
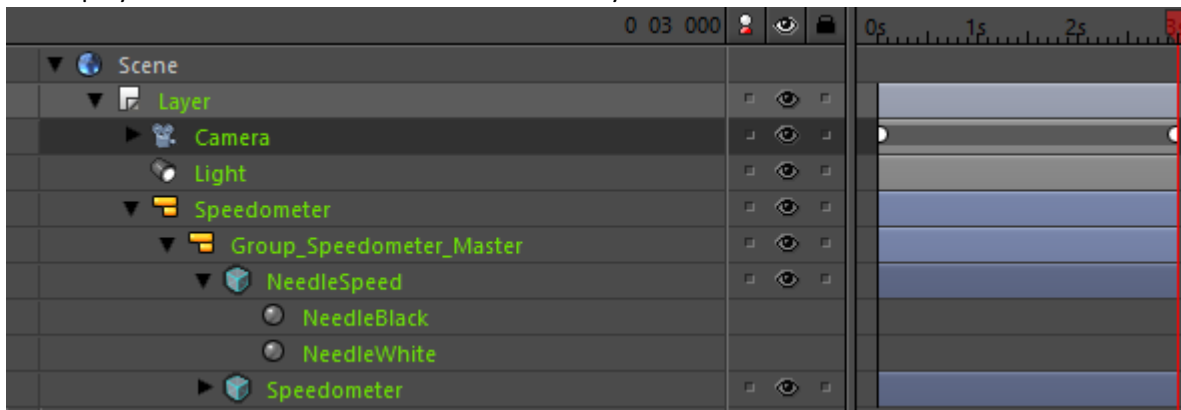



5: Animation

In this test, only 2 slides are needed. Delete slides 3 & 4.

Step 1: Animating camera

- Select master camera. Set its Field of view to 150 or such
- Autoset keyframes should be enabled 
- Click animate toggle in front of Field of view. Keyframe is created on timeline
- Move playhead to 3 sec. Set Field of view to 25. Keyframe is created



- Play with player controls . Because master camera was edited, slide 2 has the same animation.

Step 2: Change slide order, adjust timeline, edit and animate opacity

- Drag slide 2 to first, rename it to Start
- Set rectangle material opacity to 100, it covers the gauge fully
- Animate opacity to change from 100 (start 0 se) to 0 (end 3 sec)

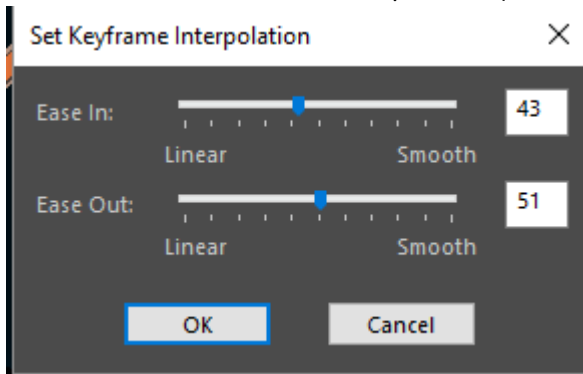
Step 3: Edit slide play mode, adjust gauge animation

- Go to slide 2, Unlink camera's Field of view property from the master.
- Deactivate Animate Toggle from Inspector
- Test in Viewer
- Activate Animate Toggle again, test. It should work with the previous values
- Deactivate again.
- Set slide 2 playmode to stop
- Test

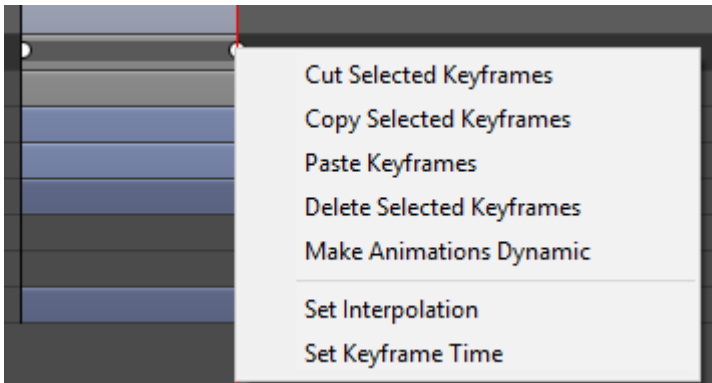
Step 4 : Add easing and dynamic animation

- Go to slide 2 and activate the Field of view animation.

- Change the animation to the reversed direction: start from 25, stop to 150.
- Test in viewer
- Go to slide 1 and select Set Interpolation (Timeline menu, context menu)



- Set Make animations dynamic
- Eye ball off to rectangle layer



- Go to slide 2 and set interpolation.
- Set Make animations dynamic
- Test in viewer. Animation should ping pong smoothly between these two slides.