



Blender Market – Animation Layers v2.1.9.0

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The Animation Layers Addon improves animation workflows in Blender by creating an intuitive animation layers system that is easy to grasp and simplifies work within the 3D viewport.

This enables users to edit or otherwise manipulate animation and motion capture data with the aid of a typical animation layer and still be able to work within the Blender NLA Editor. Layer management has never been easier with creation, editing, merging, baking, and shapekey enhancement. These powerful tools will make precision and control while refining the animations achievable by professionals. More utility options are available, including synchronization and blending, as well as bake improvement methods to make animation even less complex.

Gfx plugin details of Blender Market – Animation Layers

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Layer Management:

- Manage layer adding, removing, and editing in real-time from the viewport of the model.
- Use NLA options Mute, Influence, Solo, and Blending for layer control.

Advanced Baking:

- Create a new layer and either merge or bake individual layers into it.
- Smart Bake: Uses curving handles to optimize output and also retains keyframes.
- New Method For Baking: More speedy and allows for mergeing additive layers and baking downwards.

Shape key Layers:

- For mesh objects, generate, delete, merge, create, bake, and remove shape key layers.
- Easily switch from Object to Shapekey mode and vice versa.

Extracting Marked Keyframes:

- Keyframes can be extracted from markers on the timeline so that character poses and in-betweens can be used to clean a layer.

Multiple Layer Visibility and Editing:

- Except for the markers on the meant timeline or dope sheet, keyframes on the other markers can be edited and removed.
- Mute specific markers for a cleaner timeline.

Library Overrides Compatibility:

- Allows for animation layers when Library Overrides are enabled.

Additional Tools:

- Create a new layer with selected bones from the template.
- Restore to zero keyframes for the selected layer.
- Apply FCurves with modifiers without any changes to the applied curves.



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Enhanced UI and Integration:

- Enhanced UI to better user workflow.
- Enhanced support for NLA editor and NLA addons.
- Options to lock, duplicate layers, and select actions directly in the panel.

Auto-Blend and Sync:

- Action and layer name assignments can be done automatically.
- To avoid artifacts on auto-blended animations, apply blend types based on scale and rotation.



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