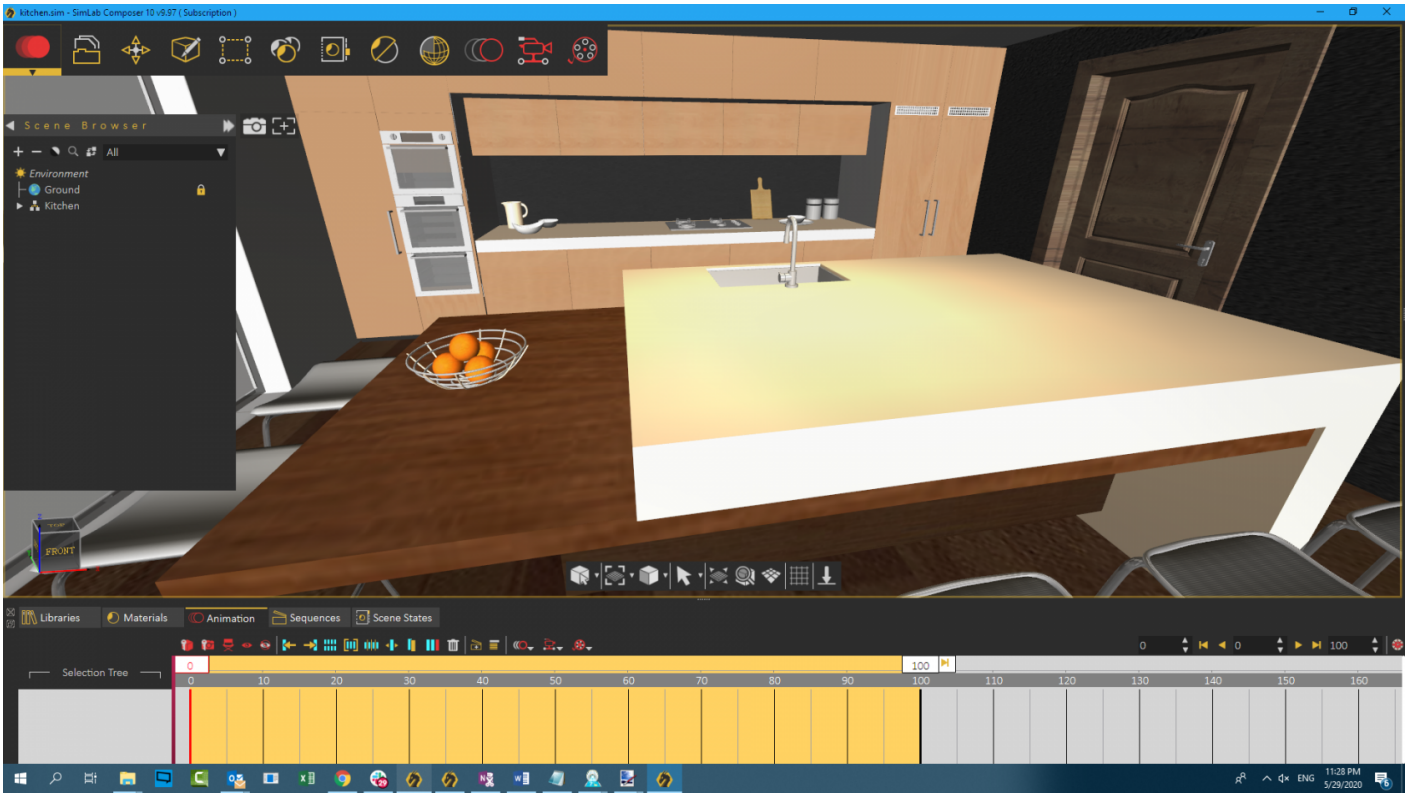
Animation Timeline

The timeline is a dynamic diagram that holds editable keys denoting any animation created in the scene. SimLab Composer can produce an image sequence of the animation and is able to convert the sequence to a video file that can be easily viewed externally.

Check this animation video tutorial



With SimLab Composer, **Skeleton joints controller animations** can also be created for 3D models with rigs. A rig is a digital skeleton that is used to animate 3D models imported in fbx, gltf, and usdz formats. Check this Skeleton joints tutorial

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