How to Make A Quick Animation

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Creating an Animation of an Object

Why? If you created up an object, you wanna jazz it up by creating some motion.

Where? You have to create the animation in Lightwave Layout.

What? I will be animating a butterfly.

- To begin, I will make an animation for 3 Layers, the two wings of a butterfly to flap in steps 1-10, then animate the entire object afterwards.

How? Stick around and you’ll find out.
Step 1

- Begin with an object of your liking and load it up into Layout.
- I have picked a butterfly, an object with three different layers, one for each of the wings and the body.
- Having three layers lets me make an animation for each wing to flap and the body to move.
Step 2

- I have loaded up the butterfly, and no need to parent the items together.
- With this done, we can move the body of the butterfly’s body with the wings moving with it.
- To do this, we first have to open up the Motion Panel
  - This can be done by Pressing “m”.
Step 3

- Since I have made layers 1 and 2 are the wings, I want to parent them to Layer 3, the body.
  - This makes the two layers I chose to be "glued" or "parented" to another layer.
- With this done, you should be able to move Layer 3 with the wings moving right along with it.
Step 4

► Now to create the actual movements for the animation!
► Now look at the bottom of the screen, see the numbered panel with sixty hash marks on it? This is the keyframe panel. Grab it and move it to keyframe “0”.
► Make sure that besides it, “Auto key” is enable.
► Grab Layer 1, the left wing, and rotate it down with the blue ring.
Step 5

► Now you have just created your first Keyframe, let's move on.
► Now move the keyframe marker to 5
► Grab the same wing by the blue ring again and rotate it upwards.
  - This is the butterfly's highest wing flap point.
Step 6

► Move the keyframe marker back to 0, don’t move the layers.
► Now, click “Create Key” and enter keyframe at “10”.
  - This creates an exact copy of the keyframe 0, to the keyframe you entered at 10.
  - Move the keyframe marker back and forth, it should flap the right wing!
Step 7

- Now that we have the basic wing motion, we have to repeat it until keyframe 60.
- To do this we need to use the “Graph Editor” in the top left of the screen below “Image Editor”
Step 8

► This tool will allow us to repeat the wing action.
► Click the blue colored, “Layer1.Rotation.B”
  ▪ This is due to us moving the blue rotation circle.
  ▪ Click “Post Behavior” at the bottom of the panel
  ▪ Click Repeat
  ► You should now see the wave line go across the entire grid.
Step 9

► Now we are done with the Graph editor, we can close it down.

► Now click the play button at the bottom right of the screen, and the wing should flap all the way until Frame 60.

► Now repeat the entire process for the left wing, Layer 2.
Step 10

► We have now just created all of the motions for the wing, we have to create the motion for the entire object.

- Since the two wings, Layers 1 and 2, are parented to the body, Layer 3, all we need to move is Layer 3, the body.

► Move the keyframe marker back to frame “0”.
Step 11

- With the keyframe back at “0”, we need to place the butterfly to its chosen beginning start point.
  - I chose the left side and to move it closer to the camera to have it fly up and away from the camera.
Step 12

Now move the keyframe to "60" and move the butterfly to where you want to end placing to be.

- I chose the right top of the screen, and further back.
- You should also now see a white line following from where the first placement from frame "0" was to your new one.

To spice it up more, you can go to a middle frame, and move the object up or down to get the butterfly to fly up and down along with side to side.
Step 13

► That’s IT! Click the play button again and the object should move across the screen wings flapping and all!

► Congrats! You have just created an object animation.

Resources: “Inside Lightwave 8.0” by Dan Ablan.