

Animated GIFs

Adding dynamic content to your web pages.

This exercise will show you how to create a few simple animations using Adobe Photoshop and ImageReady.

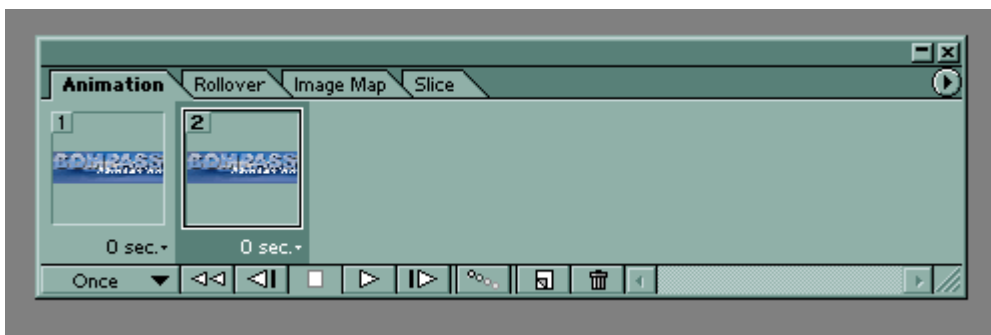
To complete this exercise, first copy the **WebGraphics** folder to your student directory. The **WebGraphics** folder is located: `//S6/Classes/UWinteriM06/EPub/Exercise_Files/WebGraphics`

1. START PHOTOSHOP

2. OPEN **Compass.psd** from the **WebGraphics** folder you copied to your student folder.
3. Notice this file has multiple layers. You will animate these layers in Adobe ImageReady.
4. Switch to ImageReady by clicking on the button at the bottom of the toolbar.



5. Your graphic will open in **Adobe ImageReady**. You can now add animation to your gif image.
6. Look at the Animations palette at the bottom of your screen. The palette shows a single default frame and reflects the current state of the image. If you do not see this palette choose: **WINDOW>SHOW>ANIMATIONS**



7. Select the **frame #1**.

8. Make a copy of this frame by clicking on the **new frame icon** at the bottom of the animation palette.



This will add another frame to the palette. This frame is labeled #2. This is the way you want your final frame to be displayed.

9. Select "**Layer 1**" from the layers palette.

Drag this layer up to the top of the image canvass so the words compass are barely showing.

Adjust the opacity of "Layer 1" to 20%

10. Select "**Adventure Site**" layer in the layers palette.

Drag this layer over to the right so the letter "A" is barely showing.

Adjust the opacity of "Adventure Site" layer to 20%

11. Select the "**Layer 2**" from the layers palette.

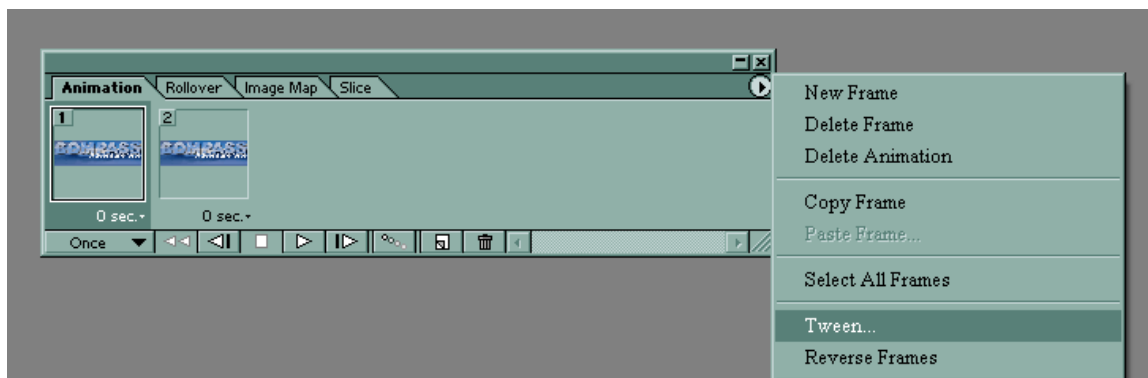
Adjust the **opacity to 5%**

Notice the frame #1 has adjusted to reflect the changes that you have made.

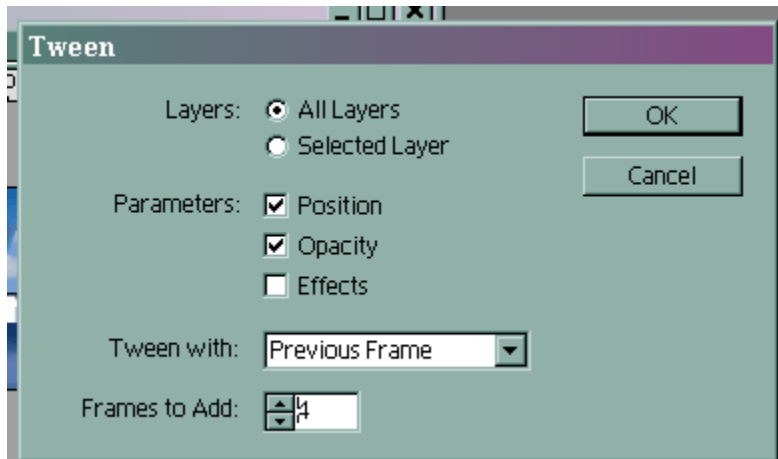
12. Save your document.

TWEENING

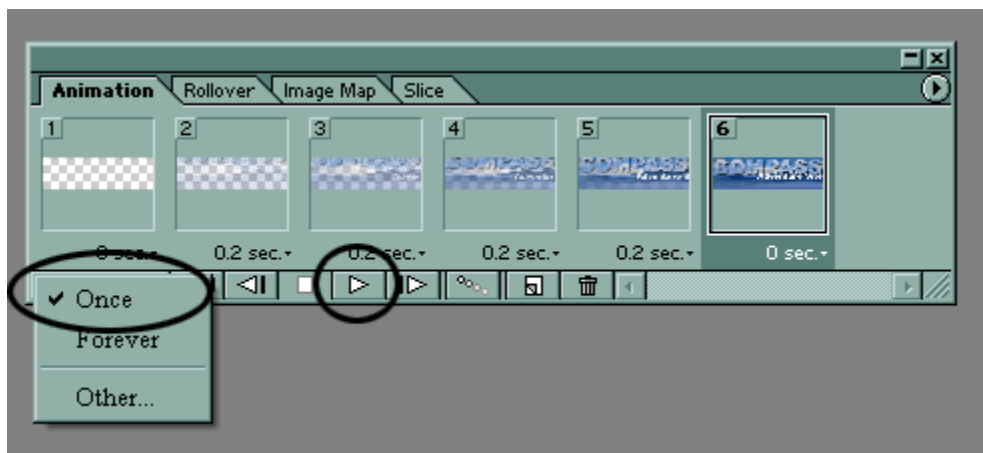
1. Select **Frame #1**
2. Choose **Tween** from the animation layers palette



3. In the Tween Dialog box
Select: **All Layers; Position; and Opacity**
Choose: **Tween with Next Frame**
Frames to Add: **4**



4. Select **Once** from the looping dropdown menu.



5. Click **play** to preview your animation.
6. Adjust the timing if needed.

SLIDE SHOW ANIMATION

1. Start **Photoshop**
2. Open the following images: **FILE>OPEN**
rockClimber.jpg
Mountain_Biker.jpg
surf.jpg
kayaking.jpg

All of these graphics are located in the WebGraphics folder that you have copied to your student directory.

3. **Combine all of these images into one file.** In Photoshop, add the rockClimber.jpg, the Mountain_Biker.jpg and the surf.jpg to the kayaking.jpg by dragging these layers into the kayaking image window.

Adjust the size of each graphic so that they all take up the entire size of the image window.

4. Look at your layers palette, the kayaking.jpg should now have **four** layers in it.
5. **SAVE** your document
6. **Switch to ImageReady** by clicking on the button at the bottom of the Photoshop toolbar.
7. In the Animation palette, click on the **new frame icon** to add a new frame to your animation.
8. **Turn off the top most layer** in the layers palette by clicking on the eye icon in the layers palette, the 2nd layer will now be showing in frame #2 in the animation palette.
9. In the Animation palette, click on the **new frame icon** to add a new frame to your animation.
10. **Turn off the 2nd layer in the layer palette**, the third image will now be visible in frame #3 in the animation palette.
11. In the Animation palette, click on the **new frame icon** to add a new frame to your animation.
12. **Turn off 3rd layer in the layer palette**, the last layer will now be visible in frame #4 in the animation palette.
13. Each frame of your animation should now display a different image.
14. Change your animation so that it will loop through each graphic continuously. Select the drop down menu at the bottom of the animation palette. Set the looping to: **Forever**
15. Adjust the timing under each image by clicking on the sec. indicator under each frame. **Set the timing** in the animation palette **to 0.5** for each frame.



16. **SAVE**
17. **Click the play button to view your animation.**