Art 116 Intro to Digital Media - Fall 2016
UNIT 3 - Animation Exercise

The New Life of the GIF - Learning animation techniques

DUE: October 6th - Thursday
Due on a page called "Animation - Exercise" under your personal web page on the class website.

Objective: Learn to combine images to create short GIF animations.

Task: Create 2 Basic GIF Animations with Photoshop

Materials:
- 4- 30 Images (you can use more if you have a reason)
- Photoshop
- Hard Drive

Background:
Animation has several meanings. For some its full scale movies that are hand drawn, others are set of images blended together in a sequence to be one after another. Think like Claymation or **stop motion**. With internet, animations have a new purpose. In early internet you can find them on nearly every home page of a heart dancing around or a mail box continuously opening with the text "you got mail", and the birth of the **GIF**. The GIF is a bitmap image format (think raster and pixel) that supports animation and transparency. Fun Fact, the creator of the GIF file format says it is pronounced more like "jiff" the peanut butter, rather than the popular hard G sound like in the word "graphic".

Task:
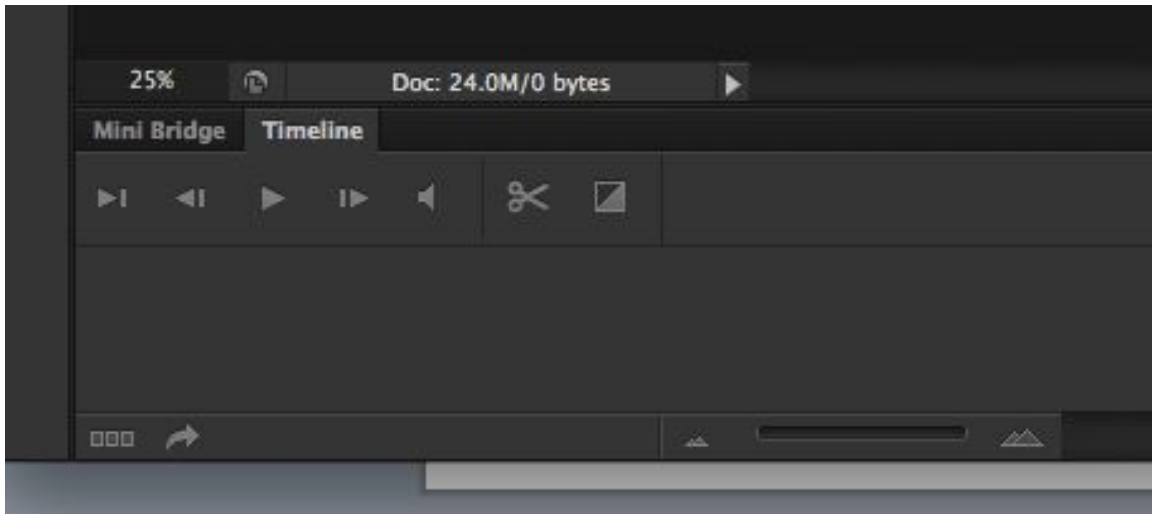Download AND/OR Create Images
Open New Document.
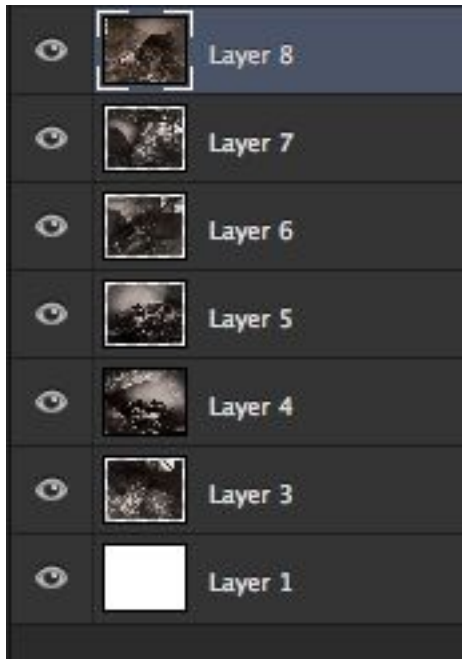Name: YOURNAME_AnimationExercise
Size: Width 6" Height 4"
Resolution: 72DPI

Once on your blank document go to Window > **Timeline**
This will show up on the bottom of your screen.

Open all of your images in your timeline. And adjust the layering order. It is best to work numerically, the first layer is the first "**frame**". The **frame** is an individual image that is used in an animation.

So you set that up.
On your timeline you click "Create Frame Animation" or click the triangle pointing down to get away from the Create Video"

On the Timeline click the New Page icon to get new frames on your timeline.


You can click it for as many frames as you need or as you go.

Click on your first Frame. On your layers panel, you will need to use the eyeball

so show layer visibility. Are you hiding the layer or not? Best to work with separate images and hide all the images you are not using for each frame.

However on your layers you can play with opacity or other fun Photoshop effects for each frame of your animation. Just be mindful of your visible layers.
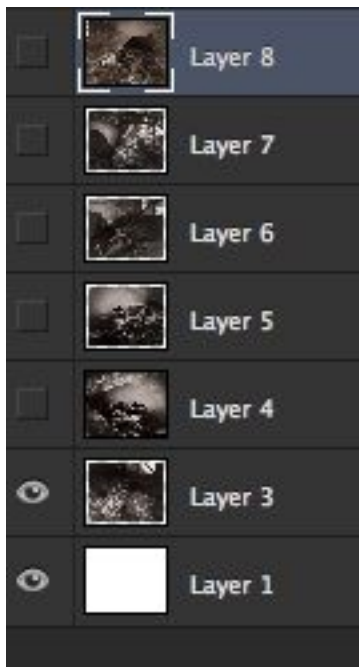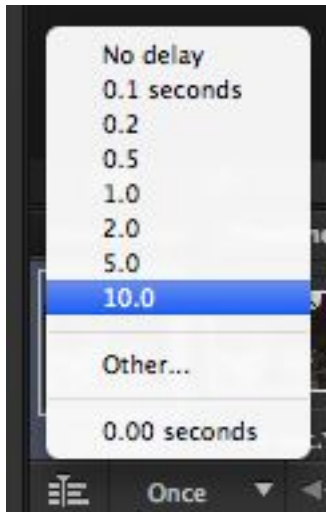

Like so. See how only the Background color images and the image I am using for my first frame are highlighted??
Now click on your frame

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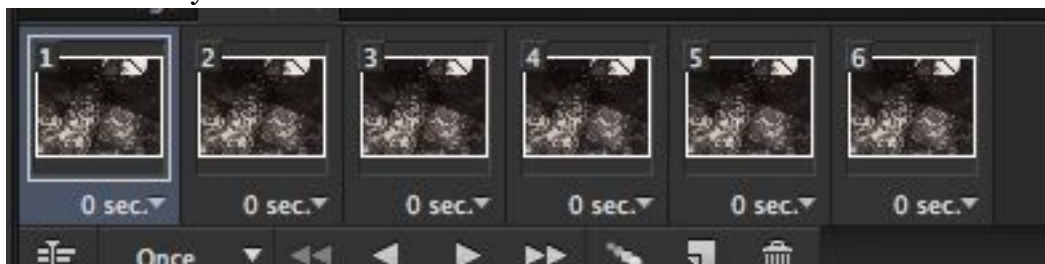
Click on the "0 Sec" part.

Here I can adjust how much time I set each frame to be. You do not want the images to quickly pass by. Play with times to see what you want. You can have some frames take longer than others. Where is says "Once" Click on that to open that dialogue box. This is where you set how long your animation will float. Once is good for longer animations, I prefer forever. You can also under "other..." indicate if you would want it for say 20 times.

You can Press the Play button > to test your animation.
There is your basic animation.

But that creates a basic animation, think **stop motion** films or **Claymation**. If you want to create a more even flow from one frame to another you may want to look at **tweening**, which is what happens between frames.

Click on your first frame. Click on the tweening tool and a dialogue box opens.

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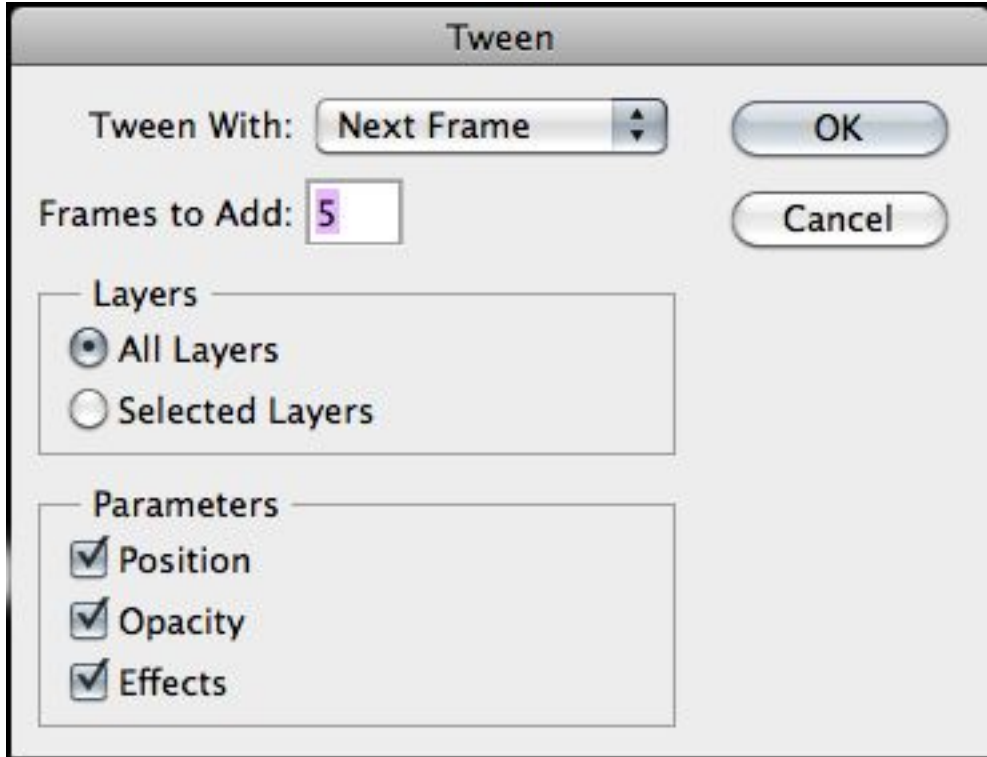
Tween with is where you want your image want to flow with between the one you selected and the next (or previous frame).

Under "frames to add" states how fast or slow your tween is. The higher the number is the slower it is. You can play with the parameters to give different effects. This will increase your timeline length. You may need to adjust the time the "tween" frame is played.
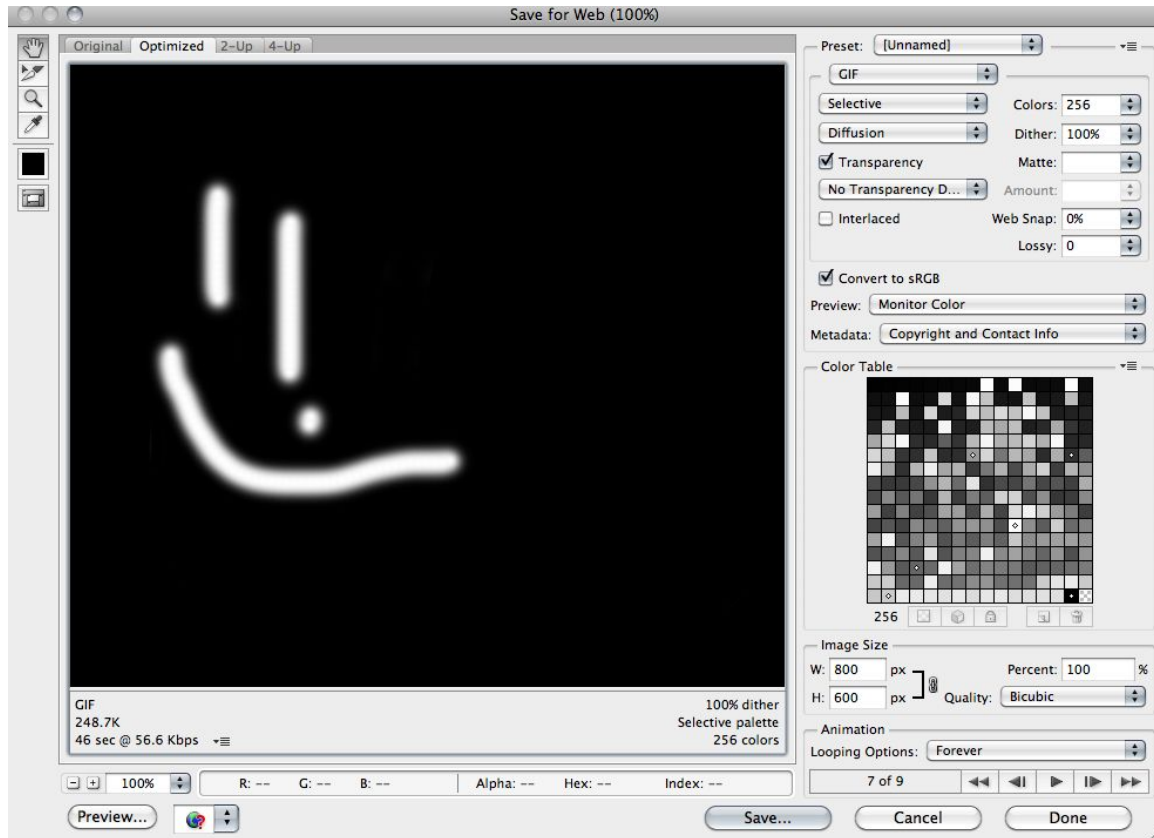
TO SAVE AS GIF
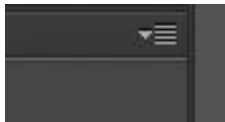
  On the left side of the timeline click on this button to open up:
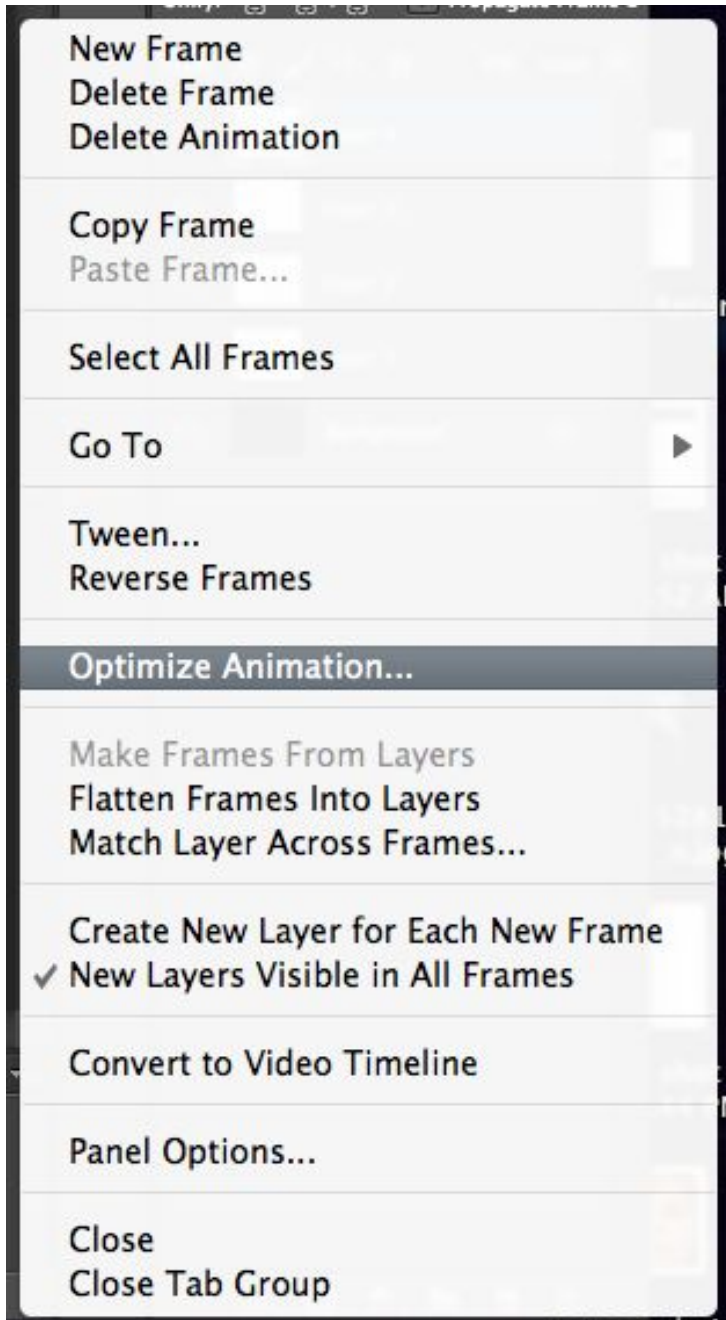
Click "ok" on the next dialogue box. This makes the frames able to save as .gif

Then go to File, Save As WEB
A new dialogue box will open.

Test your gif on the left before saving.
Then click save at the bottom. Name your file YOURNAME_AnimationExercise.
Save the PSD (work document) as well!