Using Blender 2.6 for Animation - Blender Caveats (Ways You Might Get Stuck When Animating)

Solutions tested on Blender 2.6 or above

ISSUE: **rotation wobbles once in the middle** (the object refuses to restrict animation to one axis)

SOLUTION:, delete the bad keyframes, then change "Delta Transform" value in the Object Button tab (instead of using rotation tool), then right-click that value and click "Insert Keyframe". Here are instructions on how to do that:

Delete the bad keyframes:

* Click "3D View"  and change it to a "Dopesheet" 
* Delete bad keyframes for the object (right-click each rotation [x, y, and z] separately and then press the Delete key)

Now Set the objects starting rotation:

* Make sure Automatic keyframe mode is OFF:  (the red circle button is this light color when off)
* Rotate the object to its starting position

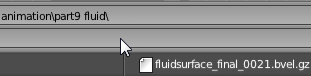
Insert Delta Rotation keyframes:

* Go to the frame where the object should start moving (the last frame where it stays still is the first frame of the animation)
* Click the Object button 
* Under "Delta Transform" (click to expand it if you do not see "Delta Location", "Rotation", & "Delta Scale" columns), find the axis you want to rotate under "Rotate", then right-click that box, and click "Insert Keyframes"
* Go to the next frame in the animation (the end of the motion)
* To rotate the object, only use the "Rotation" box under "Delta Rotation" (instead of rotating the object with the mouse, drag the value left or right or type in a value)
* Right-click the box for the axis where you changed a rotation value, then click "Insert Keyframes"

Now the object should only rotate on one axis.

If "**Replace Keyframe**" doesn't have any effect, try deleting the keyframe for that property using the "Dopesheet" view

ISSUE: **Fluid** **looks like a non-moving box** (does not animate even though bake files exist):

* Select the fluid domain
* Under the Physics  button tab, at the bottom of the Fluid category (above Domain World category), click browse  button
* Click the folder where the bake files are stored (bvel.gz and bobj.gz files)
* Make sure the second box is empty:  
  
* Click Accept
* If it still fails, try restarting the program & retrying these steps. If it stil fails, re-bake.

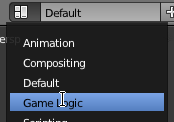
ISSUE: **“Cannot Initialize Audio”** error upon attempting to Render Animation with audio

SOLUTION:

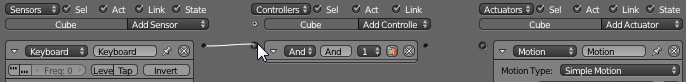
* Click Scene button  tab
  + Click “update animation cache” then wait for it to finish (When it is finished, you’ll be able to click)
  + Under “Audio” category, click the drop-down box under Format and choose “Stereo”
* Click the Render  button tab
  + Under the “Output” category choose MPEG and for filename type in a name followed by   
    .mpg (e.g. myanim.mpg)
  + Under the “Encoding” category choose DVD from the main drop-down box (Presets)

ISSUE: Animated objects don’t move in Blender Game engine

SOLUTION:

* You need to program them, not animate them.
* For screen layout, change from Default to Game Logic
* Add Sensor, Keyboard
* Click the blank box by “key” and then press the Ctrl key
* Add Controller, “And”
* Add Actuator, Motion. Change the values for how much you want the keypress to affect the object (example shows z rotation of 5 degrees):

Drag to draw lines to connect the sensor to the controller:



And controller to actuator:

