**3D ANIMATION PROCESSES**

**Basically**

1. Keys

**Morphologically**

1. Shape Keys
   1. Modifier
      1. Dividing
      2. Editing (Add-Ons: AnimAll)
   2. Shrinking
      1. Modifier (ShrinkWrap)
      2. Data (ShrinkWrap)

**Physically**

1. Physics
2. Particles
   1. Manuel
   2. Quick
   3. Advanced (Add-Ons: Cell Fracture)
3. Atmospheres
   1. Wind / blow
   2. Turbulence

**Referencing**

1. Constraints
   1. Armature
      1. Bone
      2. Data
      3. Bone Constraints
   2. Child Of
   3. Follow Path

**Rendering**

1. Before Rendering
   1. Light
   2. Material
2. After Rendering
   1. Glow / Light Flare / Emit