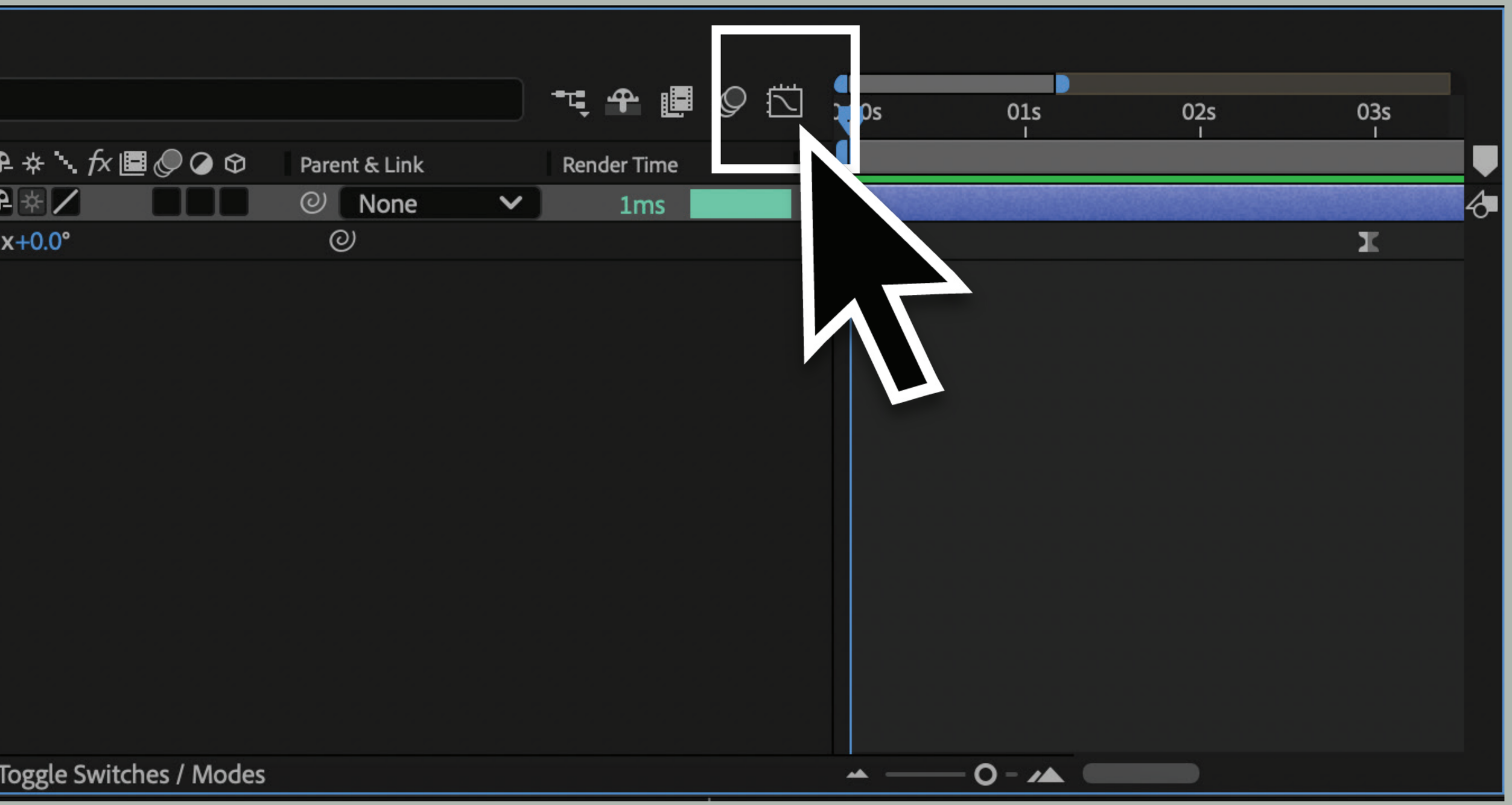
GRAPH EDITOR

Controlling the motion between two keyframes

GRAPH EDITOR

Value Graph
Speed Graph


Parent & Link
Render Time
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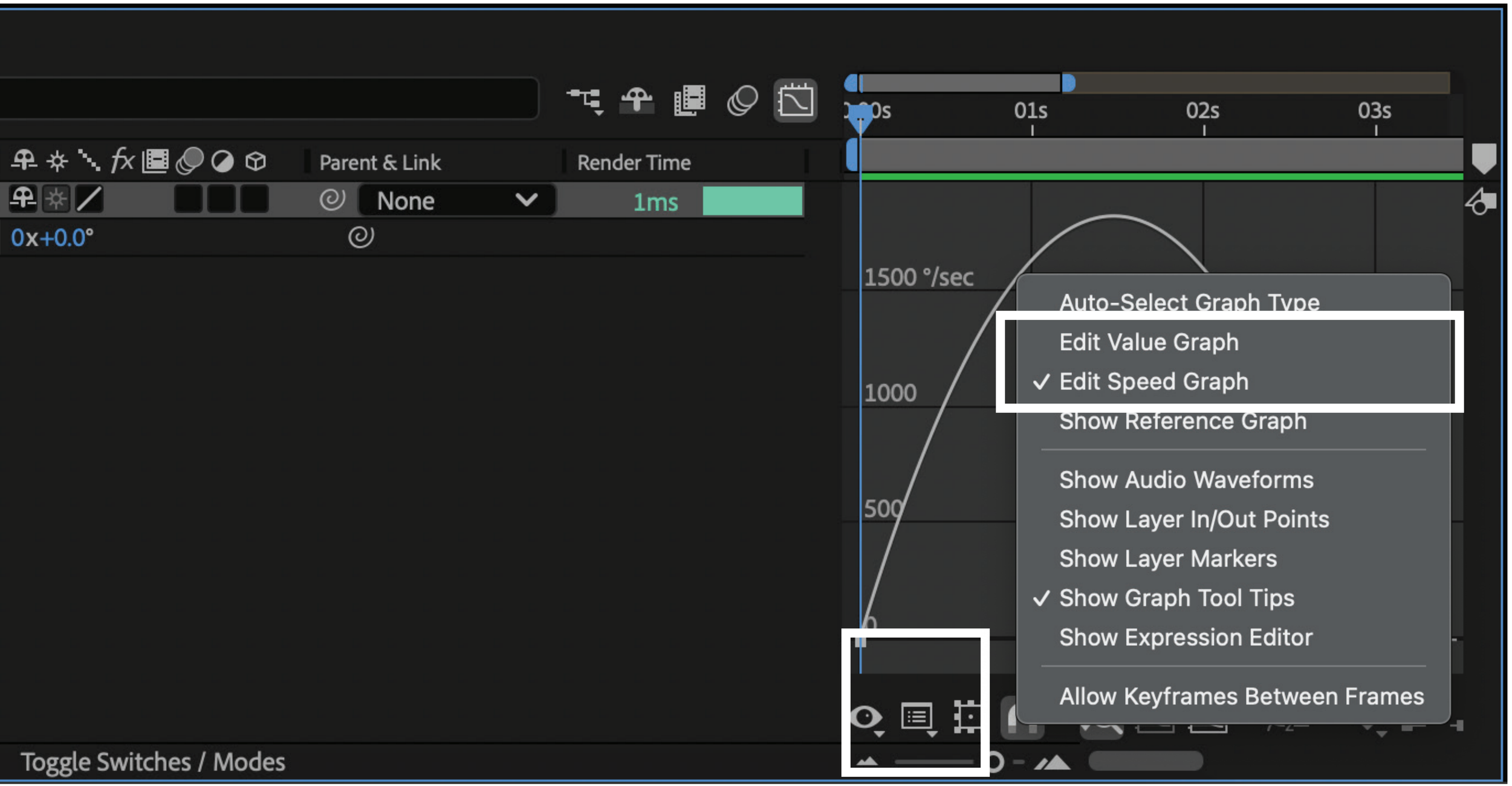
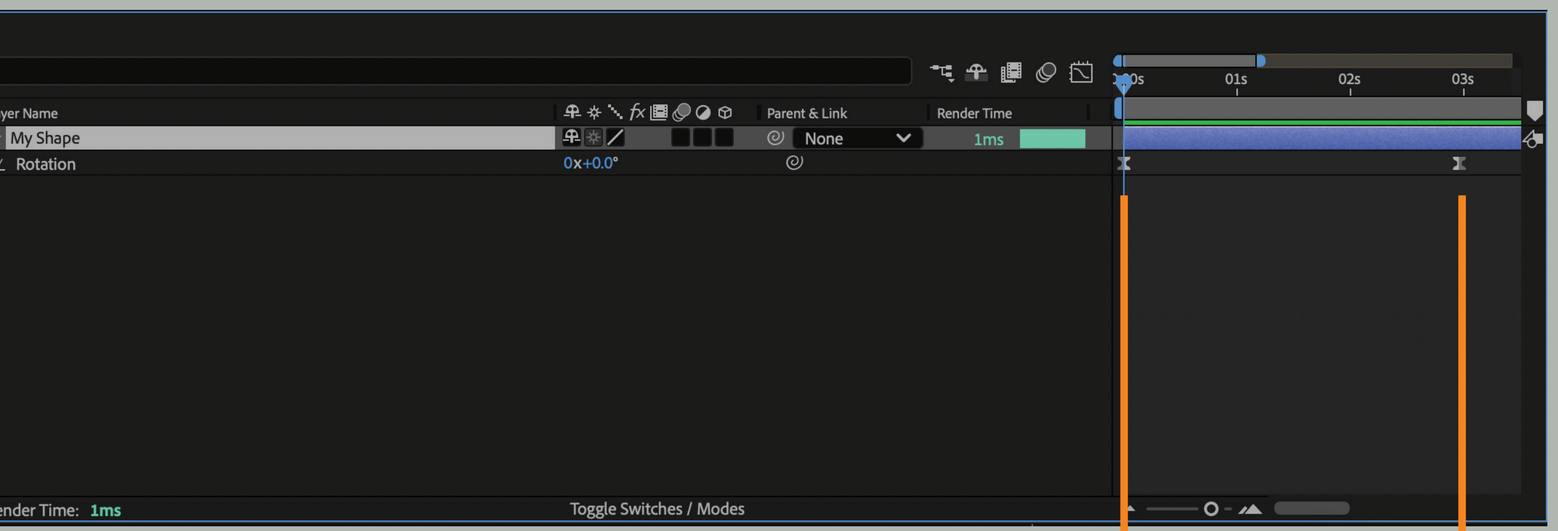
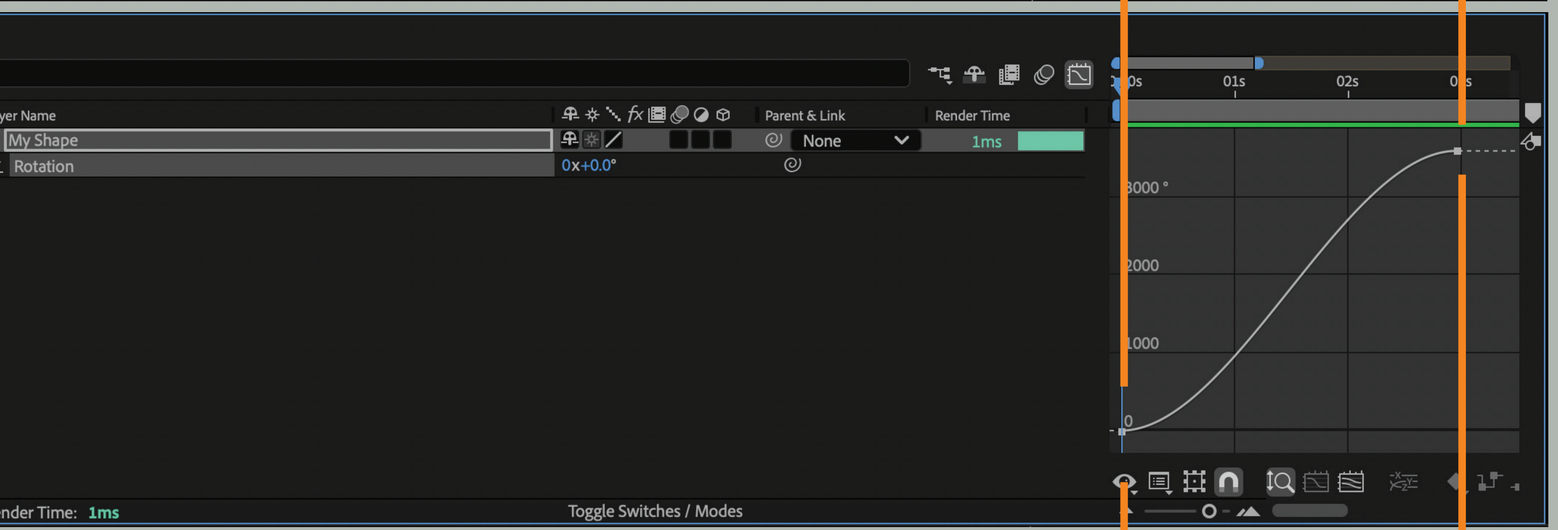
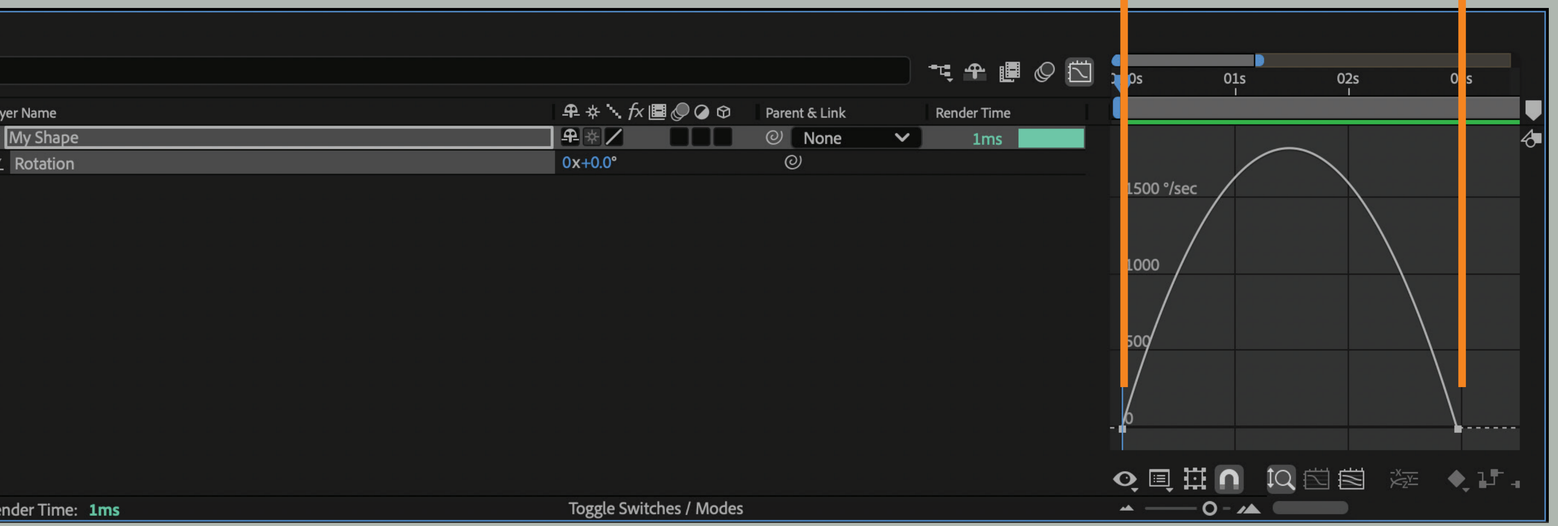
1ms
x+0.0°
0s
01s
02s
03s
Toggle Switches / Modes


Parent & Link
Render Time
None
1ms
0x+0.0°
01s
02s
03s
1500 °/sec
1000
500
0
Auto-Select Graph Type
Edit Value Graph
✓ Edit Speed Graph
Show Reference Graph
Show Audio Waveforms
Show Layer In/Out Points
Show Layer Markers
✓ Show Graph Tool Tips
Show Expression Editor
Allow Keyframes Between Frames
Toggle Switches / Modes





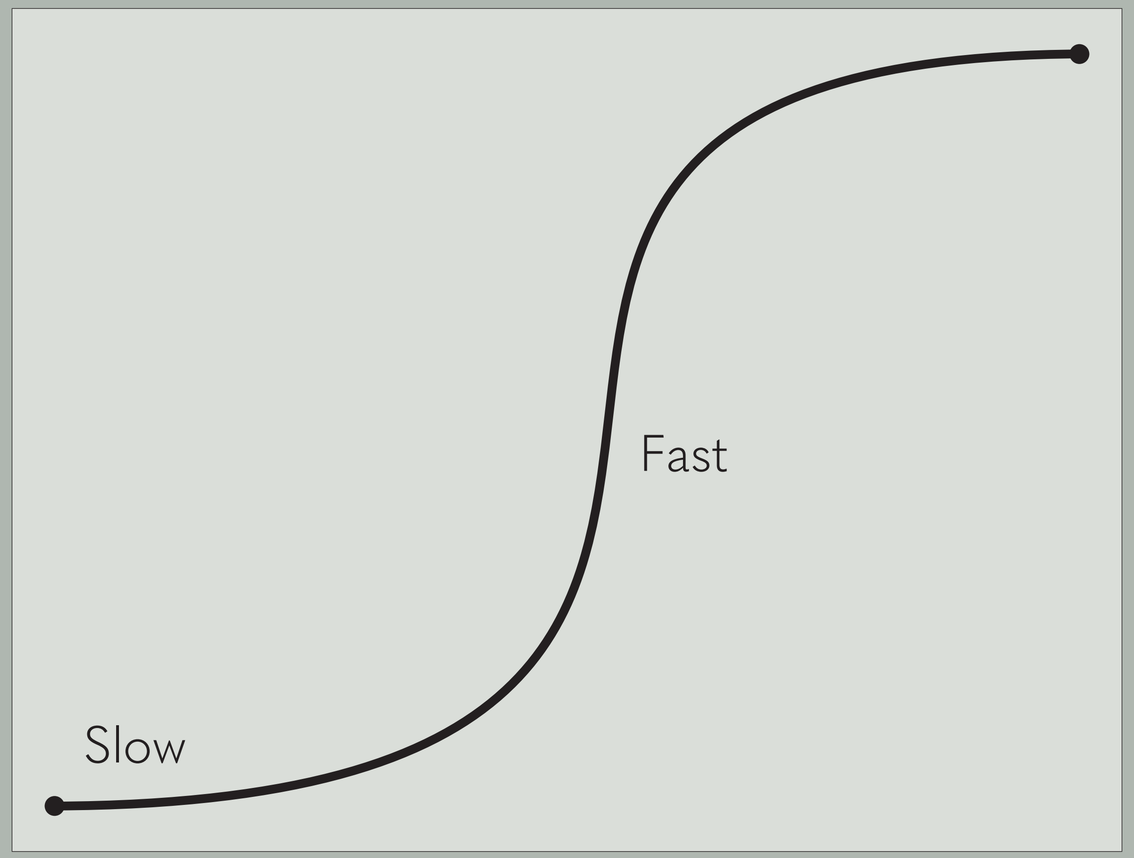


Note that all timeline views represent keyframes, and they're always shown at the same scale as each other

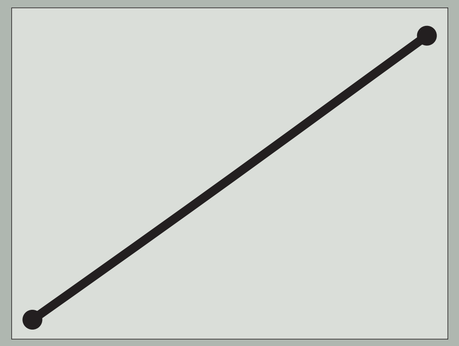
VALUE GRAPH

RULE OF THUMB

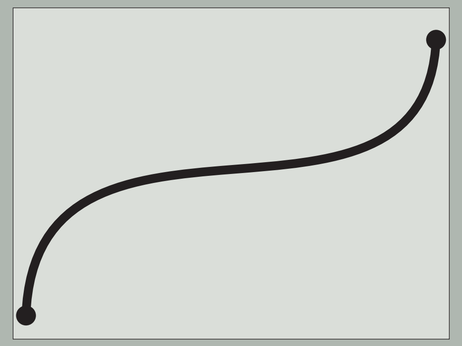
Steep is fast, flat is slow



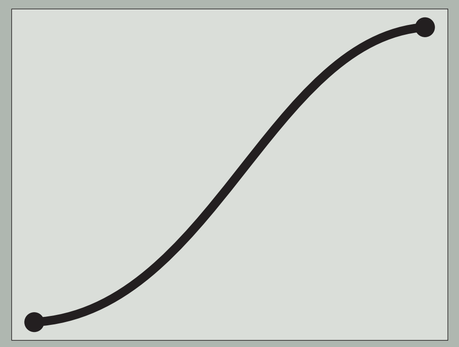
Value Graph



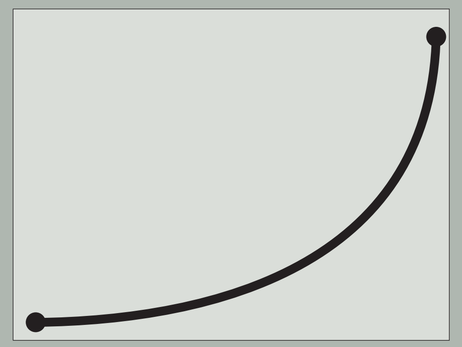
Linear
Always moves at constant speed



Fast at start and end
Slowest in the middle (note flatest point)

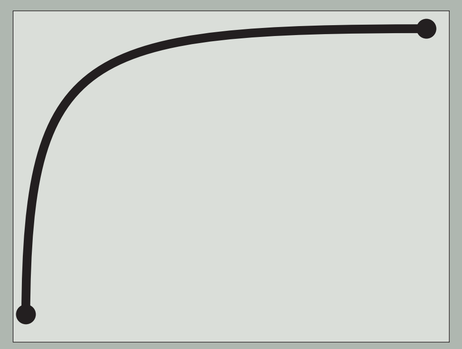


Ease in/out (Easy Ease)
The basic easy ease effect, with a pleasant stop and start



Slow start, fast end
Example: a car accelrating to highway speeds

Strong Ease in and Out
Moves at the fastest in the middle (note steepest point)

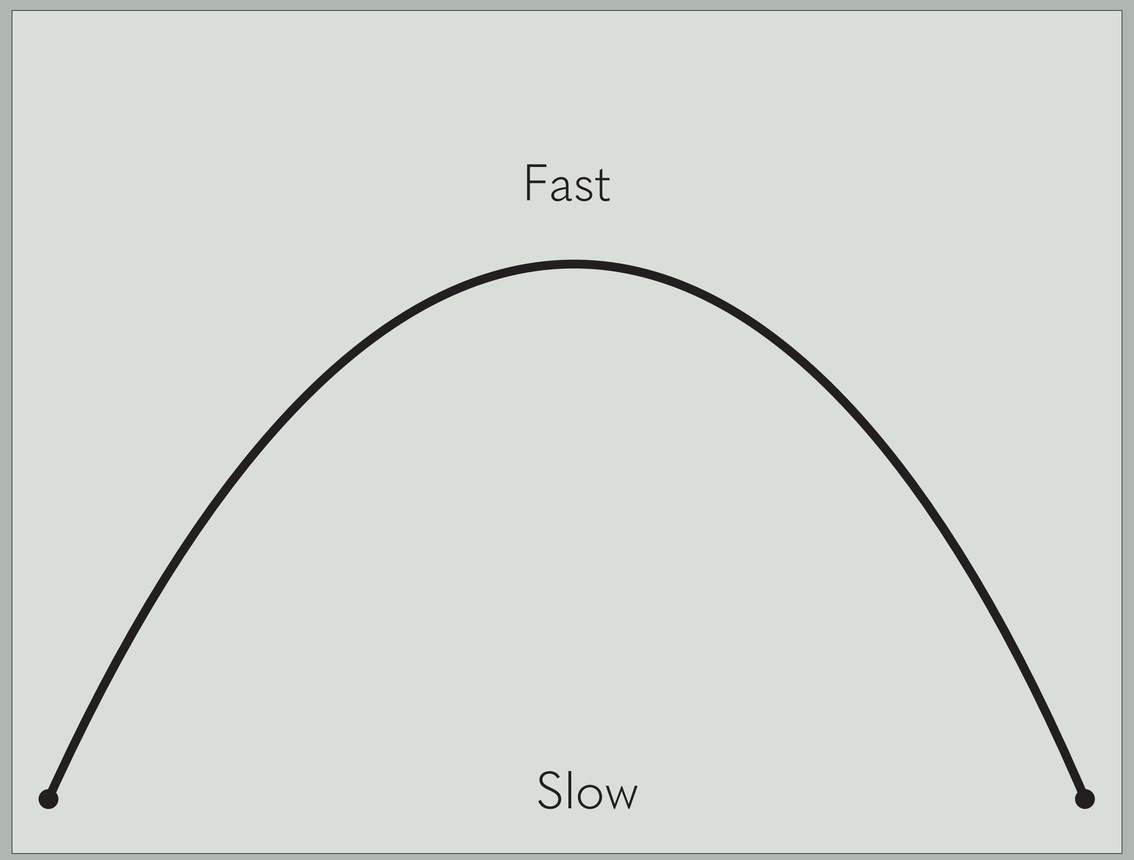


Fast start, slow end
Example: a metal ball being dropped into honey

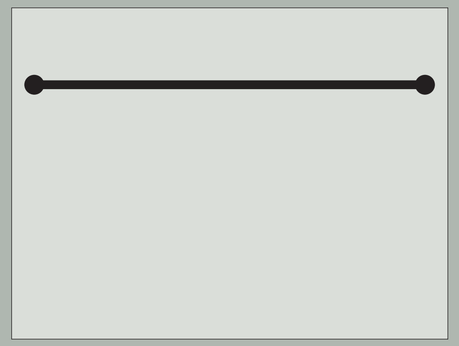
SPEED GRAPH

RULE OF THUMB

Steep is fast, flat is slow

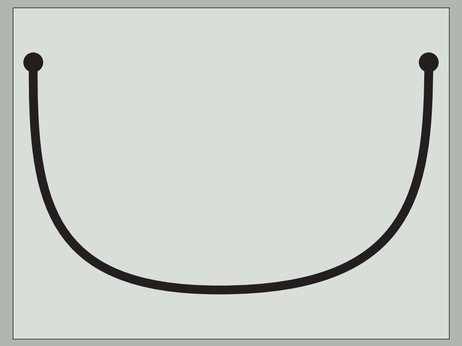


Speed Graph



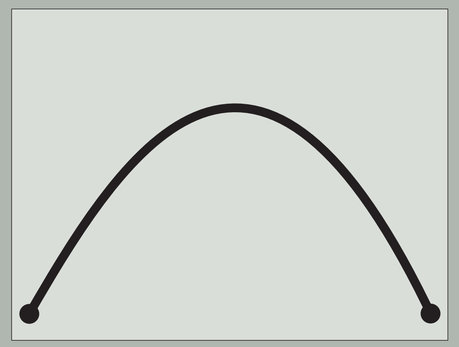
Linear

Always moves at constant speed
(Always as fast as it can possibly go)



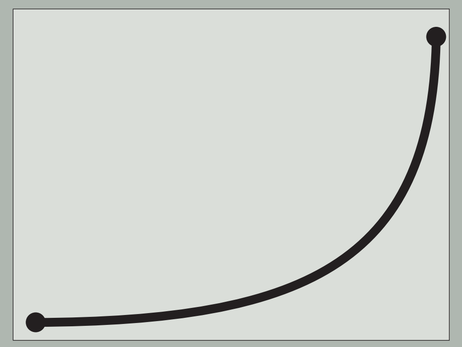
Fast at start and end

Slowest in the middle (note lowest point)



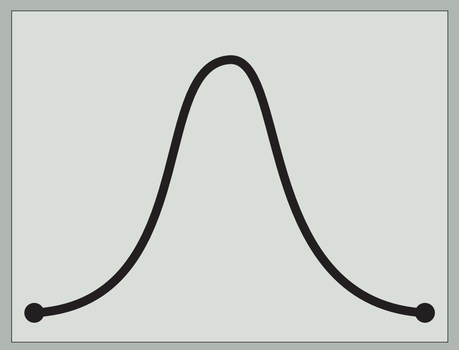
Ease in/out (Easy Ease)

Always moves at constant speed



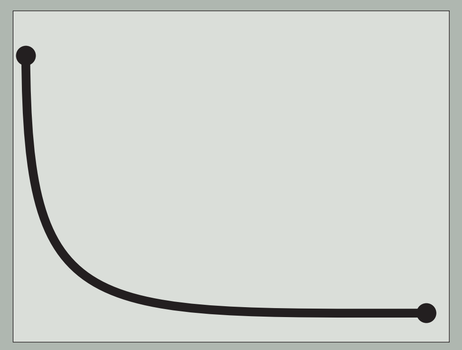
Slow start, fast end

Strangely, this looks somewhat like the Value Graph



Strong Ease in and Out

Moves at the fastest in the middle (note tallest point)



Fast start, slow end

Example: a metal ball being dropped into honey