The Bounce

Add touch of flair and realism for moving objects that land somewhere on the slide.

What You Will Learn

Main points:

- Customizing the Bounce feature of the motion path for a spicy effect
- Using regular vs. reverse motion paths for extra precision on the landing
- Making motion paths perfectly straight every time (holding down SHIFT and dragging)

Additional points:

- Using the Duplicate shortcut to quickly copy / paste objects (CTRL + D)
- Aligning objects evenly on the slide with the Arrange / Align menu
- Combining animations and customizing timings
- Using the motion path preview option
- Applying the Animation Painter to several objects
- Changing your workflow to save time even when you don't have the Animation Painter

The Bounce - Summary

1. Place the object where you want it to end up after the Bounce is finished.
2. Add a motion path to the object and stretch it off the slide into the position from which you want it to start. If you have PowerPoint 2013 or later, take advantage of the motion path preview to make sure the object starts completely off the slide.
3. Under Effect Options for the motion path, remove the Smooth Start and Smooth End (set them to zero). Add some time to the Bounce option (in the same menu). This should be a small fraction of the total duration of the motion path – but play with this timing until you like the way it looks.
4. Under the Effect Options dropdown, choose 'reverse path direction.' Make it start After or With Previous.
5. Add an Appear entrance effect to the object (by going to Add Animation and choosing Appear). Make the Appear animation start before the motion path in the Animation timeline (hold and drag it above the motion path).

Alternative Basic Bounce:

For a very simple (though not very customizable) bounce effect, try the Bounce entrance animation.

Additional Example:

Another way to do a bounce effect is to make the object compress slightly when it stops. Here's how:

- Add a Fly In entrance to the object
- Add a Shrink effect to start right after it flies in (After Previous)
- Go to the Effect Options menu and set the direction to Horizontal or Vertical (depending on direction of movement) and make the size become around 95% of the original
- Also in the Effect Options menu, check the auto-reverse checkbox
- See this done in the first 3 seconds of this Pokémon Animation video