Part 4: Animation settings

This section describes how to create an animation that animates the position and size of an object. Here, the thumbnail image of the music is animated.

Configuring the Animation

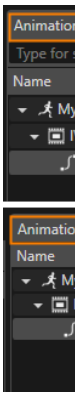
1. In the Scene Tree panel navigate to the RenderNode2D **Cover** and right-click it. Select [Add Animated Property...] from the context menu. The **Cover** node can be found in the path below.
   - The **Property Animation Configuration** dialog will be opened.

Scene Tree Path	IVI_Sample > IVI_Sample > Music > **Cover**

2. In the **Property Animation Configuration** apply the settings as in the table below and press **[OK]**.
   - A new animation **MyAnimation** has been created.
   - The new animation is visible in the Solution Explorer.
   - Scene Composer switches to **Animation Design**. Three new panels are visible:
     - **Animation Configuration** panel
     - **Animation Timeline** panel
     - **Animation Values** panel

> To switch back to Scene Design press the **[Scene Design]** button in Scene Composer's main toolbar.

Create new Animation	MyAnimation
Location	/Animations
Property	Position
Interpolation	Spline
Create new keyframe sequence	X and Y



3. In the **Animation Configuration** panel's scene tree select the same **Cover** node as before. In the Properties panel click on the **[+]** button.
   - The Property Animation Configuration will be opened.

4. In the **Property Animation Configuration** apply the settings as in the table below and press **[OK]**.
   - A new keyframe sequence for the property "scale" has been added to the existing animation **MyAnimation.**
   - This can be seen in the **Animation Timeline**, in the **Animation Values** panel and in the **Properties** panel.

Selected Animation	MyAnimation
Property	Scale
Interpolation	Spline
Create new keyframe sequence	X and Y

5. In the **Animation Values** panel select the animated properties and enter the configurations from the table below.
   - The keyframes for the animated properties are fully configured.

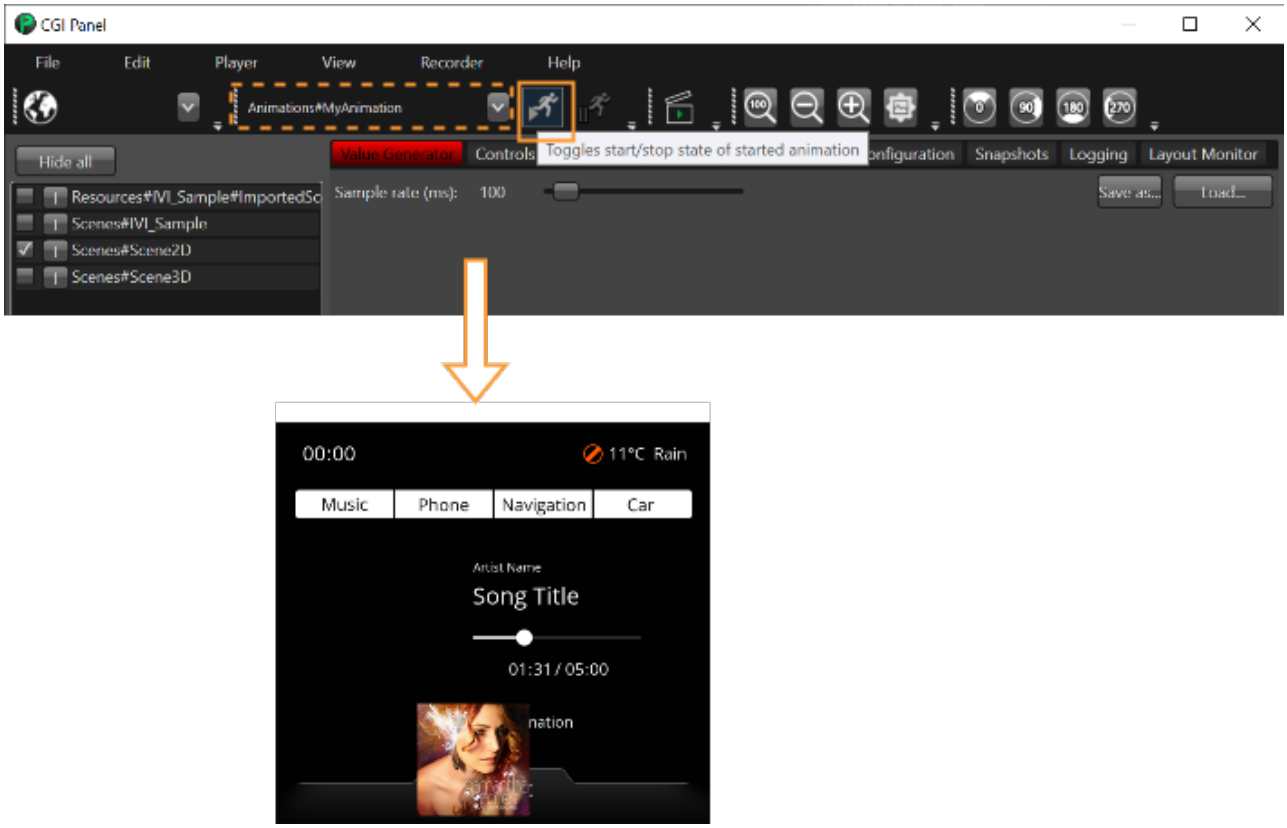
IVI_Sample\Music\Cover**Scale**\XY		
Time	**X**	**Y**
0	0.350000	0.450000
1000	1.000000	1.000000

Check Animation in Player

Use the Player to check the configured animation.

1. Save your solution and click the [Play selected scenario...] icon on the toolbar to start the Player.
   - Three windows will open, and you can see that the simulation display shows the IVI_Sample scene.

2. In CGI Panel below the menu select your animation from the drop-down list and press the "run animation" button right next to the drop-down list.
   - The configured animation of the Cover image will be started and played once in the simulation display.



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