Animation Layers and The Trax Editor

**Animation layers**

Animation layers work in a similar manner to display layers.

To get to the animation layers go to the Layer editor – Anim

Create a base animation on the Base Animation layer.

To add a new layer with the selected object hit the button.

Create an animation on the new layer.

To increase or decrease the weight of the animations use the Weight slider at the bottom of the layer editor.

To get an animation back to the base animation layer position hit the button.

When you see a green button beside the layer title it signifies that the object is being animated in the present layer.

A red dot signifies that the selected object is located in that layer.

To see the Ghost of the selected object click on the ‘G’ button beside the layer.

**Trax Editor**

The trax editor is an inbuilt component in maya similar to a video editing software like Adobe Premier or FinalCut

There are many ways to get to the trax editor

- In the Panels tab – Panels – Saved Layouts – Persp/Trax
- Windows – Animation Editor – Trax Editor
Before working in the trax editor you have to create a character set

To create a character set

- select all the variables that you are going to animate (controllers, Joints)
- make sure you are on the animation tool bar
- Go to character – Create Character Set

You can have multiple number of character sets and subsets. To select the character set

- Click on the button at the bottom right of the screen and select the character set

Once the character set is created we go to the Trax Editor

Before we work with an animated clip we have to create one.

Once the clip is created

- In the trax editor go to List – Auto Load Selected Character
- Then Create – Animation Clip (the block)
- Over there we give the clip a few attributes

Once created in the Character section we have our clip

![Character Set Example]

The clip has 3 different sets

- 1 – 24 signifies the length of the clip
- Bouncing – the name of the clip
- 100% is the speed of the clip

Added to this the bottom set also gives the frames which the clip covers.

So if we move the clip, the bottom set changes.

To control the speed of the clip, first select the clip and then take the mouse over the ending number of the bottom set and drag.

To make an animation loop, hold the ‘Shift’ key and do the above.
**Few points about the Trax Editor**

Clips in the trax editor are additive.

Once a clip is imported into the trax editor removes the keys from the timeline by default. It is best to keep it this way.

It is preferable to only control and animate only the elements within the character set. Otherwise the Trax editor misunderstands the location of the selected object.

The trax editor is helpful for blending between animations.