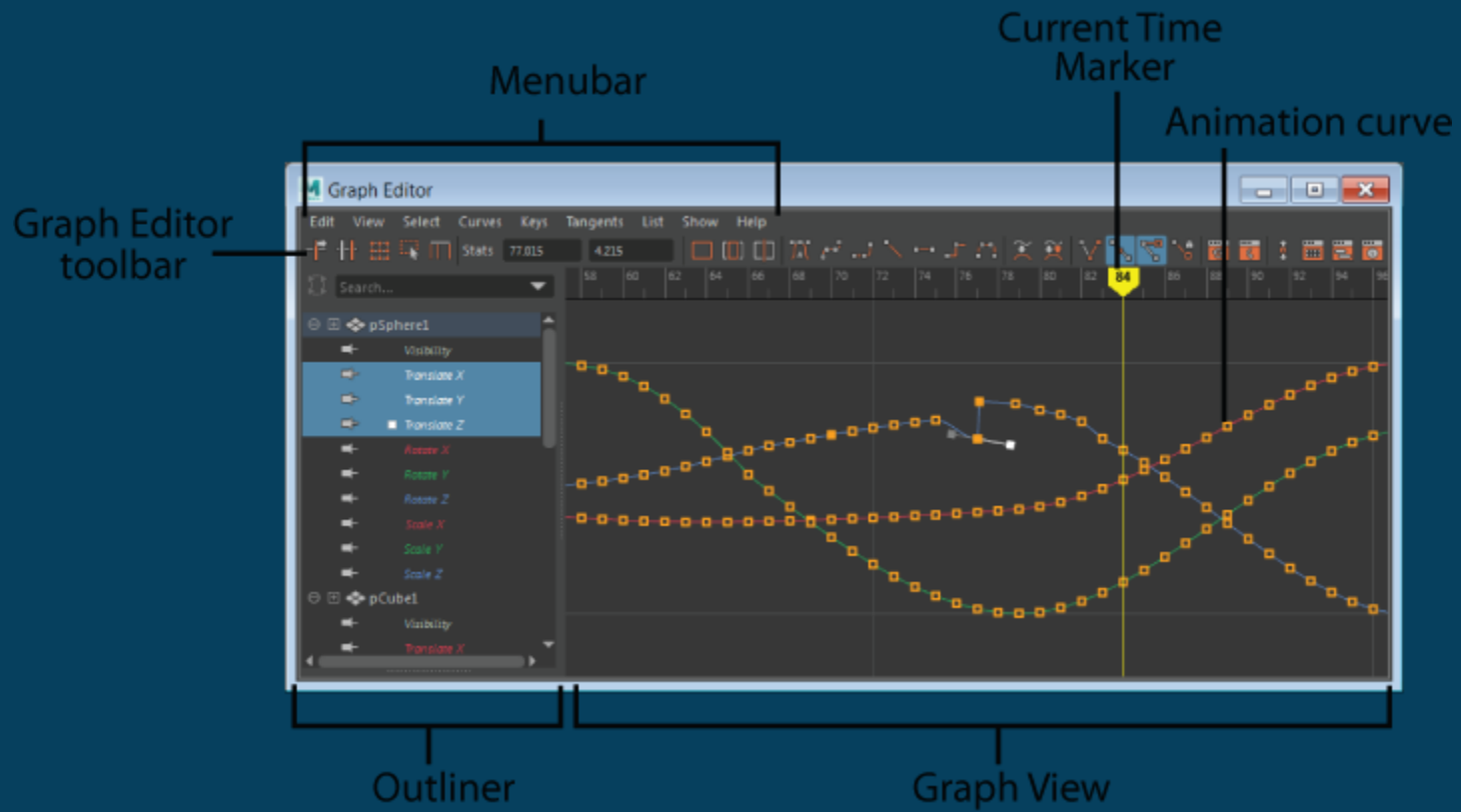# GRAPH EDITOR

What is graph editor?

- Maya's Graph editor is the most popular animation tool used to animate today's most prominent movies and games; it allows you to control animation in a much more precise and visual way. The editor is a must know tool for the professional animator.

- The Graph Editor is a graphical representation of the animated attributes in your scene, shown as animation curves. The Graph Editor lets you manipulate animation curves and keys within a graph view of a scene.

Why Is The Graph Editor Important?

- Computer animation records the motion of an object over time. The graph editor visualizes this motion in the form of curves that can be interpreted by animators. Though it does take some practice, this control gives the 3d animator extra power to perfect their scenes.

- The Graph Editor is handy for solving motion problems. It helps identify and fix kinks that cause jerkiness; it can tweak and make changes to multiple keys at once. There are hundreds of uses for how it can help improve the speed and quality of your animation.

- To open the Graph Editor as an independent window, select Windows > Animation Editors > Graph Editor. The Graph Editor works only with **keys and animation curves**, so certain types of animation are not viewable here. Expressions and inverse kinematics are not available for editing in the Graph Editor.

- The Graph Editor includes a toolbar, outliner and a graph view. The Graph Editor toolbar is at the top has quick-access controls for working with keys and curves in the Graph view.

- The Graph Editor outliner on the left side is where you find Graph Editor nodes that represent animation curves. It is similar to Maya's Outliner, but has some Graph Editor specific features

- The Graph Editor Graph view on the right side is where you manipulate curves and keys.

Thank you