**LESSON: ANIMATION OF BALL**

**STEPS:**

1. Insert “ball” and “plane”
2. Drag the ball up and off to the side or set position values to say -2, 0.5, 0.
3. Stretch out the plane or change scale values to say 5, 5, 5.
4. Select the ball and click record. A blue mark will appear.
5. Now drag the time in timeline over to 1.0 seconds (frame 30) and then drag the ball to somewhere around 2, 0.5, 0.
6. Click record again. Another blue mark will appear.
7. Press play. You will see the ball move from the initial position to the second keyed position then sit there for awhile and start over.
8. Drag the dark grey widget to the left so it covers frames 1 to 30. This will restrict the visible part of the timeline concentrating on that one second of animation. It also affects playback, so you don’t need to watch the ball just sitting there at the end of each cycle.
9. Now let’s make this more interesting by adding a jump….
10. Drag the timeline to 0.5 seconds and then drag the ball into the air and rotate it slightly on its x-axis (red). You may also wish to rotate it forward or backward. Click record.
11. Go to frame 4 and set the sphere’s scale to 1.2, 0.8, 1.2 (so it’s squashed) and tilt it back slightly. Click record.
12. Go to the midpoint keyframe and change the scale to 0.9, 1.1, 0.9 (stretched in mid jump) and click record.
13. Go to preceding keyframe, set the scale to 1.2, 0.8, 1.2 and tilt it forward slightly. Record.