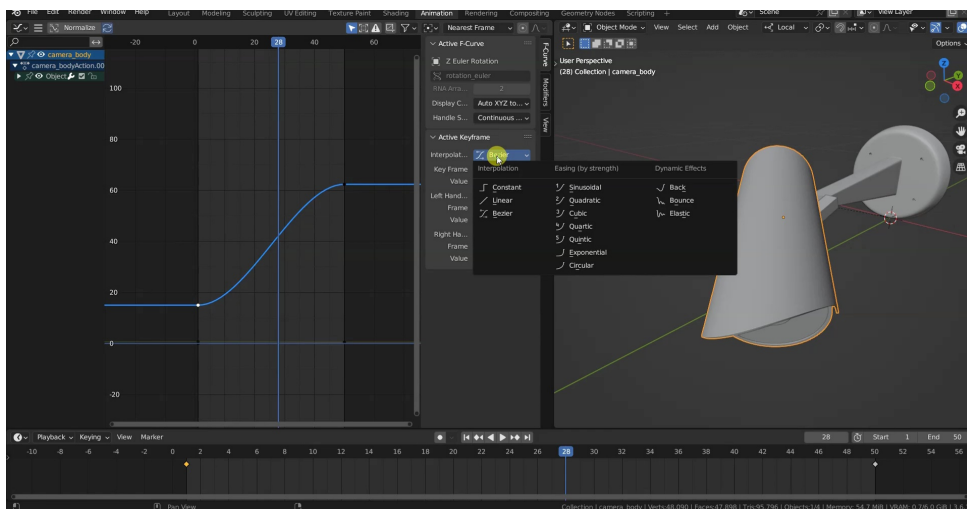


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When we make an animation, Blender makes the **interpolation** between one **keyframe** and another with a mode that will make it more or less linear or have special effects.

This mode can be changed by selecting the **keyframe in the Graph Editor** window and modifying the **Interpolation Type** parameter in the F-Curve tab that we can open by pressing the N key.

For example, **bezier** transitions and those in the **Easing** group will make smoother transitions than **linear** transitions, which make more direct transitions instead.

We can also **set a default interpolation type** for all the keyframes we will create.

To do this, simply open the **Preferences** window and change the value of the **Default Interpolation** parameter within the **Animation F-Curves** section.