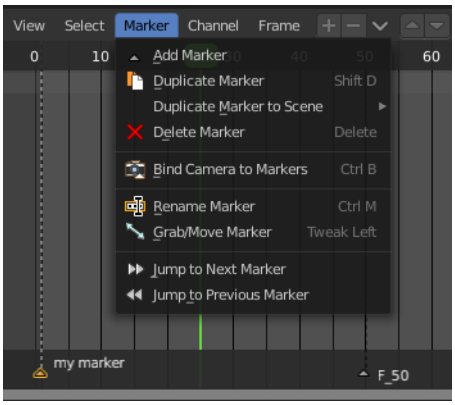
16.1.5 Editors - Dope Sheet - Marker Menu

Table of content

Dopesheet Editor - Marker Menu....1
Add Marker....1
Duplicate Marker....1
Duplicate Marker to Scene....1
Delete Marker....2
Bind Camera to Markers....2
Rename Marker....2
Grab/Move Marker....2
Jump to Next Marker....2
Jump to Previous Marker....2

Dopesheet Editor - Marker Menu



Markers are visual landmarks. They can mark a start of a specific animation sequence, the end of a camera movement, and so on.

When you add one then a marker area appears at the bottom of the timeline.

Markers can be pulled around by clicking at them and dragging them left or right. The active marker is yellow.

By holding down shift you can select more than one marker.

Add Marker

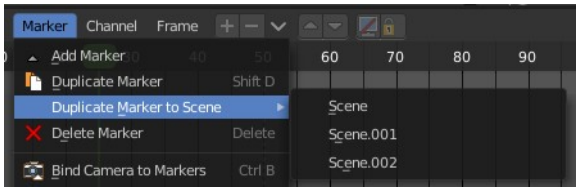
Adds a marker at the current frame position

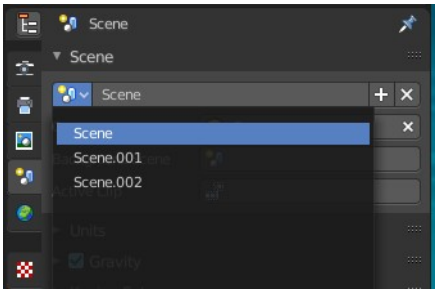
Duplicate Marker

Duplicates the selected marker(s). The duplicate(s) sticks at the mouse until you click to give it the target destination.

Duplicate Marker to Scene

Duplicate markers to other scenes. A blend file can contain more than one scene. See Scene Properties in the Properties editor.

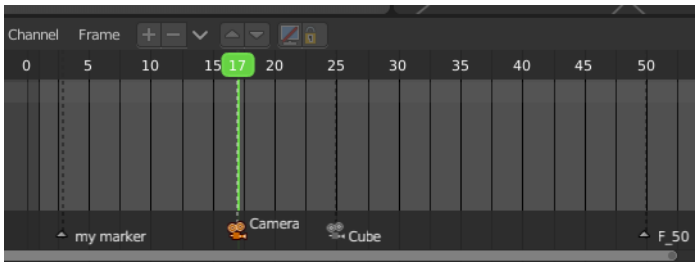




Delete Marker

Deletes the selected marker(s).

Bind Camera to Markers



Bind camera to markers turns an object into a camera object. This can be any object in the scene. Not just camera objects.

When the current frame position does not have a marker yet, then it creates a marker at the current frame position.

By binding different objects or cameras at different marker locations you can switch cameras automatically.

The marker with a bind camera attached will show a camera icon.

Rename Marker

A menu will open up where you can rename the active marker.

Grab/Move Marker

Hotkey only functionality! This menu item exists to show the hotkey to move the marker.

Jump to Next Marker

Sets the frame position to the next marker.

Jump to Previous Marker

Sets the frame position to the previous marker.