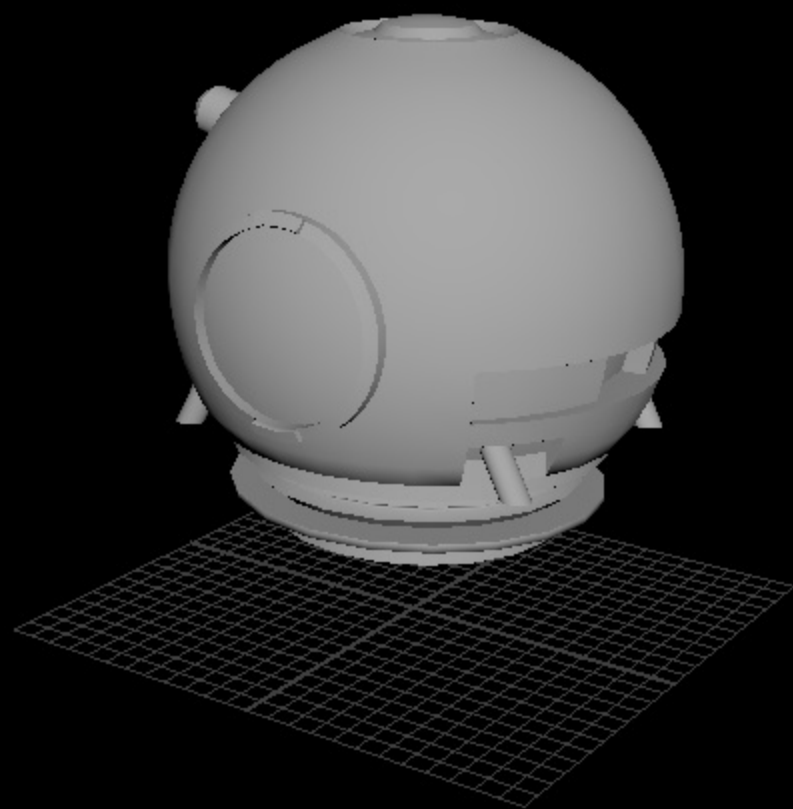
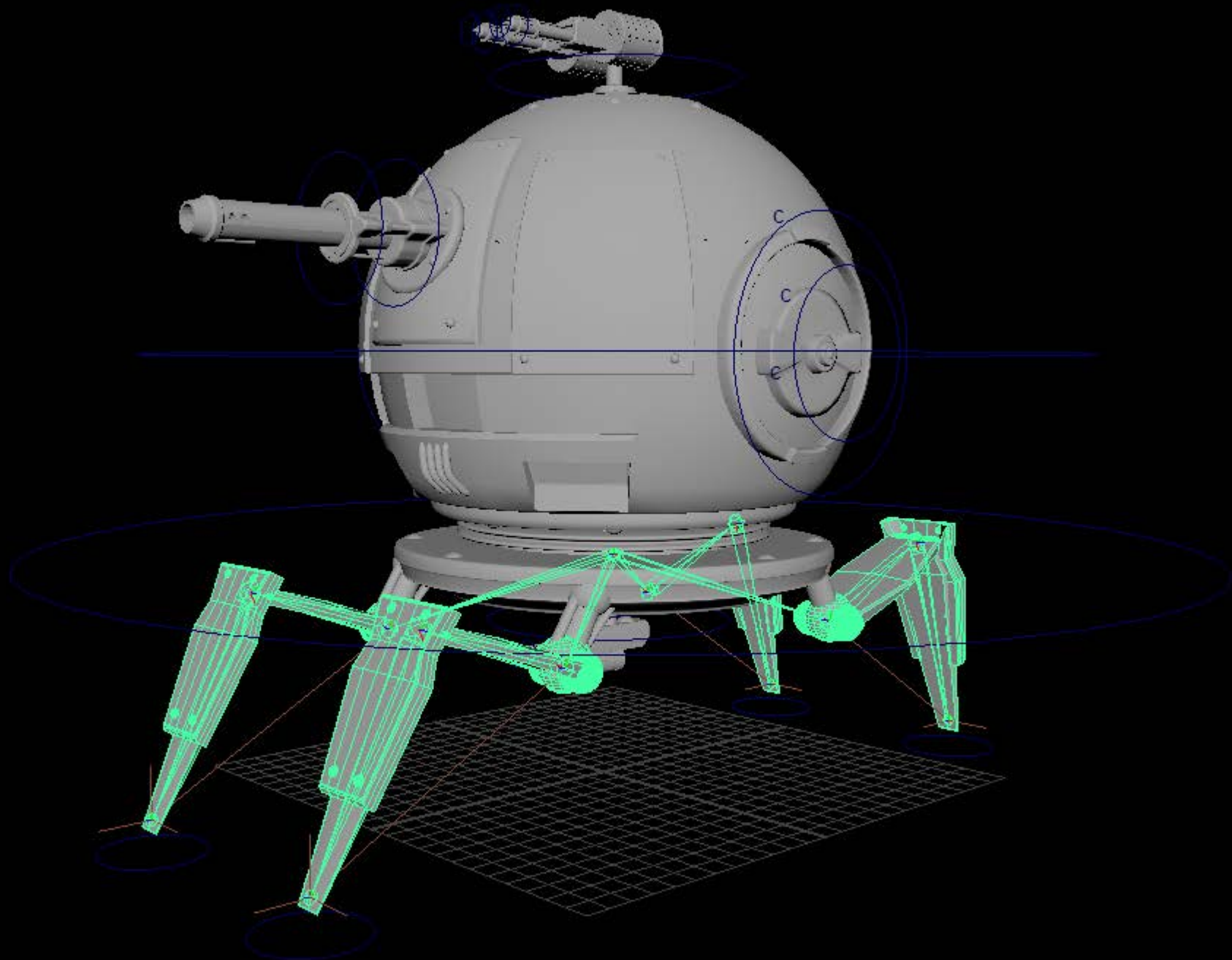
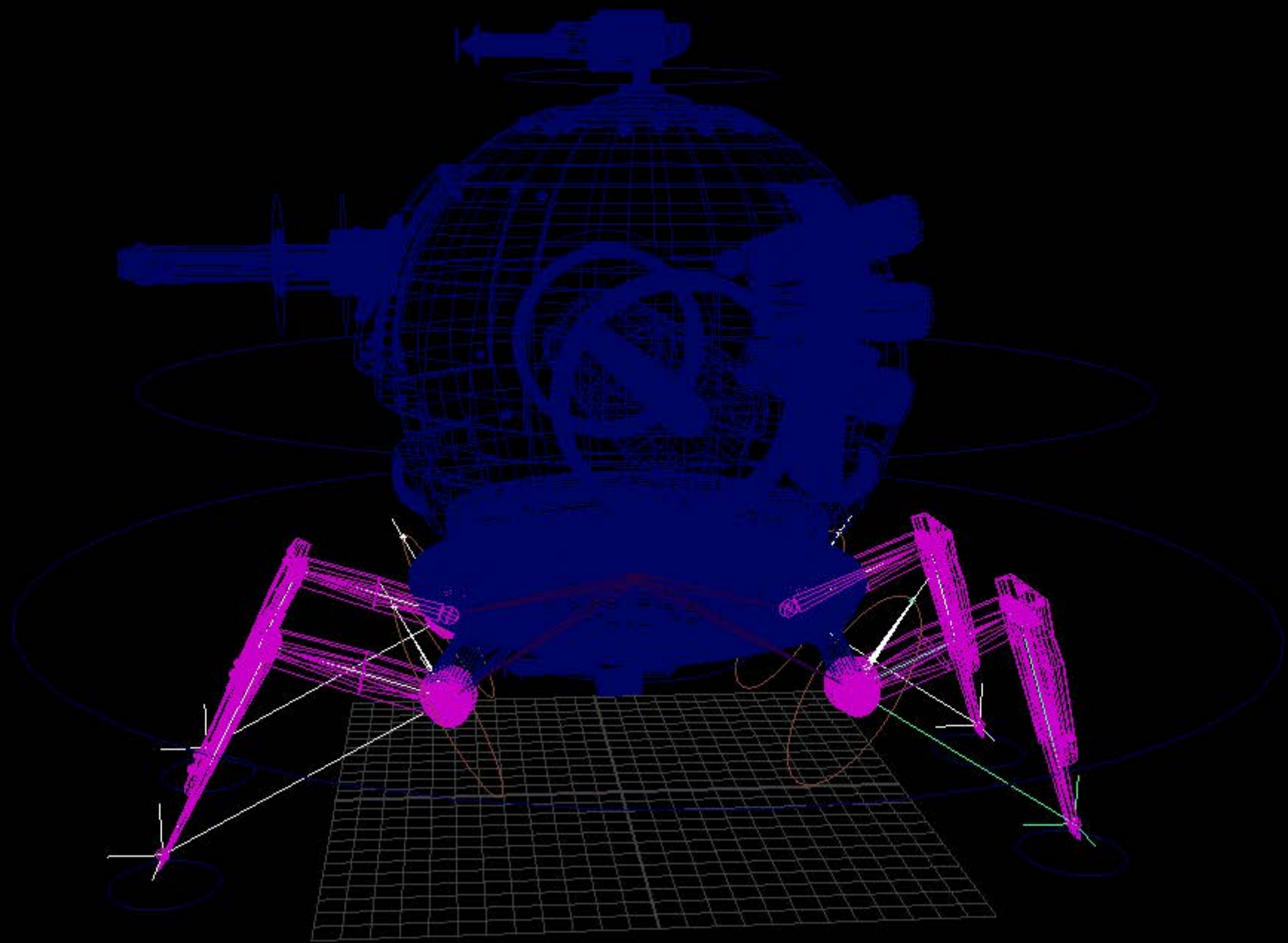






persp



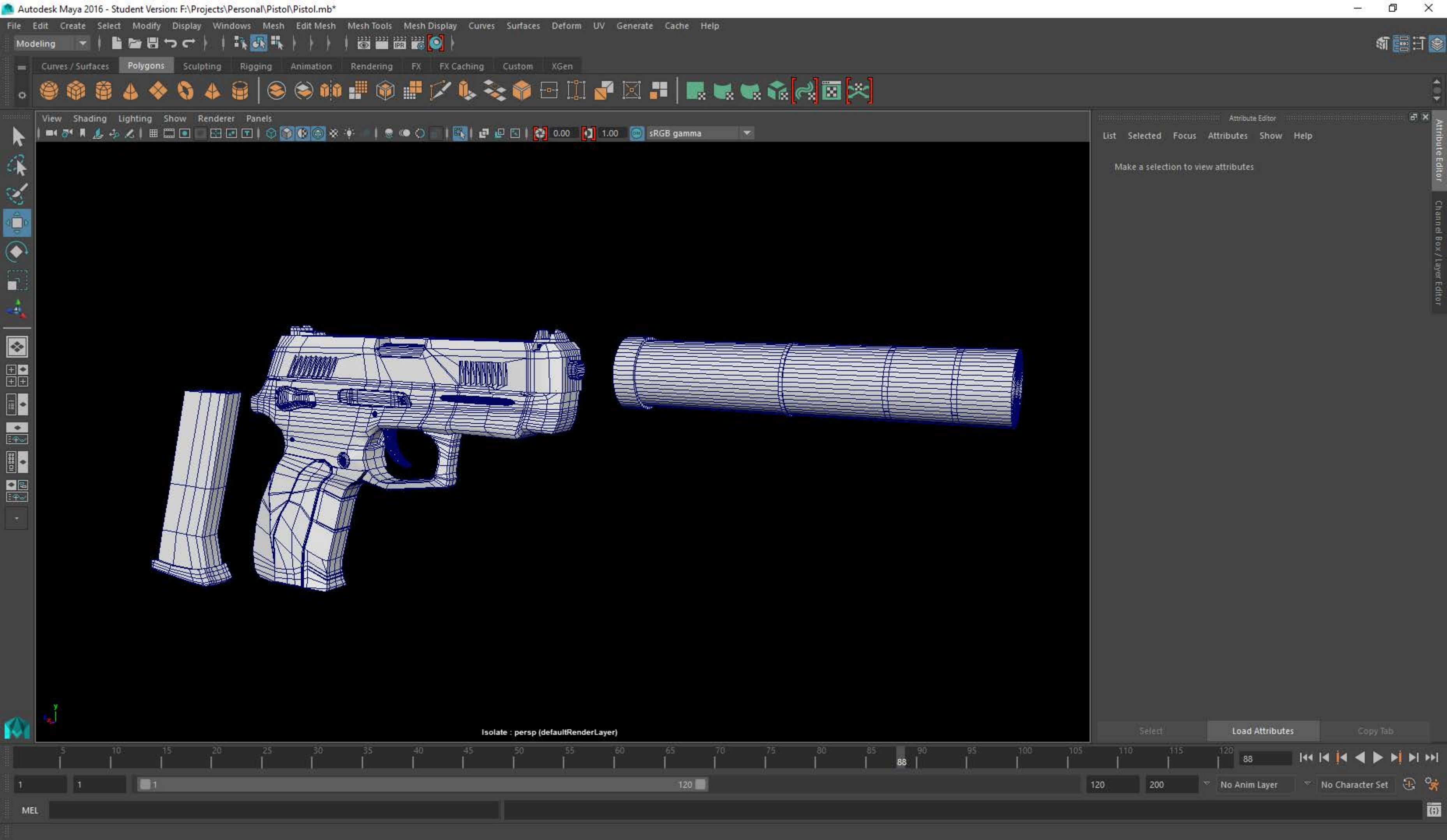


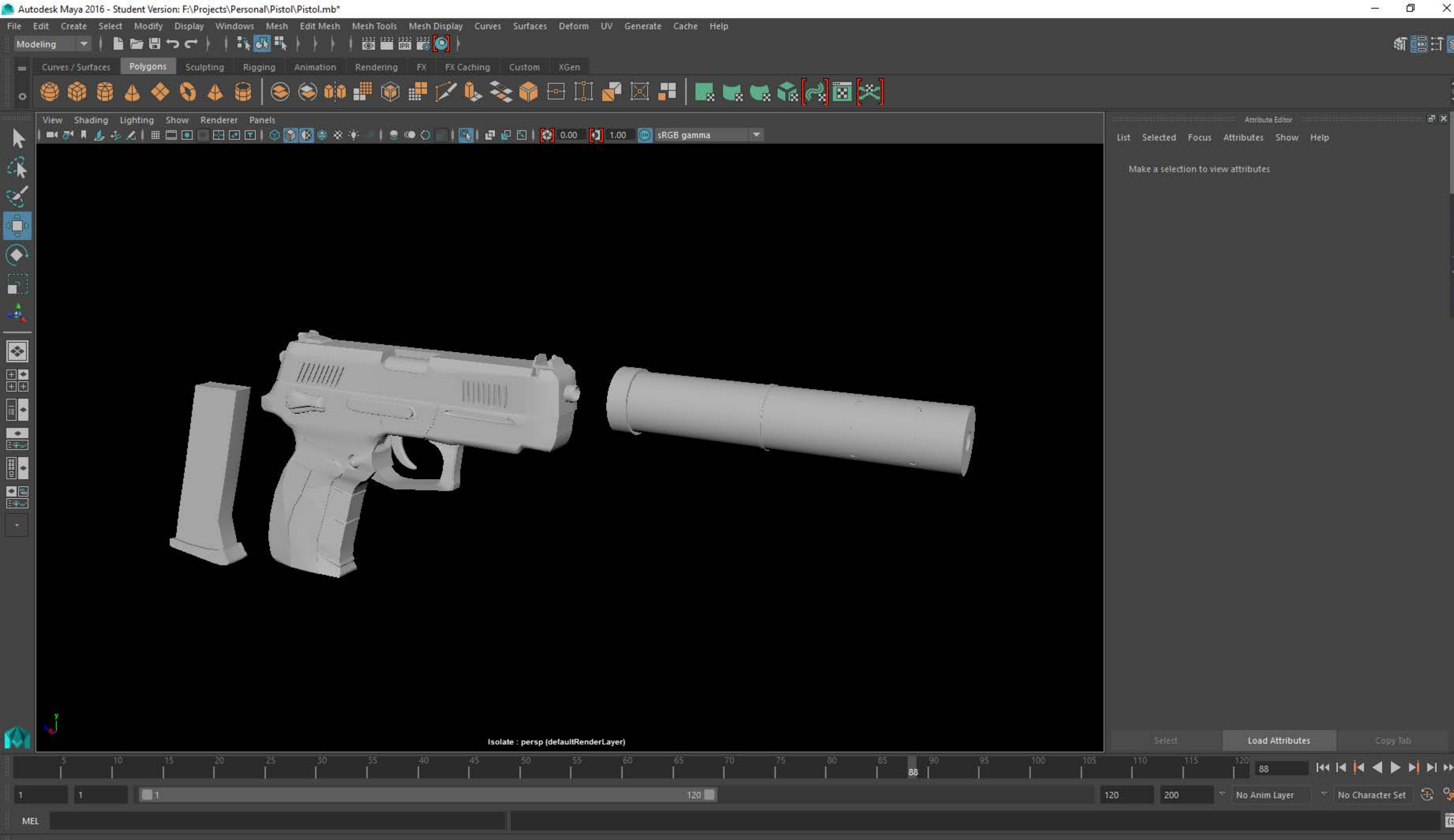


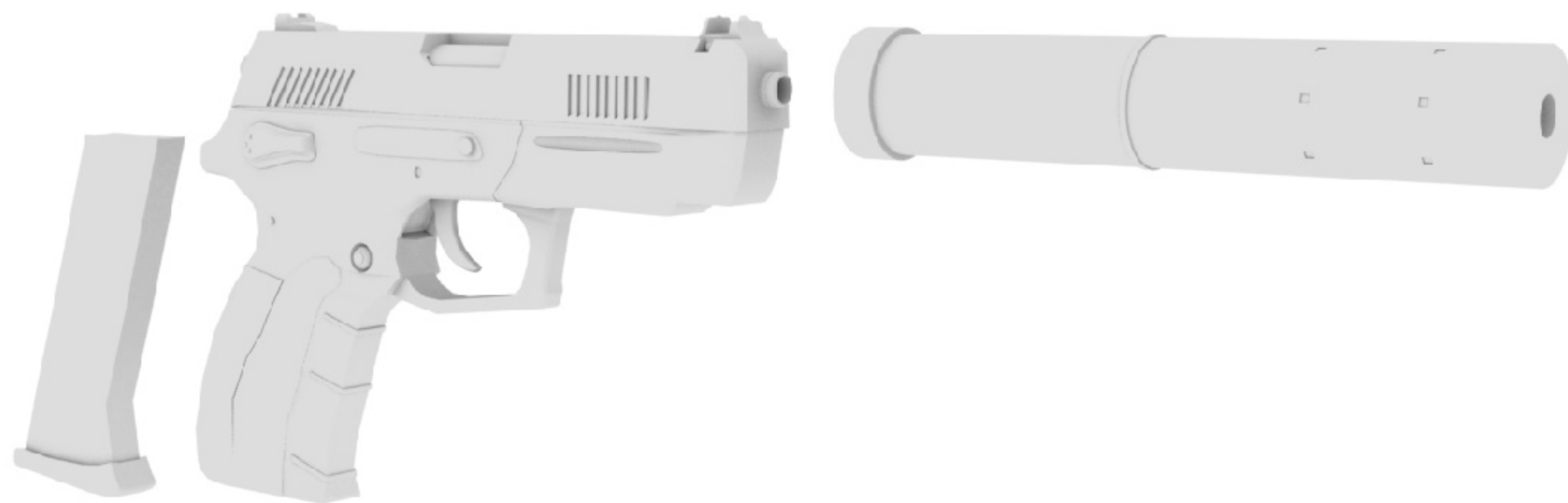


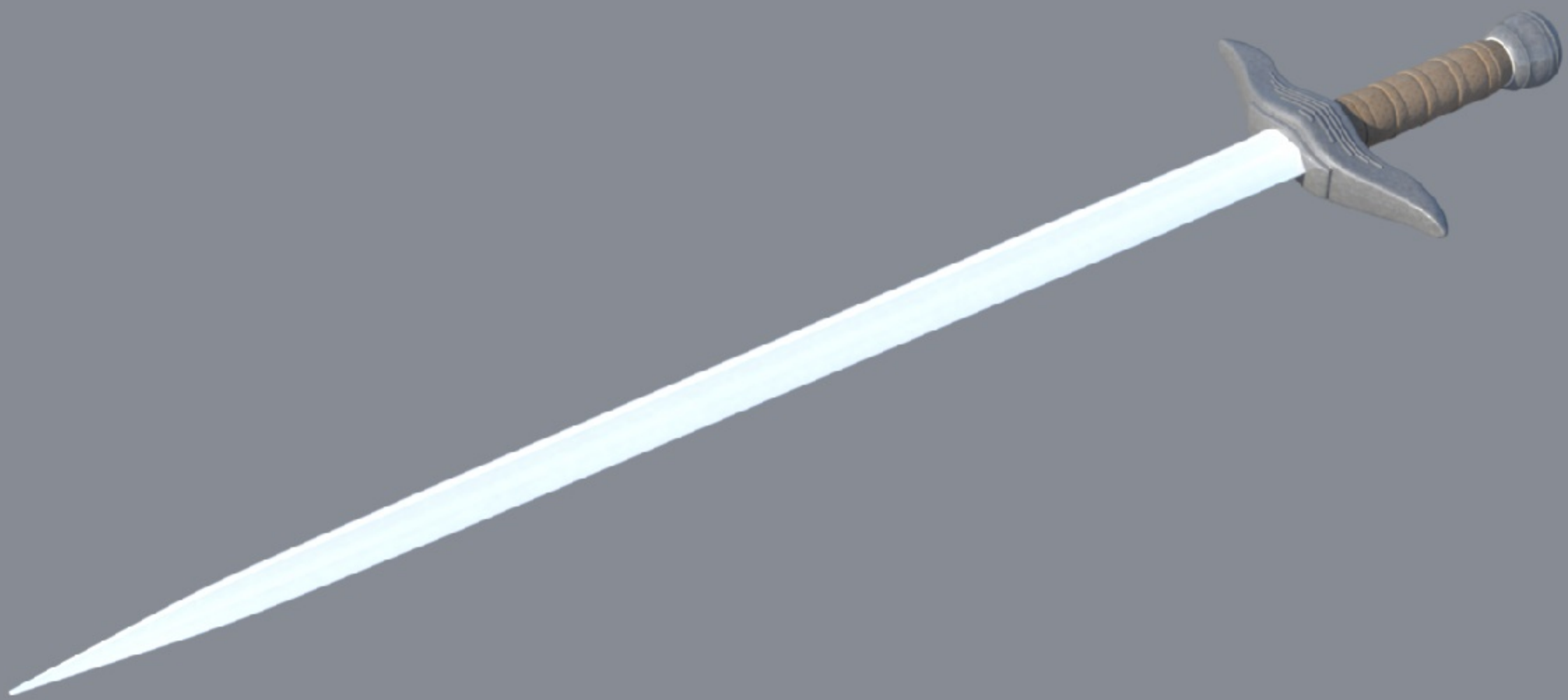


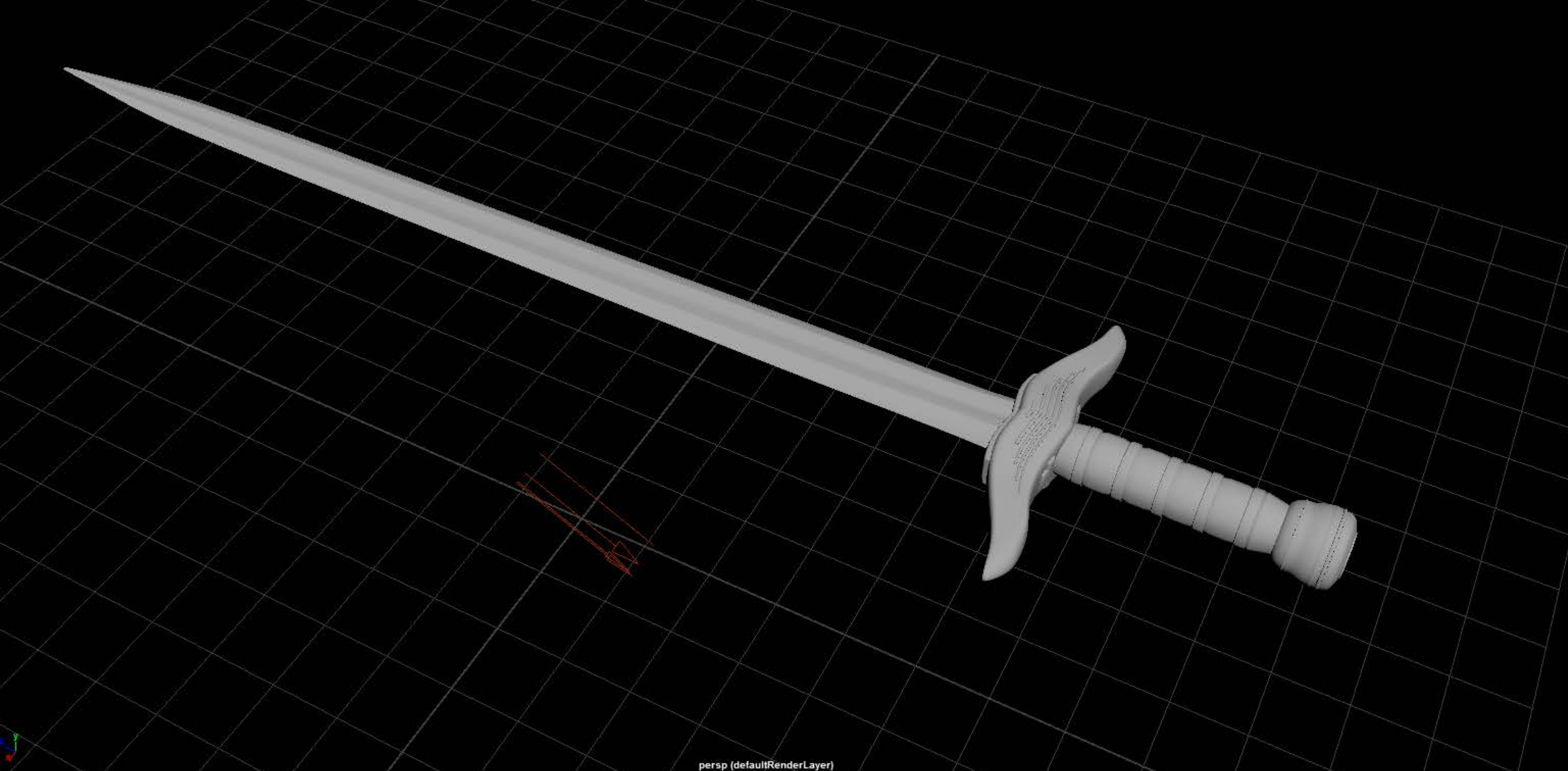












Channels Edit Object Show

Display Render Anim

Layers Contribution Options >>

Normal

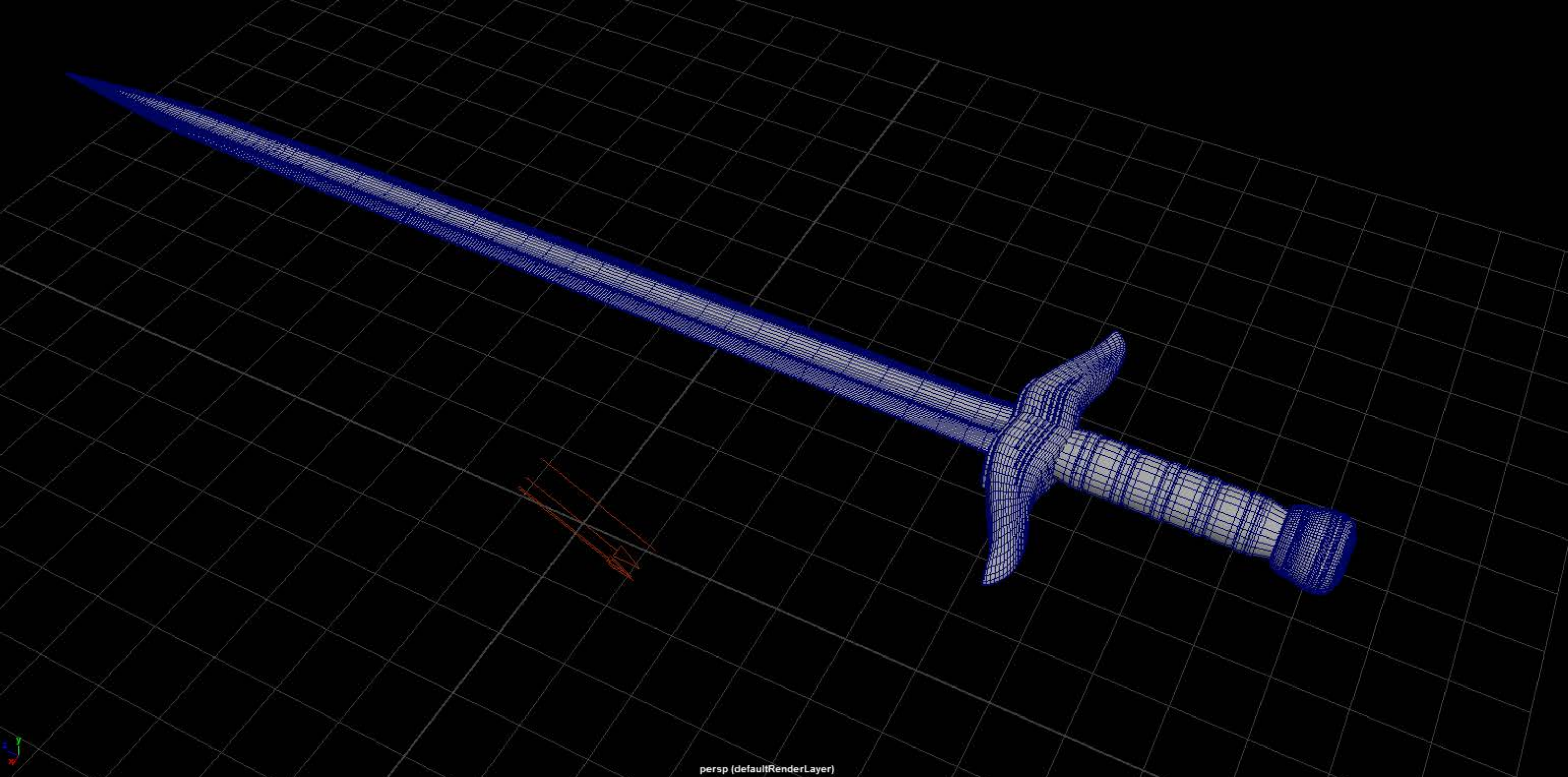
layer1 (Normal)

masterLayer (Normal)

persp (defaultRenderLayer)

1 120 200 No Anim Layer No Character Set

Tool: select an object



Channels Edit Object Show

the Editor Channel Box / Layer Editor

Display Render Anim

Layers Contribution Options >>

Normal

layer1 (Normal)

masterLayer (Normal)

persp (defaultRenderLayer)

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120

1 120 200 No Anim Layer No Character Set