Keys

- Keys record the position of all or specific values for the properties of an object at a certain time of the animation.
- Maya linearly interpolates the values for those properties for the frames in between when the have changed in between keys.
- Keyframe animation is a simple way to move objects in an animation in Maya by recording keys for their initial and final position at certain times and Maya will move the object between those points.
- Can also use keys to change the size of objects or rotate them over a certain time.
Graph Editor

- Allows you to change how Maya interpolates the intermediate values of the attributes in the frames between keys.
- Can be used to make movement more realistic, such as slowing the movement of an object sliding on a surface to simulate friction.
- Movements such as a ball bouncing can be recreated in the graph editor.