

Animation Tutorials

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Here you can learn the fundamentals of creating animation with 3ds Max.

Features Covered in This Section

- Auto Key animation
- Ghosting
- Dummy objects and animation
- Track View – Dope Sheet
- Looping animation
- Weighted list controllers
- Set Key Animation
- Path constraint and Path deform animation methods
- Schematic View Improvements
- Animation control through List Controllers
- Scripting
- Wiring and expressions
- Sound track editing