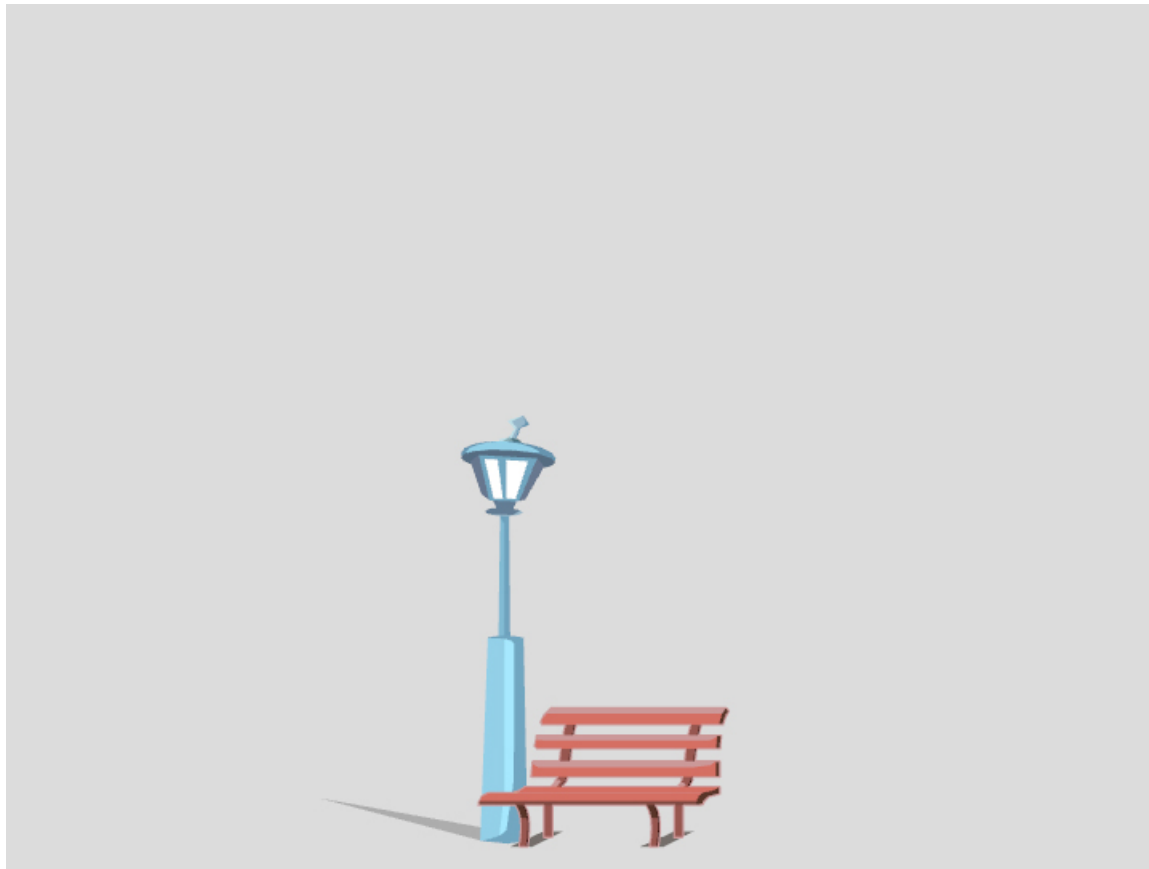


# Elastic Motion

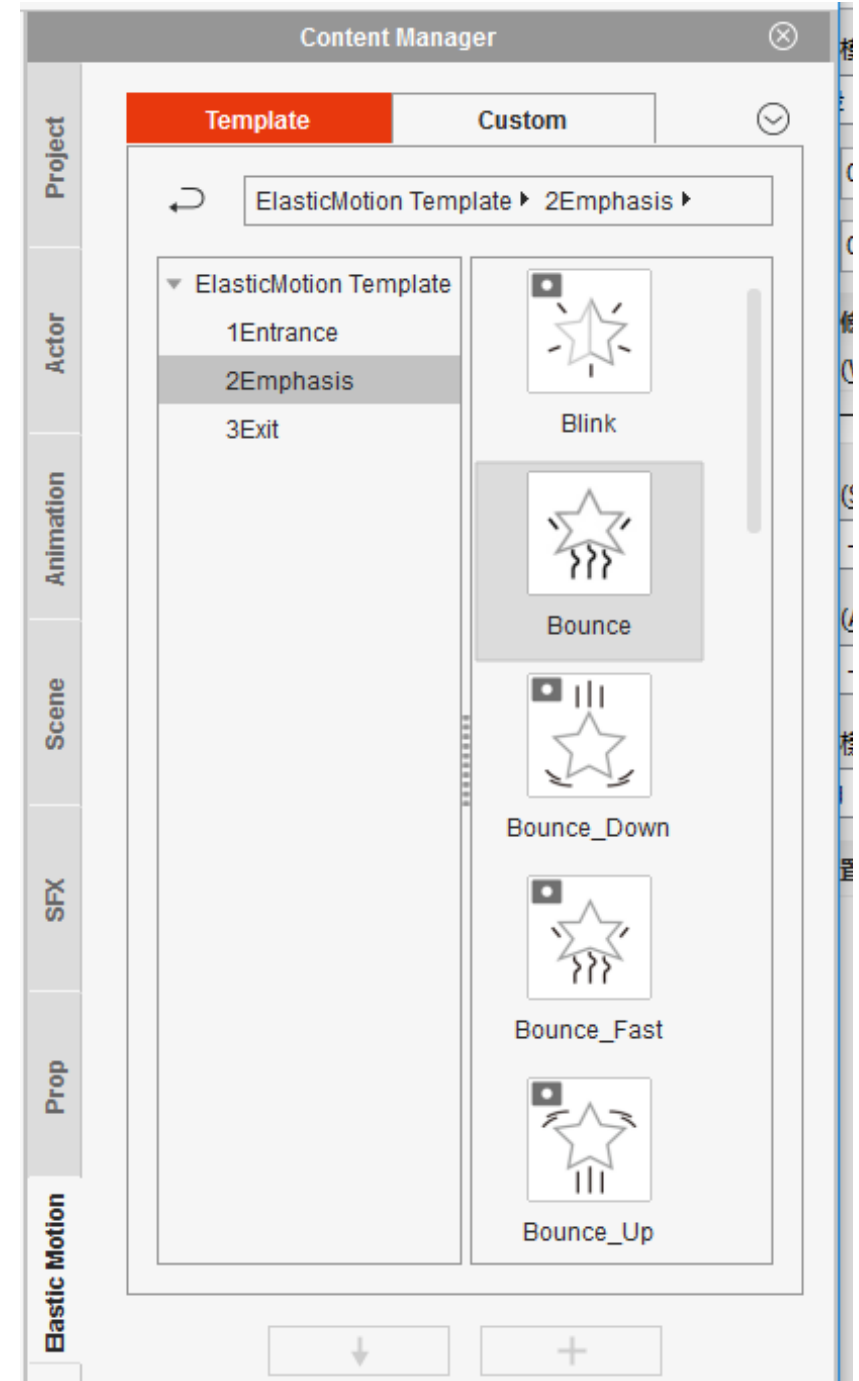
The elastic motion is a ready-to-use template of animation patterns for props. You can use it instead of setting transform and deform keys, which save a lot of time for creating common animations of props, especially for your PPT presentation file.

# Using Elastic Motion

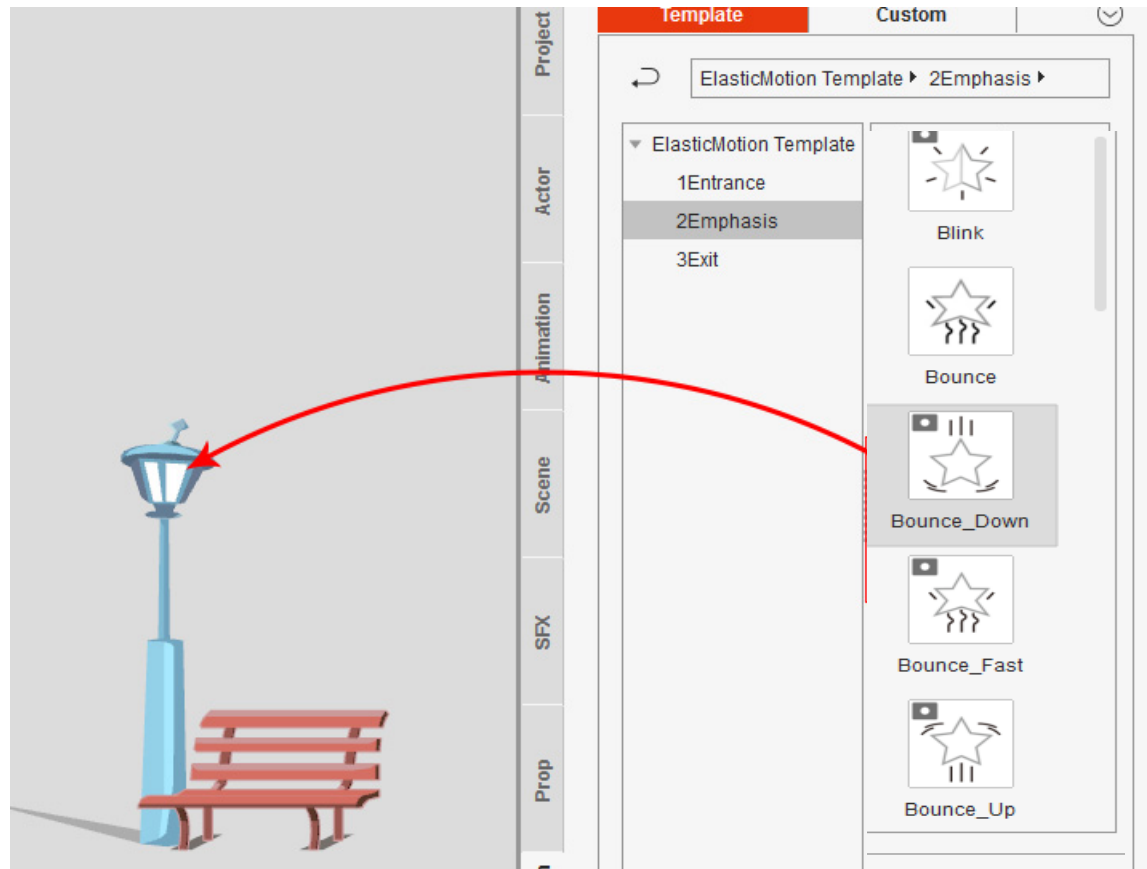
1. Apply one or more props.



2. Switch to the **Elastic Motion** tab in the **Content Manager**.



3. Drag and drop the desired template from the **Entrance**, **Emphasis**, and **Exit** libraries.



4. CrazyTalk 3 will play back for you to view the motion result.

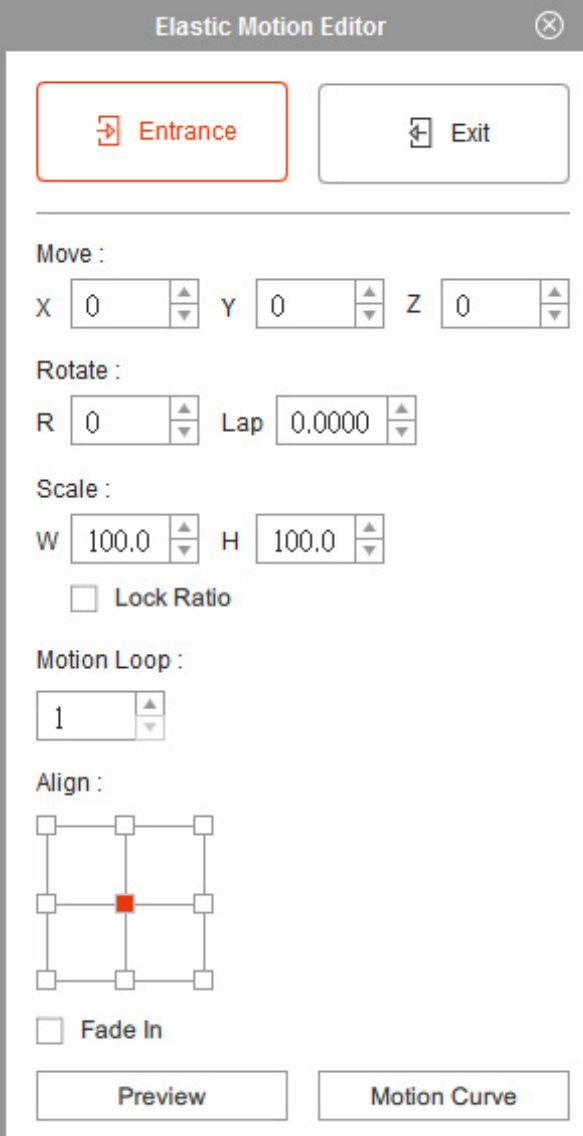


# Adjusting Elastic Motions

You are free to adjust the elastic motion manually by double clicking the motion clip to launch a **Elastic Motion Editor** panle and adjust the settings within it.

Note:

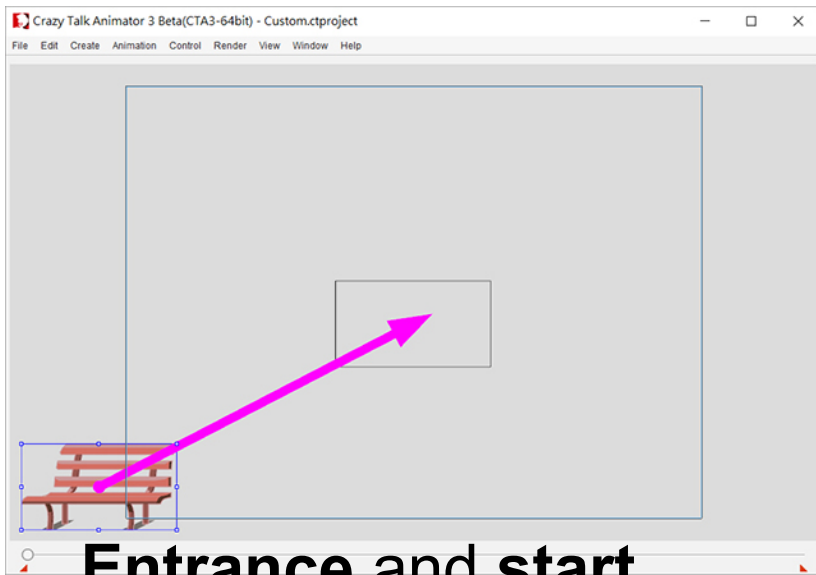
Only the **Entrance** or **Exit** elastic motions can be adjusted by this panel.



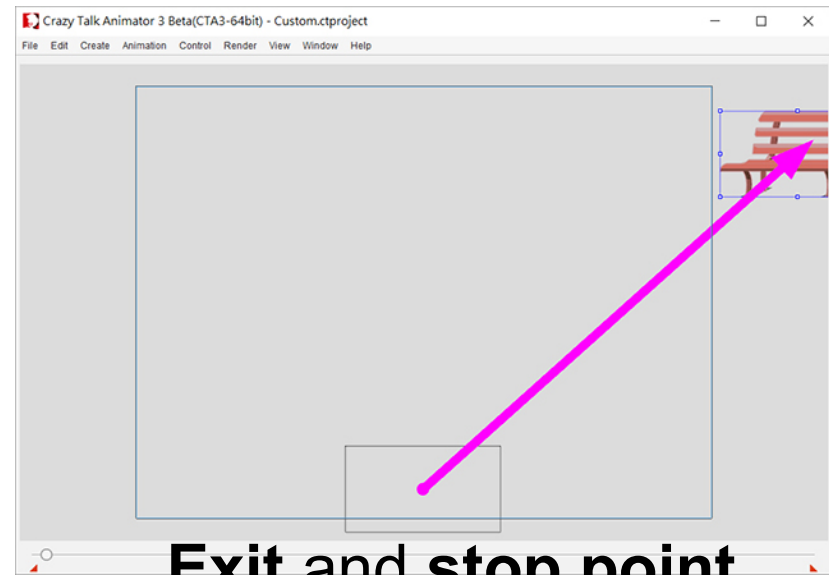
The screenshot shows the 'Elastic Motion Editor' window. At the top, there are two buttons: 'Entrance' (highlighted with a red border) and 'Exit'. Below these are three sections of controls: 'Move' with X, Y, and Z position inputs (all set to 0); 'Rotate' with a rotation 'R' input (set to 0) and a 'Lap' input (set to 0.0000); and 'Scale' with 'W' and 'H' inputs (both set to 100.0) and a 'Lock Ratio' checkbox. Below these is a 'Motion Loop' section with a dropdown menu set to '1'. At the bottom is an 'Align' section with a 3x3 grid of squares, where the center square is highlighted in red. There is also a 'Fade In' checkbox. At the very bottom are two buttons: 'Preview' and 'Motion Curve'.

# Entrance or Exit

In the panel, you can transform the start point for the **Entrance** animations and the stop point for the **Exit** ones, the rotation and loop times and the center for rotating.



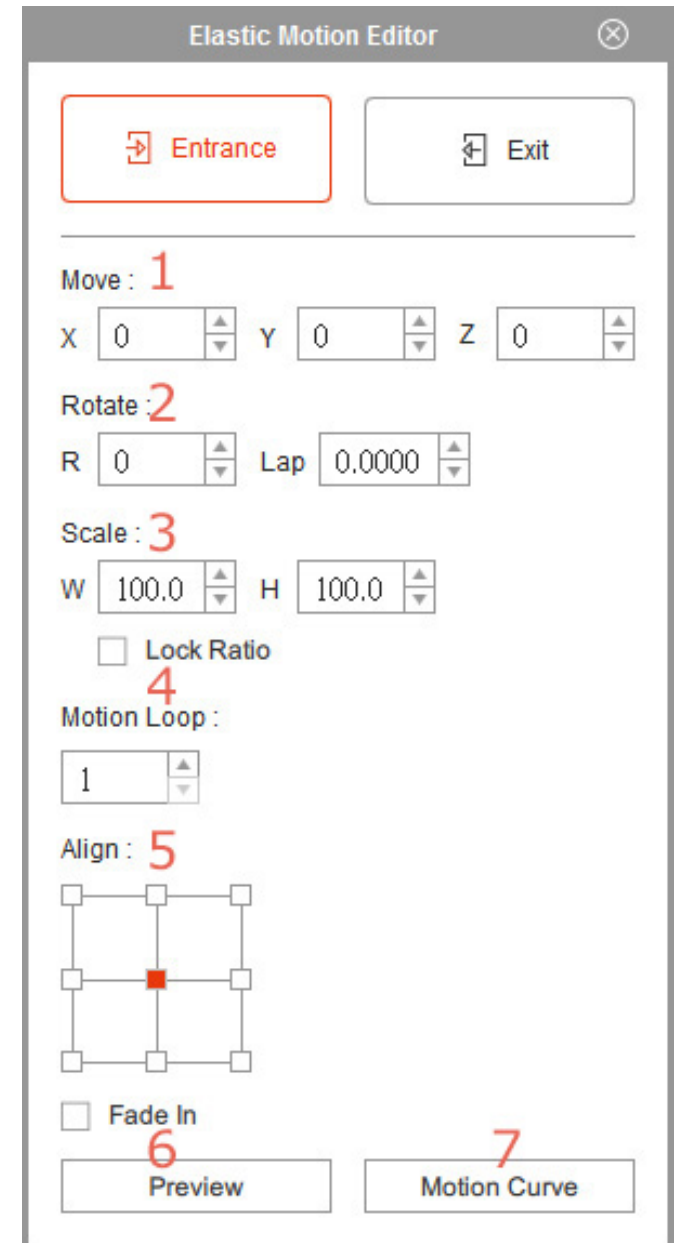
**Entrance and start point**



**Exit and stop point**

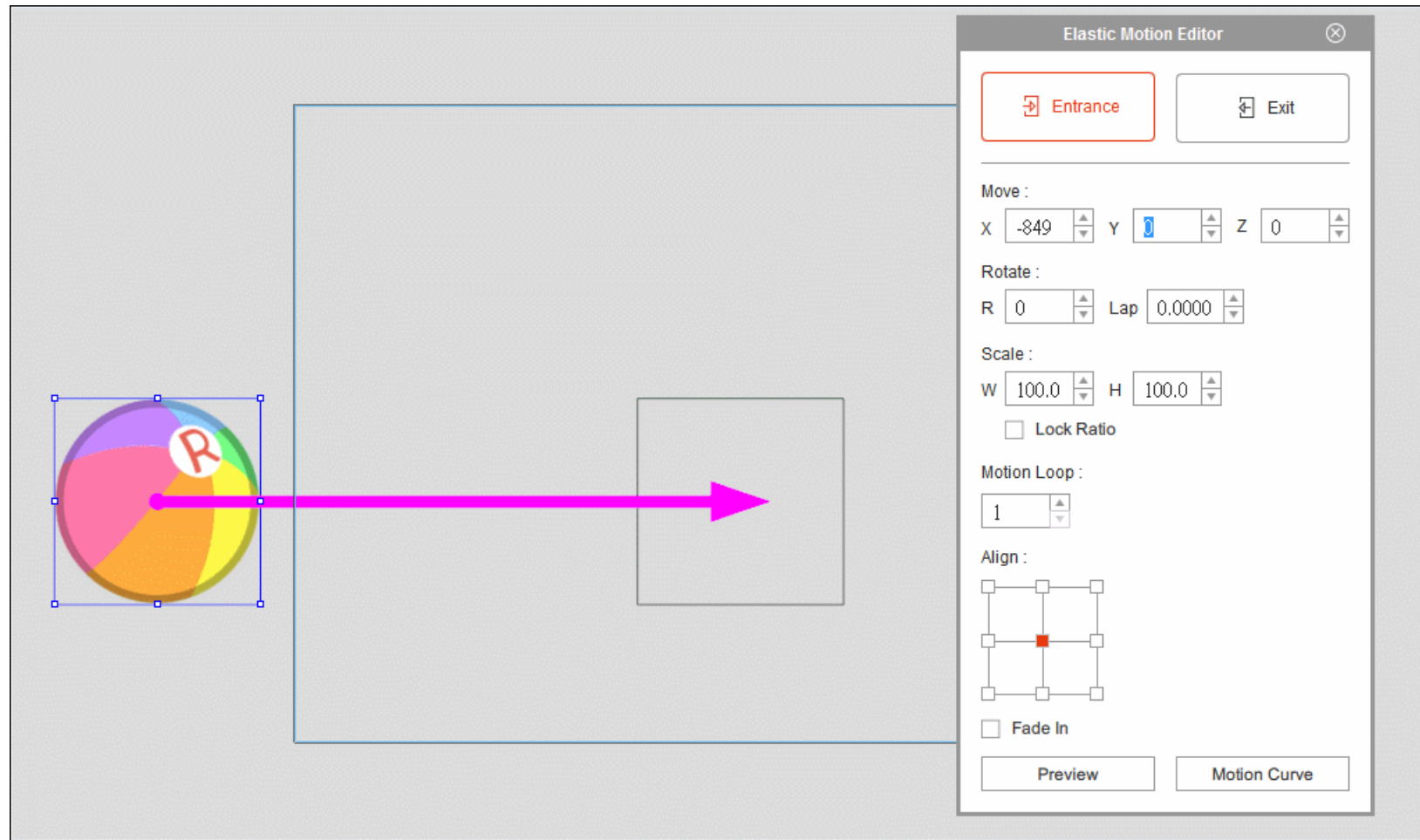
# UI Introduction

1. Relocating the start or stop points.
2. Rotate angle and times for the animation.
3. Resize the start or stop points.
4. The looping times for the entire animation.
5. The center for rotating or scaling the prop.
6. Click this button to preview the entire animation.
7. Click this button to switch to the Motion Curve panel. You can then assign the desired timewarp for the current animation.





The original **Elastic Motion** applied to the prop.



After modifications through the **Elastic Motion Editor**.

