Animations in ArcGIS

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What is Animation

- Make your 2D/3D documents come alive by storing actions so they can be replayed as you choose.

- Help you visualize changes in perspective, changes in the document's properties, geographical movements, and temporal changes.
Basic Animation Concepts

• Animation
  - Consists of one or more animation TRACKS executed in parallel
  - Similar or different types of tracks can be played together

Animation Track
  Collection of the same type of Keyframes
  Each track is bound to one or more objects and describes their behavior over time

Keyframe
  Snapshot of an object’s properties at a certain time
  Objects can be -
  Camera, Layer, Scene, Map View, and Time Layer
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Basic Animation Concepts

Animation consists of one or more Animation Tracks executed in parallel. Similar or different types of tracks can be played together.

Animation Track: A collection of the same type of Keyframes bound to one or more Objects, describing their behavior over animation time.

- **Keyframe**
  - Snapshot of an **OBJECT**’s properties at a certain time
  - Objects can be -
    - Camera, Layer, Scene/Map View, and Time Layer
Structure

Animation

- Track 1
  - Keyframe 1
  - Keyframe 2

- Track 2
  - Keyframe 1
Ways to make Animation

- Capture Views
- Record Navigation
- Import from Bookmarks
- Path
- Animation
Ways to make Animation

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Demo 1

Capture Views

Animation Manager
Ways to make Animation

- Animation
- Record Navigation
- Capture Views
- Import from Bookmarks
- Path
Demo 2

Record by Navigation

Record by Fly Tool
Ways to make Animation

- Capture Views
- Record Navigation
- Import from Bookmarks

Animation
Path
Demo 3

Import from Bookmarks
Ways to make Animation

- Capture Views
- Record Navigation
- Import from Bookmarks
- Path
Object along Path
Demo 4

Overview: Plane along Path
Animation

Capture Views

Record Navigation

Import from Bookmarks

Path

Flyby from Path
Object along Path with Camera
Demo 5

Camera View: Plane along Path
Animation

Capture Views

Record Navigation

Path

Import from Bookmarks

Flyby from Path

Camera along Path with Object
Demo 6

Object View: Camera along Path
Both Object and Camera along Path
Demo 7

Both Object and Camera along Path
Structure

Animation

Track 1

Keyframe 1

Track 2

Keyframe 2

Keyframe 1
Ways to make Animation

- Capture Views
- Record Navigation
- Import from Bookmarks
- Path
Thank You!!
Any Question?

Reference:

3D Analyst Tutorial Exercise 5