

## ORIGINAL VERSION

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### Keys

Setting keys is the process of creating the keys that specify timing and motion.

Animation is the process of creating and editing the properties of objects that change over time. Keys are arbitrary markers that designate the property values of an object at a particular time.

Once you create an object you want to animate, you set keys that represent when the attributes of that object change during your animation. Setting a key involves moving to the time where you want to establish a value for an attribute, setting that value, then placing a key there. In effect, you are recording a snapshot of the attribute at that time.

You can rearrange, remove, and duplicate keys and sequences of keys. For example, you can copy the animated properties of one object onto another, or you can stretch a chunk of animation over a longer period of time than you originally keyed. See Set keys.

## EDITED VERSION

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### Keys are a way of creating an animation.

To animate an object, you set keys at various frames. Each key represents object properties or attribute values at that frame. Maya then automatically blends object properties or attribute values between keys in order to produce a smooth animation.

How do I set keys?

How do I cut, copy and paste keys?

How do I delete keys?

How do I snap keys?

How do I bake keys?