

Top menu

File ...

Scene explorer

Q filter

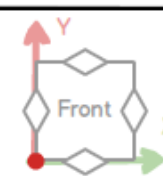
- Model
- ▶ Component 1
- ▶ Component 2

Scene Assets Material

Toolbar

+ Marker + Label World Local Selection Translate Rotate Scale Center on view Move to origin Show/Hide Foreground Background Tracking Context Undo Redo

3D scene



Property editor

Select object to edit its properties

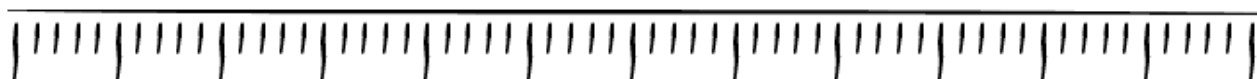
Animation explorer

Set key
 Auto-keying

Select object to add animation

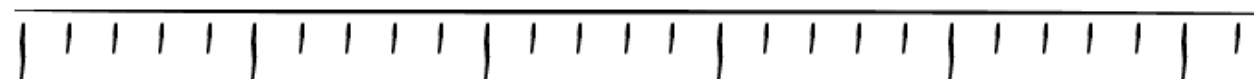
History

Timeline



No animation to an object added

Animator



No animation clip to view/edit

Tooltip

Top menu

File ...

Scene explorer

Q filter

- Model
 - Component 1
 - Component 2
 - Object 1
 - Object 2

Scene Assets Material

Toolbar

+ Marker + Label World Local Selection Translate Rotate Scale Center on view Move to origin Show/Hide Foreground Background Tracking Context Undo Redo

3D scene



Property editor

Translation: X Y Z
 Rotation: X Y Z
 Scale: X Y Z
 Visibility layer: Foreground Background

Animation explorer

Set key Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History

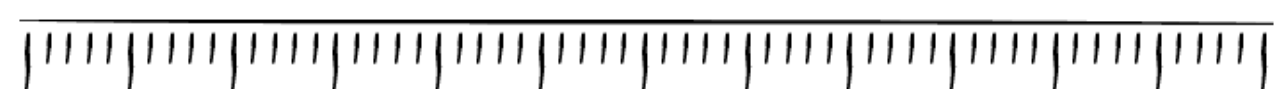
History panel content area.

Timeline

Timeline navigation icons: Previous, Play, Next.

Object

+ Add animation track

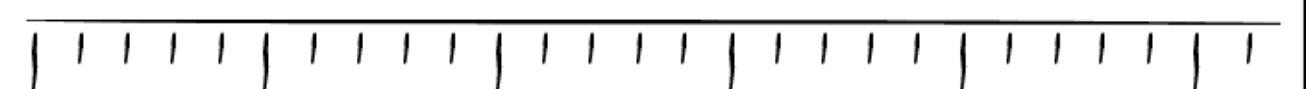


No animation to an object added

Animator

Animator navigation icons: Previous, Play, Next.

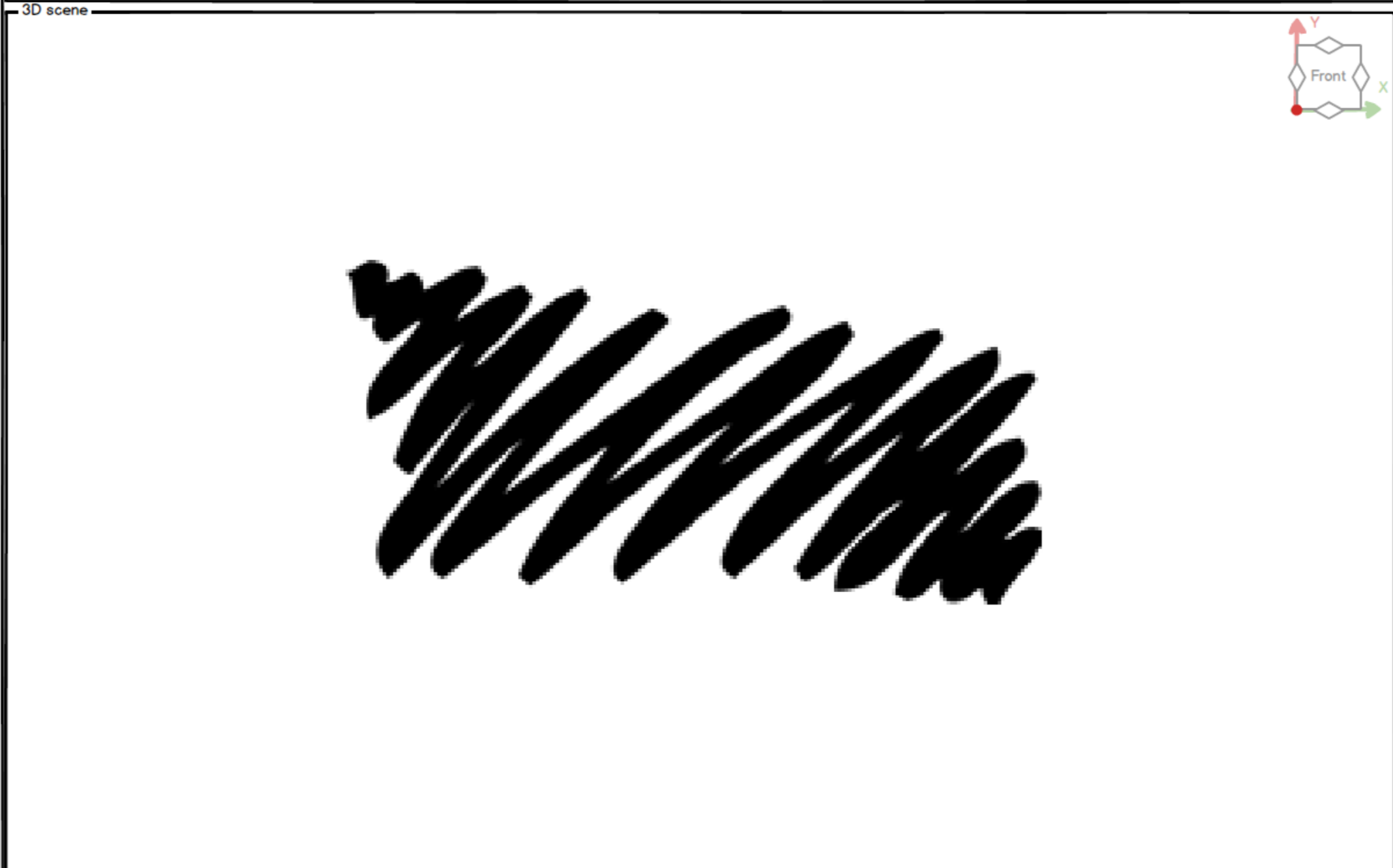
No animation clip to view/edit



Top menu: File ...

Scene explorer: filter, Model, Component 1, Component 2, Object 1, Object 2

Toolbar: + Marker, + Label, World, Local, Selection, Translate, Rotate, Scale, Center on view, Move to origin, Show/Hide, Foreground, Background, Tracking, Context, Undo, Redo

3D scene: 

Property editor: Translation (X, Y, Z), Rotation (X, Y, Z), Scale (X, Y, Z), Visibility layer (Foreground, Background)

Animation explorer: Set key, Auto-keying

Animation track: Screw in, Screw out, Push in, Pull out, Custom animation

History

Scene / Assets / Material

Timeline: Playback controls (stop, play, fast forward), Object dropdown, Track 1, Add track (+)

Animator: Position (X axis, Y axis, Z axis), Rotation, Scale, Opacity

Timeline tracks: A series of tracks for animation properties, with the X axis track highlighted in blue.

Top menu

File ...

Scene explorer

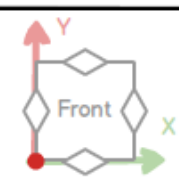
Q filter

- Model
 - Component 1
 - Component 2
 - Object 1
 - Object 2

Toolbar

+ Marker + Label World Local Selection Translate Rotate Scale Center on view Move to origin Show/Hide Foreground Background Tracking Context Undo Redo

3D scene



Property editor

Translation
X Y Z

Rotation
X Y Z

Scale
X Y Z

Visibility layer
Foreground Background

Animation explorer

Set key Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History

Timeline

Timeline controls: Play, Stop, Next, Previous buttons.

Object: Object

Track 1

Add track

Animator

Animator controls: Play, Stop, Next, Previous buttons.

Position

- X axis
- Y axis
- Z axis

Rotation

Scale

Opacity

Tooltip

Top menu

File ...

Scene explorer

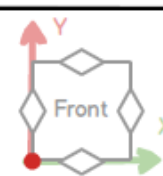
Q filter

- Model
 - Component 1
 - Component 2
 - Object 1
 - Object 2

Toolbar

+ Marker + Label World Local Selection Translate Rotate Scale Center on view Move to origin Show/Hide Foreground Background Tracking Context Undo Redo

3D scene



Property editor

Translation X Y Z

Rotation X Y Z

Scale X Y Z

Visibility layer Foreground Background

Animation explorer

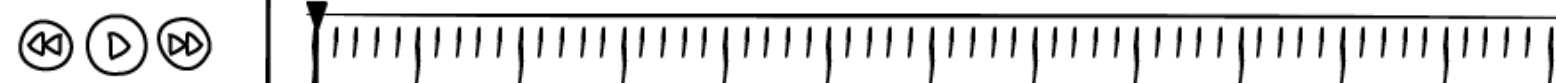
Set key Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History

Timeline



Animator

"Screw in" animation preset

Duration: 5 sec

Distance: -10 cm

Target axis: X Y Z

Transition type: [Diagonal line] [S-curve] [Exponential] [S-curve]

Tooltip

Top menu

File ...

Scene explorer

Q filter

- Model
 - Component 1
 - Component 2
 - Object 1
 - Object 2

Toolbar

+ Marker + Label World Local Selection Translate Rotate Scale Center on view Move to origin Show/Hide Foreground Background Tracking Context Undo Redo

3D scene



Property editor

Translation: X Y Z
 Rotation: X Y Z
 Scale: X Y Z
 Visibility layer: Foreground Background

Animation explorer

Set key (key icon) Auto-keying (toggle switch)

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History

History panel (empty)

Timeline

Timeline controls: Play, Stop, Next, Previous buttons.

Object: Object

Track 1 (with keyframe marker)

+ Add track

Animator

Animator controls: Play, Stop, Next, Previous buttons.

Position: X axis, Y axis, Z axis

Rotation

Scale

Opacity

Timeline with keyframes for Position X axis

Tooltip

Top menu: File ...

Scene explorer: filter, Model, Component 1, Component 2, Object 1 (selected), Object 2

Toolbar: + Marker, + Label, World, Local, Selection, Translate, Rotate, Scale, Center on view, Move to origin, Show/Hide, Foreground, Background, Tracking, Context, Undo, Redo

3D scene: [Scribbled area]

Property editor: Translation (X, Y, Z), Rotation (X, Y, Z), Scale (X, Y, Z), Visibility layer (Foreground, Background)

Animation explorer: Set key, Auto-keying

Animation track: Screw in, Screw out, Push in, Pull out, Custom animation

History

Scene / Assets / Material

Timeline: [Timeline bar with playhead]

Animator: Position (X axis, Y axis, Z axis), Rotation, Scale, Opacity

Track 1: [Timeline bar with playhead]

Context menu: Screw in, Screw out, Push in, Pull out, Empty animation

Add track

Top menu: File ...

Scene explorer: filter, Model, Component 1, Component 2, Object 1 (selected), Object 2

Toolbar: + Marker, + Label, World, Local, Selection, Translate, Rotate, Scale, Center on view, Move to origin, Show/Hide, Foreground, Background, Tracking, Context, Undo, Redo

3D scene:

Property editor: Translation (X, Y, Z), Rotation (X, Y, Z), Scale (X, Y, Z), Visibility layer (Foreground, Background)

Animation explorer: Set key, Auto-keying (checked)

Animation track: Screw in, Screw out, Push in, Pull out, Custom animation

History

Scene / Assets / Material

Timeline: Playback controls (stop, play, fast forward), timeline ruler, Object dropdown, Track 1, Track 2, Add track (+)

Animator: Playback controls, Position dropdown (X axis, Y axis, Z axis), Rotation dropdown, Scale dropdown, Opacity dropdown

Top menu: File ...

Scene explorer: filter, Model, Component 1, Component 2, Object 1, Object 2

Toolbar: + Marker, + Label, World, Local, Selection, Translate, Rotate, Scale, Center on view, Move to origin, Show/Hide, Foreground, Background, Tracking, Context, Undo, Redo

3D scene:

Property editor: Translation (X, Y, Z), Rotation (X, Y, Z), Scale (X, Y, Z), Visibility layer (Foreground, Background)

Animation explorer: Set key, Auto-keying

Animation track: Screw in, Screw out, Push in, Pull out, Custom animation

History

Scene / Assets / Material

Timeline: Playback controls (stop, play, fast forward), Object dropdown, Track 1, Track 2, Add track (+)

Animator: Playback controls, Position (X axis, Y axis, Z axis), Rotation, Scale, Opacity

Top menu

File ...

Scene explorer

Q filter

- Model
 - Component 1
 - Component 2
 - Object 1
 - Object 2

Toolbar

+ Marker + Label **World** Local **Selection** Translate Rotate Scale Center on view Move to origin Show/Hide **Foreground** Background Tracking Context Undo Redo

3D scene



Property editor

Translation: X Y Z
 Rotation: X Y Z
 Scale: X Y Z
 Visibility layer: **Foreground** Background

Animation explorer

Set key Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History



Timeline

Playback controls: ⏪ ⏩ ⏴ ⏵
 Object: Object
 Track 1 (hatched bar)
 Track 2 (white bar)
 + Add track

The timeline view features a horizontal axis with a playhead. Track 1 is represented by a hatched bar, and Track 2 is a white bar. Playback controls are located at the top left.

Animator

Playback controls: ⏪ ⏩ ⏴ ⏵
 Position: X axis, Y axis, Z axis
 Rotation
 Scale
 Opacity

The animator view shows a timeline with a playhead. Below the timeline are tracks for Position (X, Y, Z axes), Rotation, Scale, and Opacity. The X axis track is currently active and highlighted in blue.

Tooltip



Top menu: File ...

Scene explorer: filter, Model, Component 1, Component 2, Object 1, Object 2

Toolbar: + Marker, + Label, World, Local, Selection, Translate, Rotate, Scale, Center on view, Move to origin, Show/Hide, Foreground, Background, Tracking, Context, Undo, Redo

3D scene:

Property editor: Translation (X, Y, Z), Rotation (X, Y, Z), Scale (X, Y, Z), Visibility layer (Foreground, Background)

Animation explorer: Set key, Auto-keying

Animation track: Screw in, Screw out, Push in, Pull out, Custom animation

History

Scene / Assets / Material

Timeline: Object, Track 1, Track 2, Add track

Animator: Position (X axis, Y axis, Z axis), Rotation, Scale, Opacity

Timeline context menu: Transform: Position, Move to next key, Move to prev key, Copy key, Delete key

Top menu

File ...

Scene explorer

Q filter

- Model
 - Component 1
 - Component 2
 - Object 1
 - Object 2

Scene Assets Material

Toolbar

+ Marker + Label World Local Selection Translate Rotate Scale Center on view Move to origin Show/Hide Foreground Background Tracking Context Undo Redo

3D scene

Property editor

Translation

X Y Z

Rotation

X Y Z

Scale

X Y Z

Visibility layer

Foreground Background

Animation explorer

Set key Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History

Transform: Translation

- Move to the beginning
- Move to the end
- Copy track
- Delete track
- Reverse animation
- Edit action
- Edit start/end/dur.
- Un-trim track

Timeline

Object

Track 1

Track 2

Add track

Animator

Position

- X axis
- Y axis
- Z axis

Rotation

Scale

Opacity

Tooltip

Top menu: File ...

Scene explorer: filter, Model, Component 1, Component 2, Object 1, Object 2

Toolbar: + Marker, + Label, World, Local, Selection, Translate, Rotate, Scale, Center on view, Move to origin, Show/Hide, Foreground, Background, Tracking, Context, Undo, Redo

3D scene:

Property editor: Translation (X, Y, Z), Rotation (X, Y, Z), Scale (X, Y, Z), Visibility layer (Foreground, Background)

Animation explorer: Set key, Auto-keying

Animation track: Screw in, Screw out, Push in, Pull out, Custom animation

History

Scene Assets Material

Timeline:

Animator: Position (X axis, Y axis, Z axis), Rotation, Scale, Opacity

Top menu

File ...

Scene explorer

Q filter

- Model
 - Component 1
 - Component 2
 - Object 1
 - Object 2

Toolbar

+ Marker + Label World Local Selection Translate Rotate Scale Center on view Move to origin Show/Hide Foreground Background Tracking Context Undo Redo

3D scene



Property editor

Translation: X Y Z

Rotation: X Y Z

Scale: X Y Z

Visibility layer: Foreground Background

Animation explorer

Set key Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History

Empty history list area.

Timeline

Timeline controls: Play, Stop, Next, Previous buttons.

Object dropdown menu.

Track 1, Track 2 with visibility icons.

Add track button (+).

Timeline ruler and track visualization.

Animator

Track 1 - Edit action

Position dropdown menu.

X axis: 3

Y axis: 3

Z axis: 3

OK button

Tooltip

Empty tooltip area.

Top menu

File ...

Scene explorer

Q filter

- Model
 - Component 1
 - Component 2
 - Object 1
 - Object 2

Toolbar

+ Marker + Label World Local Selection Translate Rotate Scale Center on view Move to origin Show/Hide Foreground Background Tracking Context Undo Redo

3D scene



Property editor

Translation

X Y Z

Rotation

X Y Z

Scale

X Y Z

Visibility layer

Foreground Background

Animation explorer

Set key Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History

Timeline

Object ▾

Track 1
 Track 2
 Add track

Animator

Track 1 - Edit start/end, duration

Tooltip

Top menu

File ...

Scene explorer

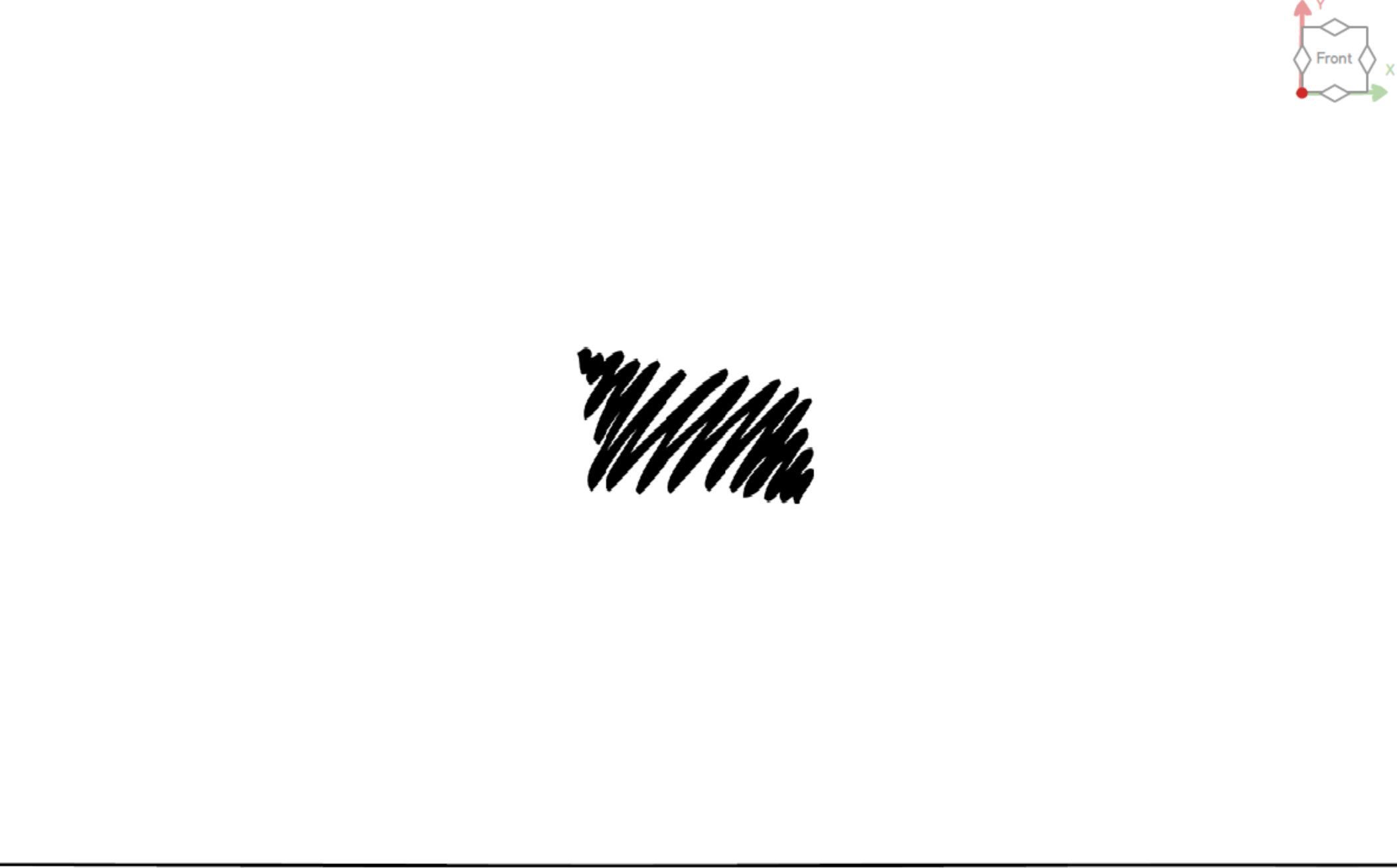
filter

- Model
 - Component 1
 - Component 2
 - Object 1
 - Object 2

Toolbar

+ Marker + Label World Local Selection Translate Rotate Scale Center on view Move to origin Show/Hide Foreground Background Tracking Context Undo Redo

3D scene



Property editor

Translation: X Y Z

Rotation: X Y Z

Scale: X Y Z

Visibility layer: Foreground Background

Animation explorer

Set key Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History

Timeline

Timeline controls: Play, Stop, Record, Undo, Redo

Object: Object

Track 1 (hatched bar)

Track 2 (white bar)

+ Add track

Animator

Animator controls: Play, Stop, Record, Undo, Redo

Position: X axis, Y axis, Z axis

Rotation

Scale

Opacity

Timeline with keyframes for X, Y, Z axes

Tooltip

Top menu

File ...

Scene explorer

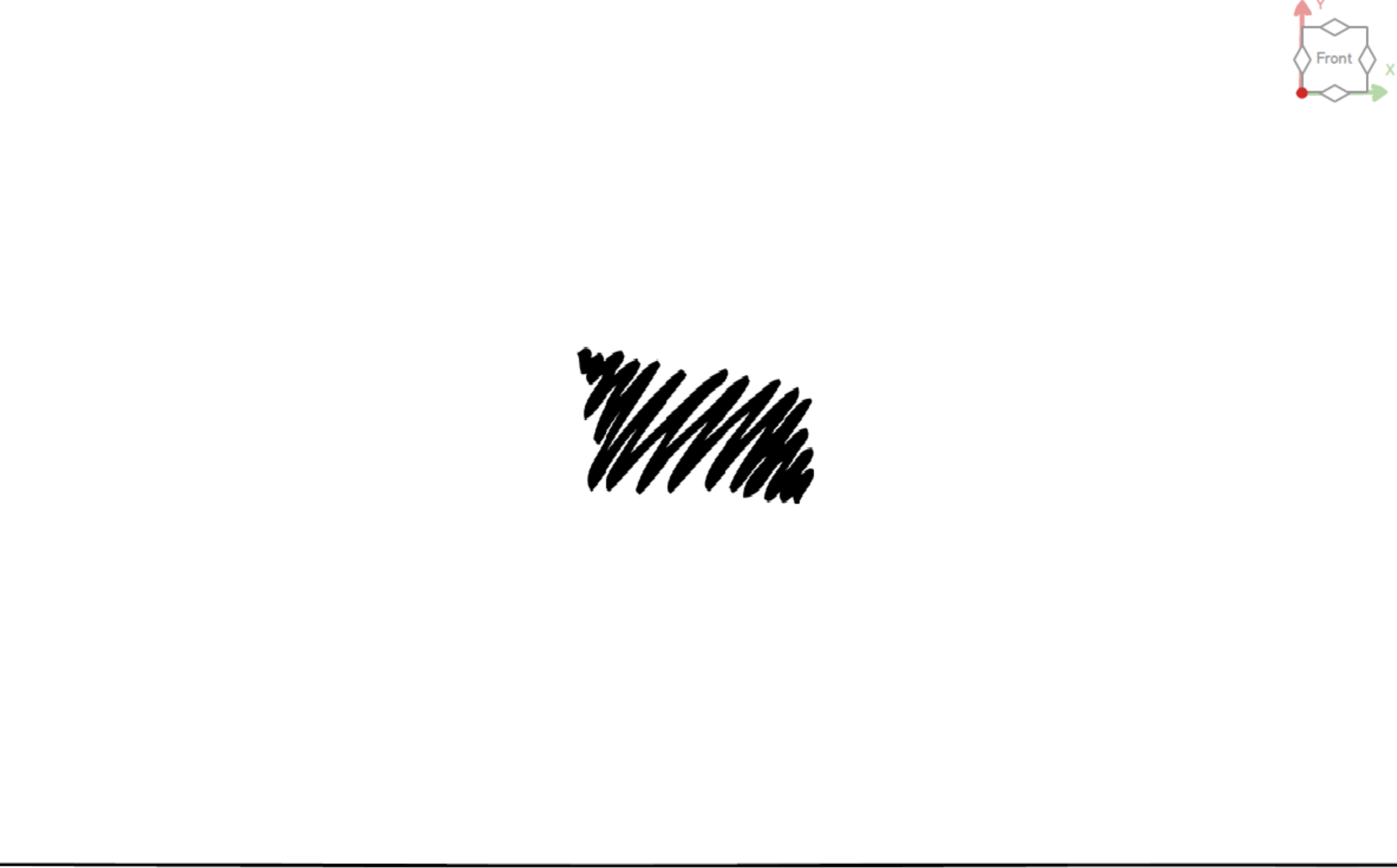
Q filter

- Model
 - Component 1
 - Component 2
 - Object 1
 - Object 2

Toolbar

+ Marker + Label World Local Selection Translate Rotate Scale Center on view Move to origin Show/Hide Foreground Background Tracking Context Undo Redo

3D scene



Property editor

Translation: X Y Z

Rotation: X Y Z

Scale: X Y Z

Visibility layer: Foreground Background

Animation explorer

Set key Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History

Timeline

Object Track 1 Add track

Animator

Position X axis Y axis Z axis

Rotation Scale Opacity

Tooltip

Top menu

File ...

Scene explorer

filter

- Model
- Component 1
- Component 2
- Object 1
- Object 2

Toolbar

+ Marker

+ Label

World

Local

Selection

Translate

Rotate

Scale

Center on view

Move to origin

Show/Hide

Foreground

Background

Tracking

Context

Undo

Redo

3D scene



Property editor

Translation

X Y Z

Rotation

X Y Z

Scale

X Y Z

Visibility layer

Foreground Background

Animation explorer



Set key



Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History

Timeline



Object

Track 1



Add track

Animator



Auto-keying



Set key

Position

X axis

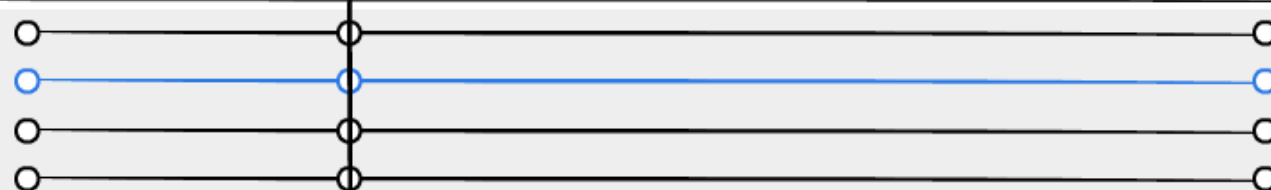
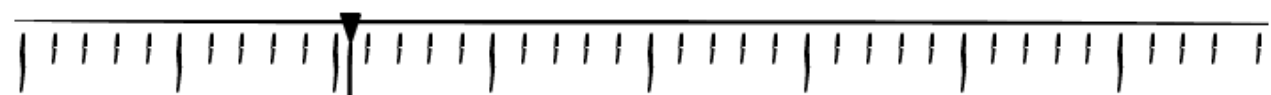
Y axis

Z axis

Rotation

Scale

Opacity



Tooltip

Top menu: File ...

Scene explorer: Model, Component 1, Component 2, Object 1 (selected), Object 2

Toolbar: + Marker, + Label, World, Local, Selection, Translate, Rotate, Scale, Center on view, Move to origin, Show/Hide, Foreground, Background, Tracking, Context, Undo, Redo

3D scene:

Property editor: Translation (X, Y, Z), Rotation (X, Y, Z), Scale (X, Y, Z), Visibility layer (Foreground, Background)

Animation explorer: Set key, Auto-keying (checked)

Animation track: Screw in, Screw out, Push in, Pull out, Custom animation

History

Scene Assets Material

Timeline: Playback controls (stop, play, fast forward), timeline ruler, Object dropdown, Track 1, Add track (+)

Animator: Playback controls, Position dropdown (X axis, Y axis, Z axis), Rotation dropdown, Scale dropdown, Opacity dropdown

Timeline visualization: A track labeled 'Track 1' is shown with a red segment. The animator panel shows a timeline with a red shaded area, indicating an animation track for the selected property.

Top menu: File ...

Scene explorer: Model, Component 1, Component 2, Object 1 (selected), Object 2

Toolbar: + Marker, + Label, World, Local, Selection, Translate, Rotate, Scale, Center on view, Move to origin, Show/Hide, Foreground, Background, Tracking, Context, Undo, Redo

3D scene:

Property editor: Translation (X, Y, Z), Rotation (X, Y, Z), Scale (X, Y, Z), Visibility layer (Foreground, Background)

Animation explorer: Set key, Auto-keying (checked)

Animation track: Screw in, Screw out, Push in, Pull out, Custom animation

History

Scene Assets Material

Timeline: Playback controls (stop, play, fast forward), timeline ruler, Object dropdown, Track 1, Add track (+)

Animator: Playback controls, Position dropdown, X axis, Y axis, Z axis, Rotation dropdown, Scale dropdown, Opacity dropdown

Timeline and Animator tracks: A vertical timeline line is present. The Animator track shows three sliders for X, Y, and Z axes. The X-axis slider is highlighted in blue, and the Y and Z axis sliders are highlighted in green.

Top menu

File ...

Scene explorer

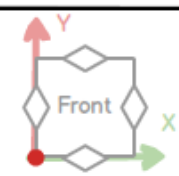
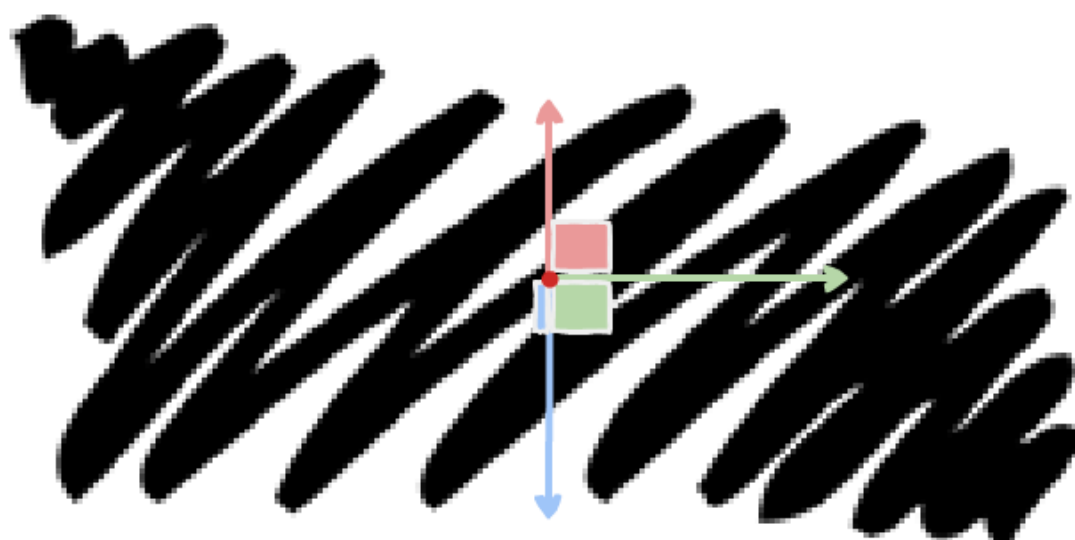
Q filter

- Model
 - Component 1
 - Component 2
 - Object 1
 - Object 2

Toolbar

+ Marker + Label **World** Local Selection **Translate** Rotate Scale Center on view Move to origin Show/Hide **Foreground** Background Tracking Context Undo Redo

3D scene



Property editor

Translation X Y Z

Rotation X Y Z

Scale X Y Z

Visibility layer **Foreground** Background

Animation explorer

Set key Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

History

Timeline

No animation to an object added

Animator

No animation clip to view/edit

Tooltip

Top menu

File ...

Scene explorer

Q filter

- Model
- ▶ Component 1
- ▼ Component 2
 - Object 1
 - Object 2

Toolbar

+ Marker

+ Label

World

Local

Selection

Translate

Rotate

Scale

Center on view

Move to origin

Show/Hide

Foreground

Background

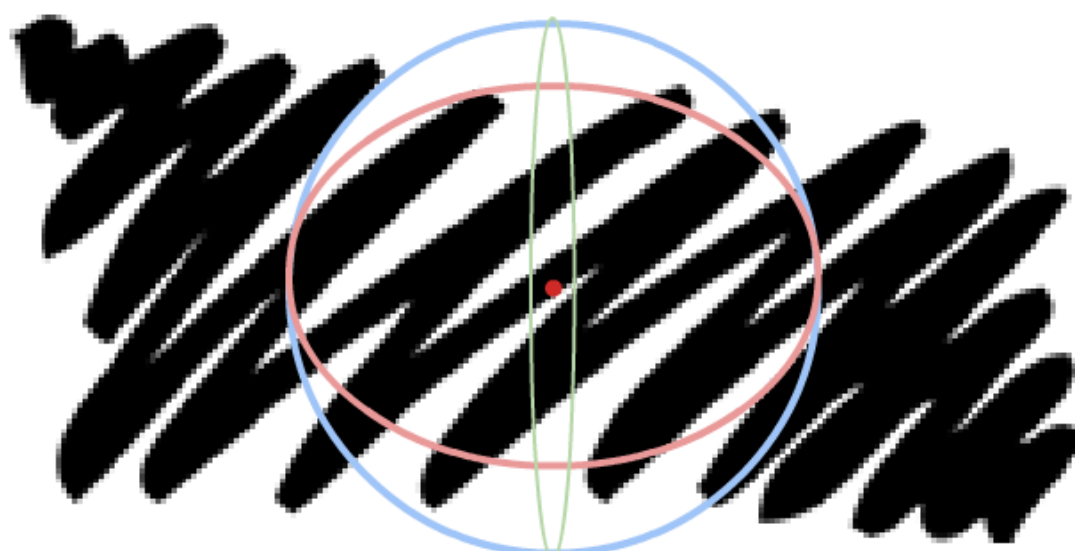
Tracking

Context

Undo

Redo

3D scene



Property editor

Translation

X	Y	Z
---	---	---

Rotation

X	Y	Z
---	---	---

Scale

X	Y	Z
---	---	---

Visibility layer

Foreground	Background
------------	------------

Animation explorer



Set key



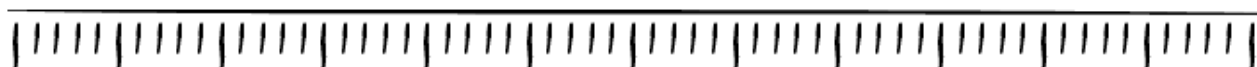
Auto-keying

Animation track

- Screw in
- Screw out
- Push in
- Pull out
- Custom animation

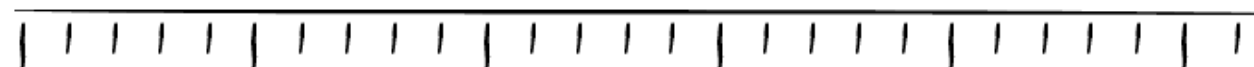
History

Timeline



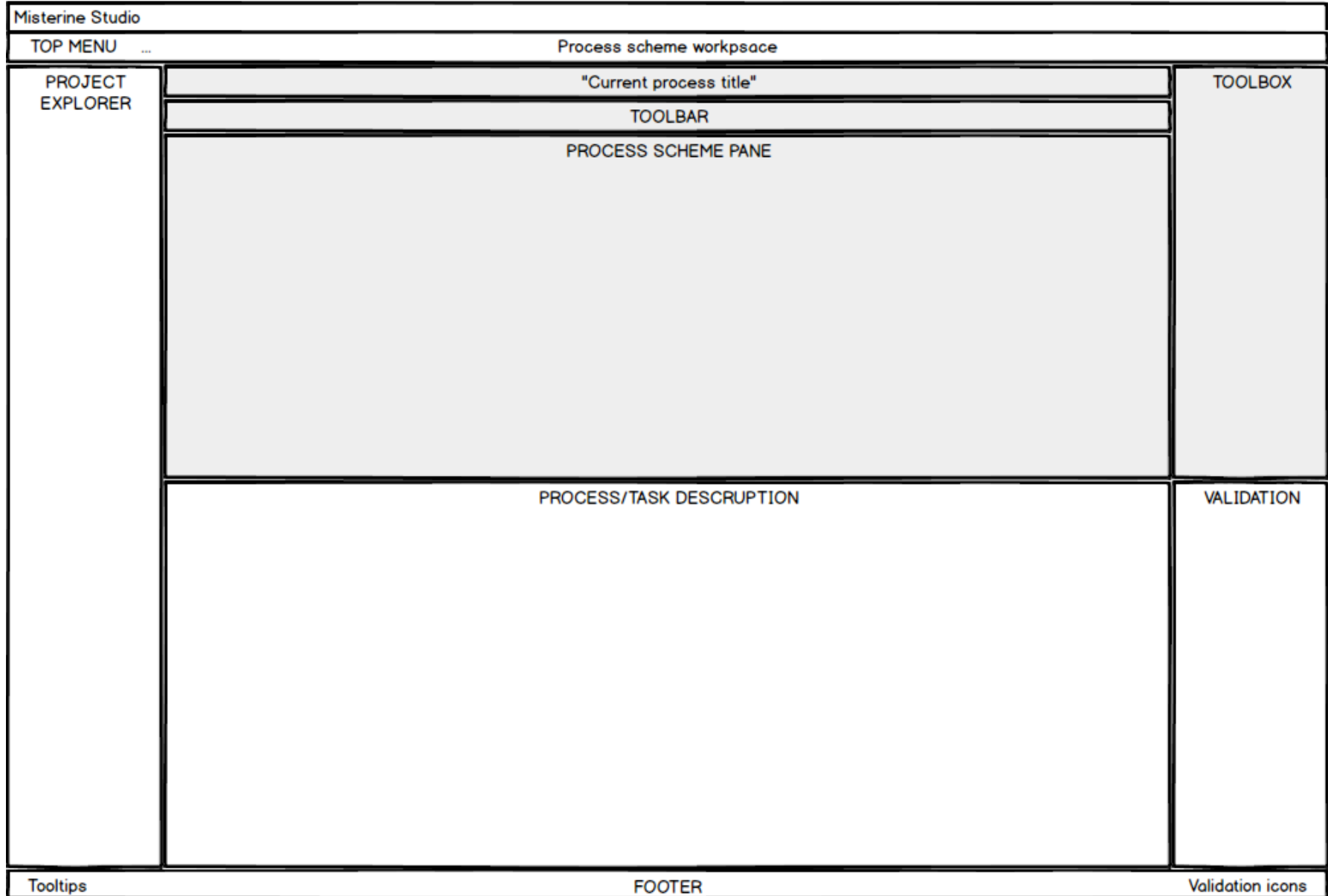
No animation to an object added

Animator



No animation clip to view/edit

Tooltip



Misterine Studio

TOP MENU ...

3D scene workspace

SCENE
EXPLORER

"Current process and task title"

PROPERTY
EDITOR

TOOLBAR

3D SCENE

ANIMATION
EXPLORER

TIMELINE

ANIMATOR

TIP
WINDOW

Tooltips

FOOTER