Animation Techniques Part 1

Animation in DAZ Studio 3 but can be translated to DAZ Studio 4. Basic overview of animation, tools and techniques. Part 1 of 2

**Skills you will learn in this video are...**

- How to use aniMate Lite, by adding aniBlocks (live motion capture blocks).
- Preview the aniBlock by hovering the mouse over the block.
- Add aniBlocks to the timeline for quick animations.
- Adjust settings in the aniBlocks and the figure for proper location of the figure in the animation.
- Change the view of the animation by viewing from another camera.
- Change the speed of the animation.
- Render frames via the Timeline and render settings.

Video

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