18.1.5 Editors - Graph Editor - Marker Menu

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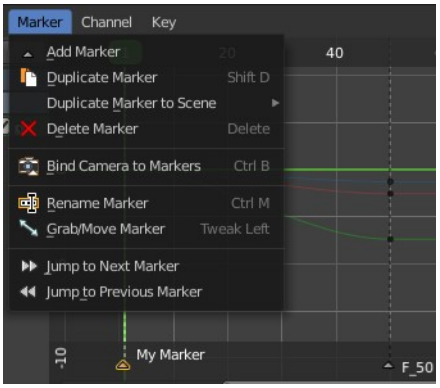
Dopesheet Editor - Marker Menu

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.



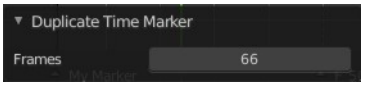
Add Marker

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.

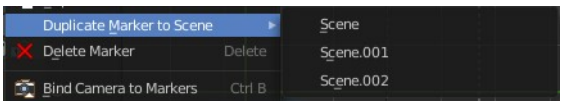
Last Operator Duplicate Time Marker



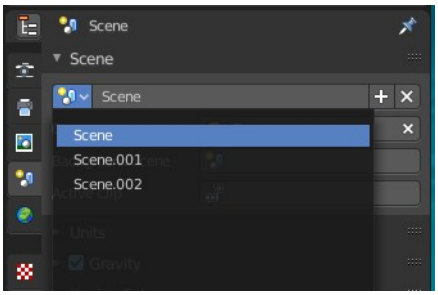
Frames

The target frame to position the duplicated marker.

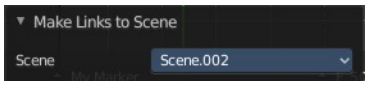
Duplicate Marker to Scene



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



Last Operator Make Links to Scene



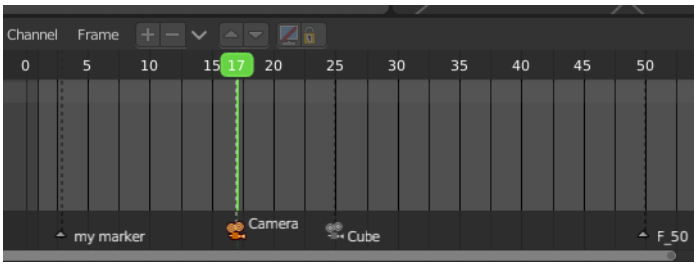
Scene

The target scene to duplicate the markers.

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.

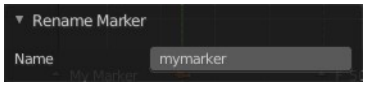
By binding different objects or cameras at different marker locations you can switch cameras automatically.

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.

Last Operator Rename Marker



Name

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.