1. Use motion study tab at the bottom left of screen to access animation toolbar

2. Use animation wizard to access rotate, explode, and collapse options for your model
3. Performing a rotate – Make sure your part is oriented as you want it to look before you begin the rotate.

4. Selecting the duration of the given operation.
5. To perform an explode or collapse, you must have an exploded view created first.
6. To move something as if it has a motor attached, use the motor tool. This allows for the replication of rotary and linear motors.