



## 18.1.7 Editors - Graph Editor - Key Menu

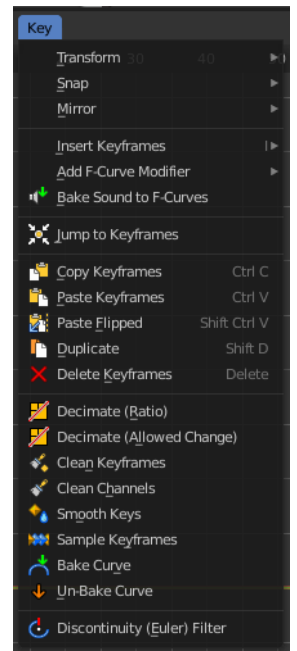
### Table of content

Graph Editor - Key Menu.....	3
Transform.....	3
Grab/Move.....	3
Last Operator Move.....	3
Move X, Y Z.....	3
Orientation.....	3
Proportional editing.....	3
Proportional Falloff.....	3
Proportional Size.....	4
Connected.....	4
Projected(2D).....	4
Extend.....	4
Last Operator Transform.....	4
Values X, Y Z, W.....	4
Axis.....	4
Orientation.....	4
Proportional editing.....	4
Proportional Falloff.....	4
Proportional Size.....	4
Connected.....	4
Projected(2D).....	4
Rotate.....	5
Last Operator Rotate.....	5
Angle.....	5
Axis.....	5
Orientation.....	5
Proportional editing.....	5
Proportional Falloff.....	5
Proportional Size.....	5
Connected.....	5
Projected(2D).....	5
Scale.....	5
Last Operator Resize.....	6
Angle.....	6
Axis.....	6
Orientation.....	6
Proportional editing.....	6
Proportional Falloff.....	6
Proportional Size.....	6
Connected.....	6
Projected(2D).....	6
Snap.....	6
Last Operator Snap Keys.....	7
Type.....	7
Mirror.....	7
Last Operator Mirror Keys.....	7
Type.....	7

Insert Keyframes.....	7
Last Operator Insert Keyframes.....	7
Type.....	7
Jump to Keyframes.....	7
Copy Keyframes.....	7
Paste Keyframes.....	7
Paste Flipped.....	7
Last Operator Paste Keyframes / Flipped.....	7
Offset.....	7
Type.....	8
Flipped.....	8
Duplicate.....	8
Last Operator Duplicate.....	8
Mode.....	8
Values X / Y.....	8
Axis.....	8
Orientation.....	8
Proportional editing.....	8
Proportional Falloff.....	8
Proportional Size.....	8
Connected.....	8
Projected(2D).....	8
Delete Keyframes.....	9
Decimate (Ratio).....	9
Decimate (Allowed Change).....	9
Last Operator Decimate Keyframes.....	9
Mode.....	9
Remove or Max Error Margin.....	9
Clean Keyframes.....	9
Clean Channels.....	9
Last Operator Clean Keyframes.....	9
Threshold.....	9
Channels.....	9
Smooth Keys.....	9
Sample Keyframes.....	9
Bake Curve.....	10
Un-Bake Curve.....	10
Discontinuity (Euler) Filter.....	10

# Graph Editor - Key Menu

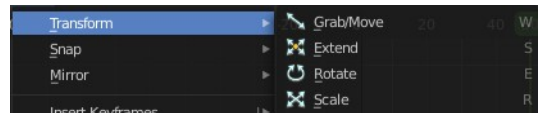
This menu contains functionality to manage the keyframes.



## Transform

### Grab/Move

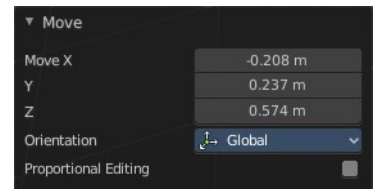
Moves the selected keyframe(s).



### Last Operator Move

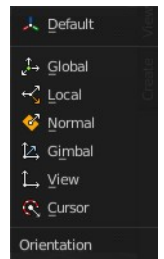
#### Move X, Y Z

The position. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and moves relative to this zero then. For the actual location values have a look in the sidebar in the transform panel.



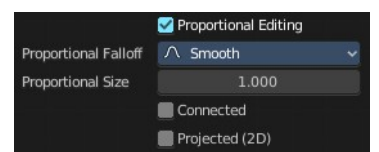
#### Orientation

The widget can have different orientations. The menu items should be self explaining.



### Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



### Proportional Falloff

Adjust the falloff methods.

## ***Proportional Size***

See and adjust the falloff radius.

## ***Connected***

The proportional falloff gets calculated for connected parts only.

## ***Projected(2D)***

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

---

## **Extend**

Moves the last keyframes of the selection.

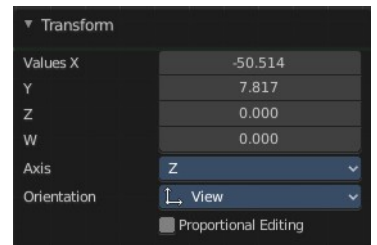
## ***Last Operator Transform***

### **Values X, Y Z, W**

The new position.

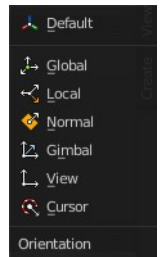
### **Axis**

Which axis to transform.



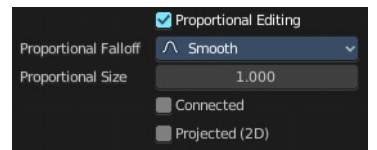
### **Orientation**

The widget can have different orientations. The menu items should be self explaining.



## **Proportional editing**

Enables proportional editing. Activating proportional editing reveals further settings.



## ***Proportional Falloff***

Adjust the falloff methods.

## ***Proportional Size***

See and adjust the falloff radius.

## ***Connected***

The proportional falloff gets calculated for connected parts only.

## ***Projected(2D)***

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

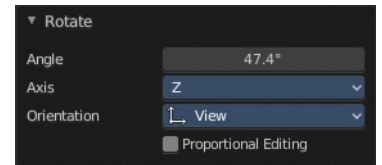
## Rotate

Rotates the selection.

### *Last Operator Rotate*

#### Angle

The rotation. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and rotates relative to this zero then. For the actual rotation values have a look in the sidebar in the transform panel.

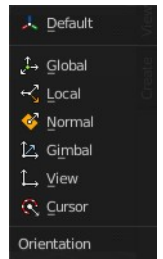


#### Axis

Which axis to rotate.

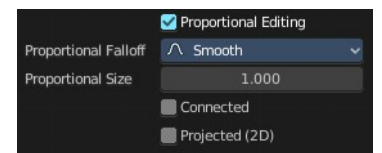
#### Orientation

The widget can have different orientations. The menu items should be self explaining.



#### Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



#### *Proportional Falloff*

Adjust the falloff methods.

#### *Proportional Size*

See and adjust the falloff radius.

#### *Connected*

The proportional falloff gets calculated for connected parts only.

#### *Projected(2D)*

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

---

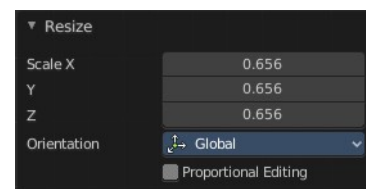
## Scale

Scales the selected keyframes. You need to have more than one keyframe selected.

## Last Operator Resize

### Angle

The rotation. Attention, the actual world orientation and rotation does not matter here. It always starts with a value of zero, and rotates relative to this zero then. For the actual rotation values have a look in the sidebar in the transform panel.

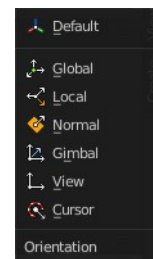


### Axis

Which axis to rotate.

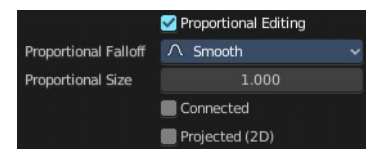
### Orientation

The widget can have different orientations. The menu items should be self explaining.



### Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



### Proportional Falloff

Adjust the falloff methods.

### Proportional Size

See and adjust the falloff radius.

### Connected

The proportional falloff gets calculated for connected parts only.

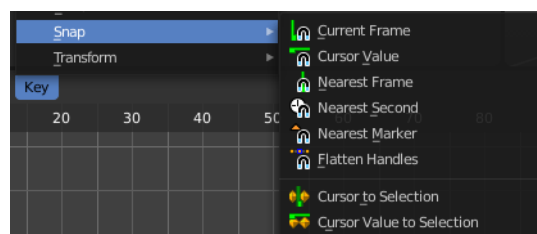
### Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.

## Snap

Snaps the selected keyframes by the chosen method.

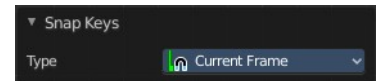
Cursor to Selection and Cursor Value to Selection does not have a last operator.



## Last Operator Snap Keys

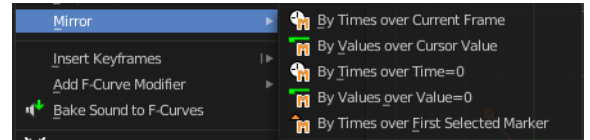
### Type

Snaps the selected keyframes by the chosen method.



## Mirror

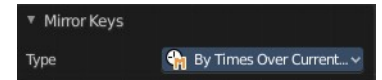
Flips the selected keyframes over the current frame position.



## Last Operator Mirror Keys

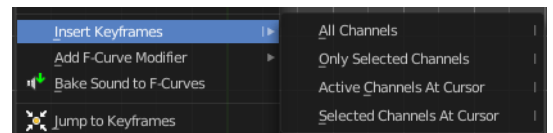
### Type

Flips the selected keyframes over the current frame position by the chosen method.



## Insert Keyframes

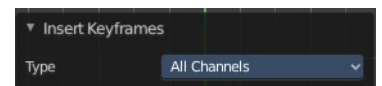
Choose a method how to insert a new keyframe at the current frame position.



## Last Operator Insert Keyframes

### Type

Choose a method how to insert a new keyframe at the current frame position.



## Jump to Keyframes

Sets the frame marker at the average position of the currently selected keyframes.

## Copy Keyframes

Copy selected keyframes.

## Paste Keyframes

Pastes copied keyframes.

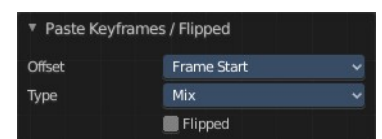
## Paste Flipped

Pastes copied keyframes, but flipped.

## Last Operator Paste Keyframes / Flipped

### Offset

Define an offset for the paste position.



## Type

Choose a method how to paste the copied keyframes.



## Flipped

Pastes keyframes from mirrored bones if they exists.

## Duplicate

Duplicate selected keyframes.

## Last Operator Duplicate

### Mode

### Values X / Y

The x and y values for the pasted keyframes. Note that these values starts at the position of the original copied keyframe. These values are relative.

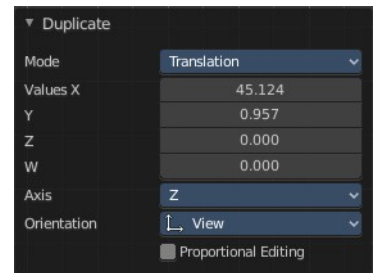
Values Z and W have no effect here.

### Axis

These values have no effect.

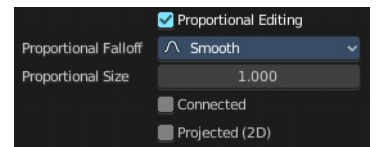
### Orientation

These values have no effect.



## Proportional editing

Enables proportional editing. Activating proportional editing reveals further settings.



### Proportional Falloff

Adjust the falloff methods.

### Proportional Size

See and adjust the falloff radius.

### Connected

The proportional falloff gets calculated for connected parts only.

### Projected(2D)

The proportional falloff gets calculated in the screen space. Depth doesn't play a role. When it's in the radius, then it gets calculated.



## Delete Keyframes

Deletes selected keyframes.

## Decimate (Ratio)

Decimate F-Curves by removing keyframes that that has the least influence to the curve shape.

## Decimate (Allowed Change)

Decimate F-Curves by specifying how much it can derivative from the original curve.

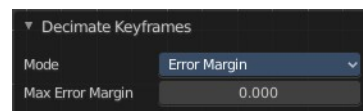
## Last Operator Decimate Keyframes

### *Mode*

The decimate mode. Error margin is Allowed change.

### *Remove or Max Error Margin*

The percentage of keyframes to remove.



## Clean Keyframes

Simplify FCurces by deleting keyframes that are close to each other in all channels.

## Clean Channels

Simplify FCurces by deleting keyframes that are close to each other in selected channels.

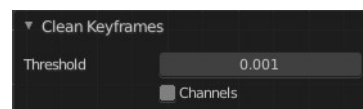
## Last Operator Clean Keyframes

### *Threshold*

The threshold amount for the simplify algorithm.

### *Channels*

Clean keyframes or channels.

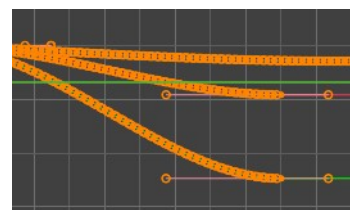


## Smooth Keys

Make selected curves less bumpy.

## Sample Keyframes

Adds keyframes at every unit between the selected keyframes.



## **Bake Curve**

Bake selected F-Curves to a set of sampled points. This makes the curve not longer editable.

## **Un-Bake Curve**

Un-bake a baked F-Curve to make it editable again.

## **Discontinuity (Euler) Filter**

Try to fix large jumps and flips in the selected F Curve. This jumps can appear when rotation values are clipping by baking physics.