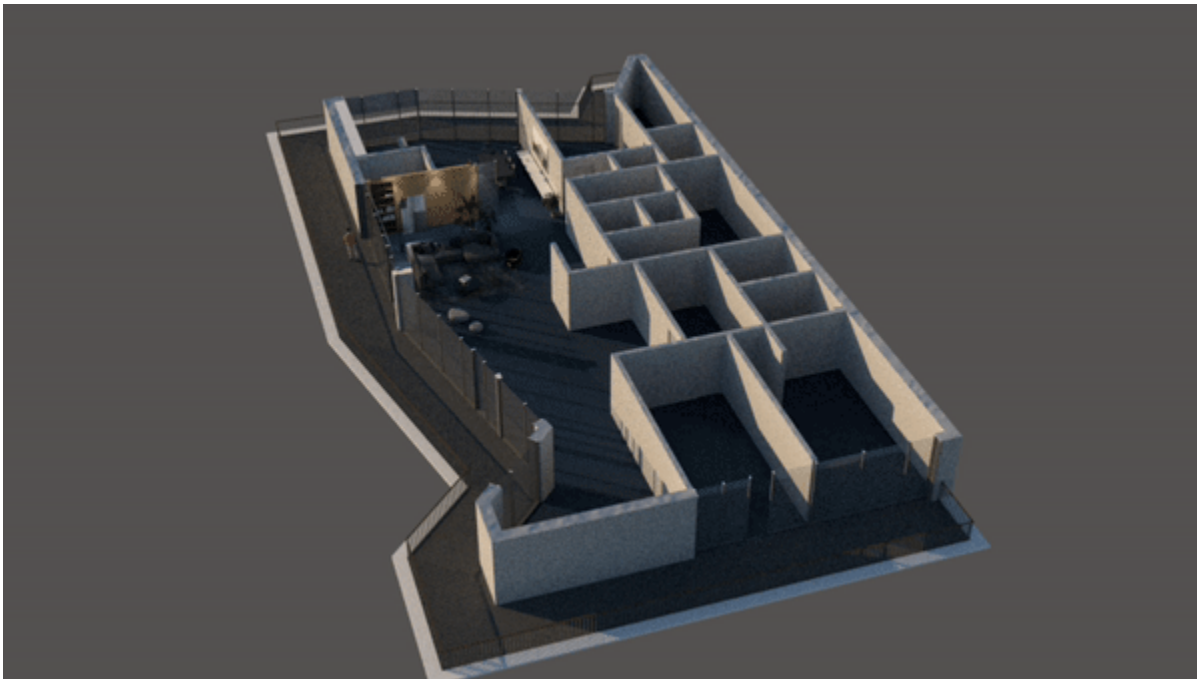# Animation

This page provides information on the render settings for animations in V-Ray for SketchUp.

Overview

From the Animation rollout you can set a frame range for animated scenes. If no animation has been set up in SketchUp, the toggle of this section remains grayed out indicating that there is nothing animated in the current scene. You can also apply Motion Blur here.

There is no SketchUp native support for object animation. Nevertheless, V-Ray can render object animations in SketchUp scenes when they are introduced via animated proxies (.vrscene, .vrmesh or .abc files).

Animating V-Ray SunLight is only possible if the time and date of different scenes in SketchUp differ. The time and date are set via SketchUp's own **Shadows** toolbar.
Note that if the SunLight in the V-Ray Asset Editor has its **Custom Orientation** enabled, it overrides the position set by SketchUp and thus, appears the same for each frame.
Starting with V-Ray 6.1 animation of section planes in SketchUp on Windows is now supported. This is performed by having different active section planes in multiple scenes /pages.

UI Path

||V-Ray Asset Editor|| > **Settings** > **Animation**

Parameters

Animation – Enables the rendering of animated sequences.

Time Segment – Specifies whether the entire animation or only a subset are rendered as individual frames.

> **Entire Animation** – Renders the entire animation as individual frames.

> **Frame Range** – Allows selection of only certain frames to be rendered.

Start – Allows to render a subset of the animation as opposed to render the entire sequence. Value is expressed in "frames".

End – Allows to render a subset of the animation as opposed to render the entire sequence. Value is expressed in "frames".

Get Animation Range – Sets the frame-range to match the current project animation length.

Motion Blur – Turns on motion blur sampling.

Camera Motion Blur – When enabled, it considers the camera movement when calculating the motion blur effect. Otherwise, only objects in motion are blurred. Note that only proxy scene or mesh references can introduce object animation.
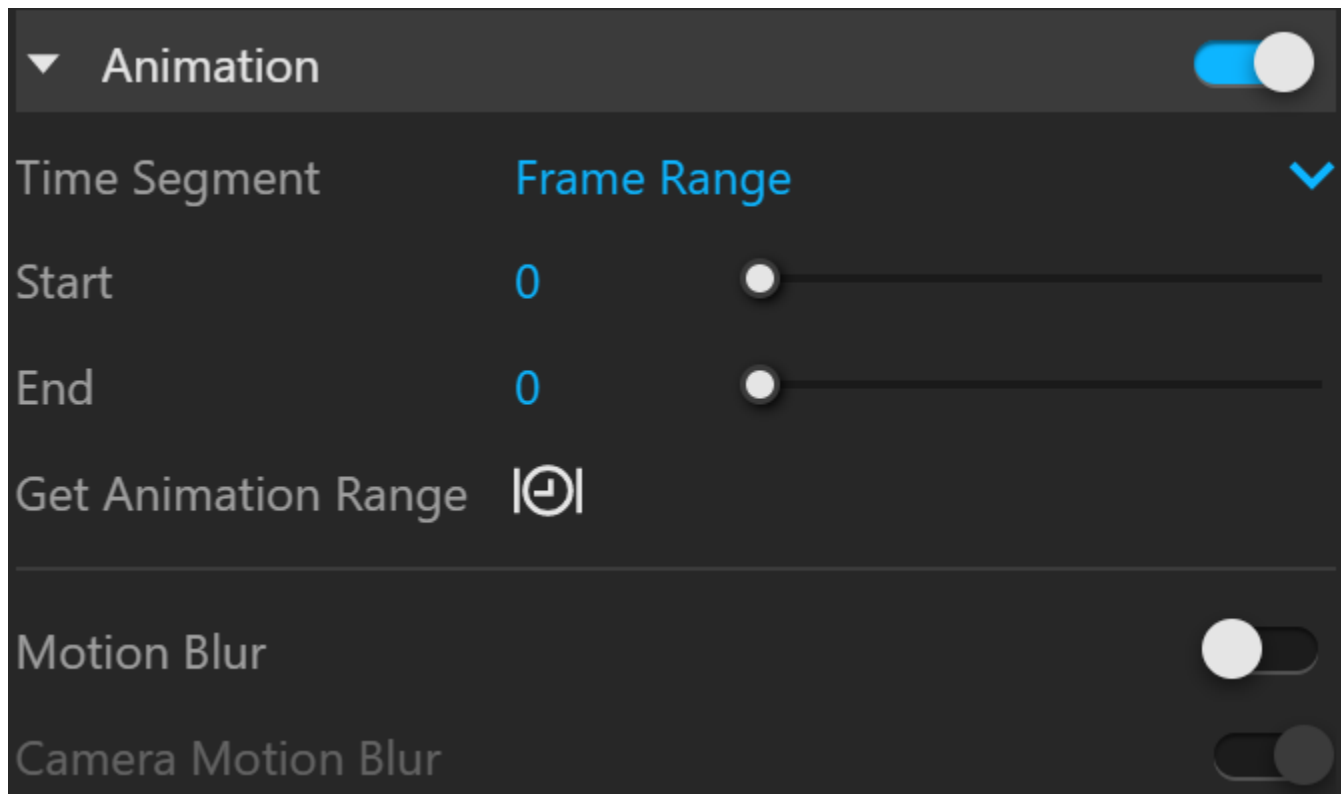
Notes

- **Always-facing-camera** components are automatically supported when rendering an animation in V-Ray. Their position adjusts for each frame based on the camera location.