Let’s take our Mixamo skill one step further and learn how to blend various downloaded animations together in the Graph Editor.

****Notes:****

* Blender 4.3.2

****Timestamps:****

* 00:00 - Intro
* 00:31 - Copy-Pasting Keyframes
* 03:43 - Fixing animation jumps
* 06:15 - Smoothing sections of animation
* 10:08 - Editing sections of animation

****Links:****

* [Mixamo](http://www.mixamo.com/" \t "https://academy.cgboost.com/courses/master-cinematic-storytelling-in-blender/lectures/_blank)

****Shortcuts:****

* ****CTRL + TAB**** | Switch to Pose Mode
* ****I**** | Add Keyframe
* ****ALT + O**** | Smooth selected Keyframes
* ****C**** | Paint Selection
* ****SHIFT + H**** | Hide all but the selected Graph Editor Channel
* ****O**** | Activate Proportional Editing