

8. How to make an animation

This project will: show you how to make an animation from a single image and how to save it for the web.
(including Art ATs)

- [Creating a finished piece of work Art 1C](#)
- [Extending the range of tools and techniques used in art Art 1F](#)

Art context:

- [Helping to locate resources and interpretations of contemporary art practice which can be adapted for use in the classroom Art1J](#)

Suggested Artists or Movements:

- [Marcel Duchamp](#)
- [The Futurists and the theme of movement](#)
- [Eadward Muybridge](#)

Technical content: Using filters to add an effect and increase it frame by frame. Duplicating layers and frames. Optimising animations to reduce file sizes.

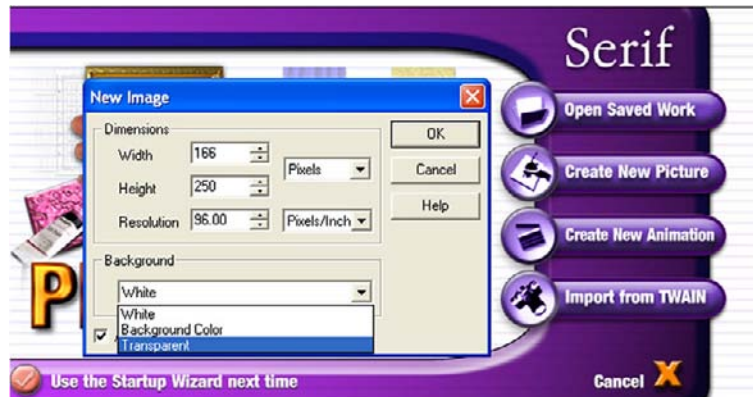
1

Browse to the file *owen1_small.jpg* for use in this tutorial. It will open in your image editing software.



2

Select File, New and choose Create New animation from the Startup Wizard. Select a width of 166, a height of 250 and choose a transparent background. This will create another canvas the same size as the image. You now need to copy the original image onto the new animated canvas.



3

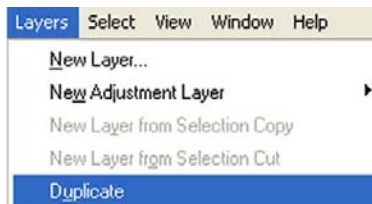
Click on the marquee selection tool and select the entire owen1_small picture.



Now Edit, Copy your selection, then with the new animation canvas active select Edit, Paste, As New Layer. The image will appear on the new canvas.

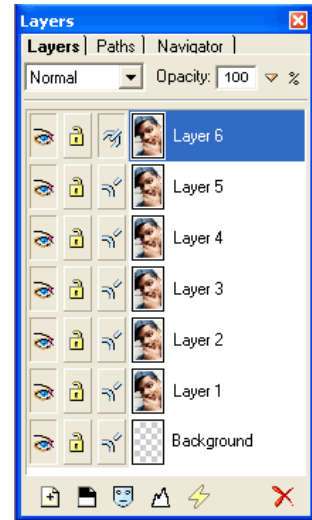
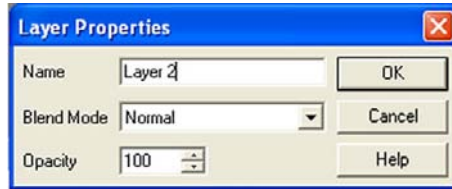
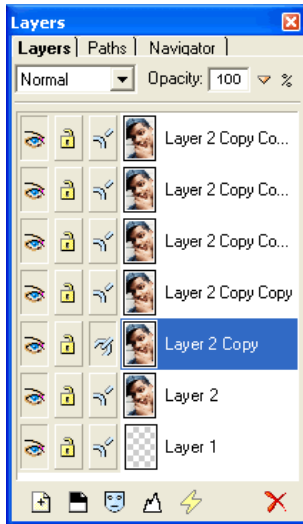
Close the original *owen1_small.jpg* file without saving any changes.

Now with the animation canvas active choose Layers, Duplicate and repeat this until you have five more layers. By default these will be named Layer 2 Copy , Layer 2 Copy Copy etc.



4

To avoid confusion you are going to rename the layers. Double-click on the name *Layer 1* and type in *Background*. Then, in the same way, rename each of the six Layers containing the image of Owen. Name them *Layer 1* to *Layer 6*.

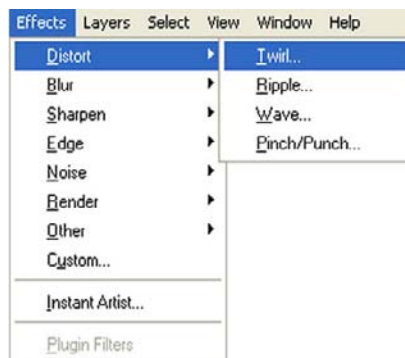


5

Now create six Frames by clicking the New Frame icon in the Animation window to match the amount of Layers in the layers panel.



Make Layer 2 active by clicking on it in the Layers palette. The active layer is blue. On the Effects menu select the effect that you want to apply. For this tutorial select Distort > Twirl.



6

Apply a small amount of filter to the layer and click OK. I applied a 30-degree angle.

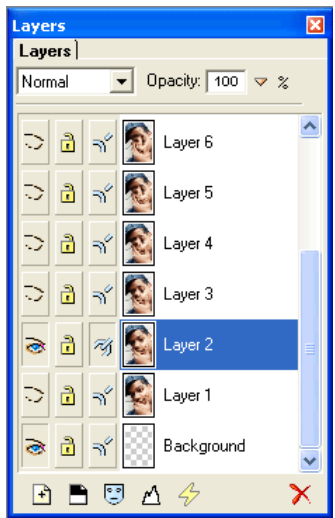


7

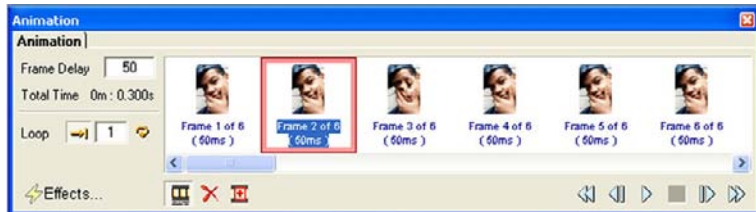
Select each of the remaining layers in sequence applying increasing amounts of filter. I applied 60, 90, 120 and 150 degrees in turn.

8

Make only Layer 2 and the background visible by clicking on all the other eye icons.



- 9 You will be working with both the Layer and Animation panels. If the animation panel is not present select View > Animation Tab. With Layer 2 selected click on Frame 2 on the Animation panel. Now only Layer 2 is visible in Frame 2.

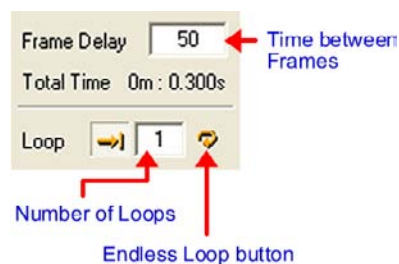


- 10 Repeat steps 8 and 9 for each remaining layer. Each frame should have only the corresponding layer visible e.g. Frame 3 > Layer 3 etc. If you duplicate another five frames, you could reverse the twirl distortion by selecting visible layers in descending order e.g. Frame 7 > Layer 5, Frame 8 > Layer 4 etc.

- 11 Click Play on the Animation Palette to view the animation.



- 12 Set the number of times you want the animation to play by altering the Loop number or click the Endless Loop button (enter the number of plays).

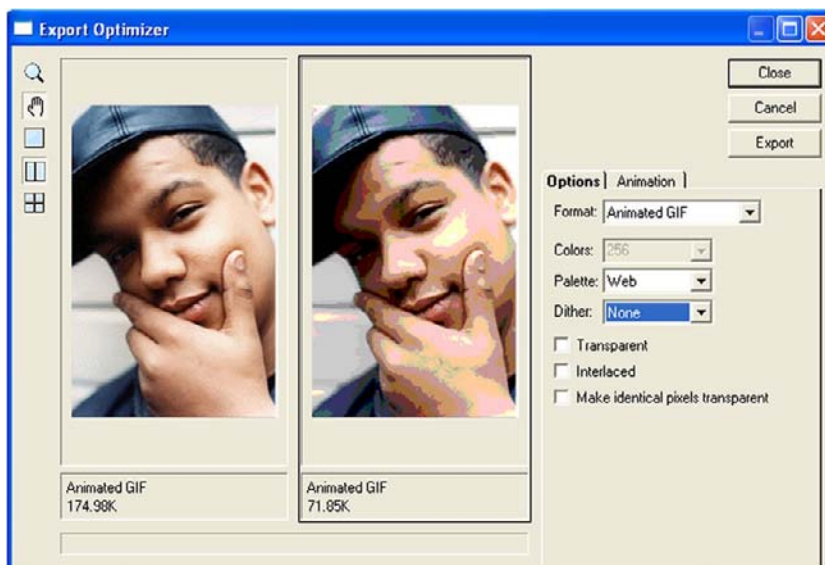


- 13 The default timing for each frame is 20th of a second (which is displayed as 50 in the Frame Delay box), but if you want to adjust any of the frame timings for emphasis, click on the frame you wish to alter the time after and alter the number in the Frame Delay box. For this tutorial alter all the Frame Delay's to 100 (10th of a second).



14

To reduce file sizes and download times if you publish the animation to the web, select File > Export Optimiser. From here you can set the number of colours and optimise the file before saving it. The Export Optimiser window offers other choices for GIF files e.g. the type of Palette. Compare file sizes and download times with the loss of detail. You can also reduce file size by selecting fewer colours. In the example below, saving the animation as a GIF web file reduced the size from 174.98K to 71.85K. There is a loss of colour information, but this can add to the visual impact and stylisation of the original image.



15

To save your animation click on Export. Make sure that it is saved in Animated GIF format, which supports animation and transparency. If you choose another format, only the current frame of the animation will be displayed on a web page.

16

Finally, check what your animation will look like as a web page by selecting File, Preview in Browser.



Experiment using the same procedure with other filters and images. This is just one method of making a simple animation. You can also copy and paste a sequence of images or scanned drawings as separate layers in the same image. This is easier if you crop them all to the same size first.

To return to the main menu, close this window by selecting **File > Close** from the menu bar.