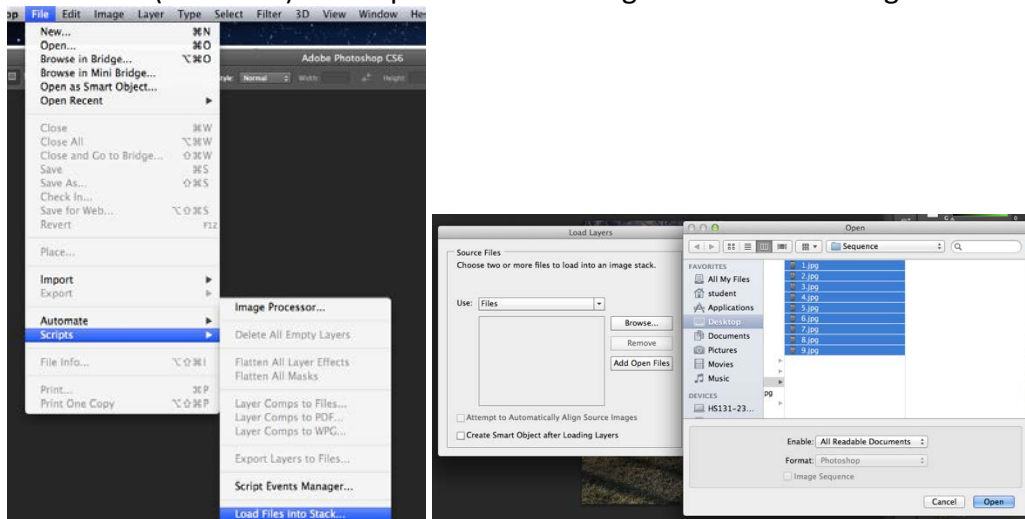


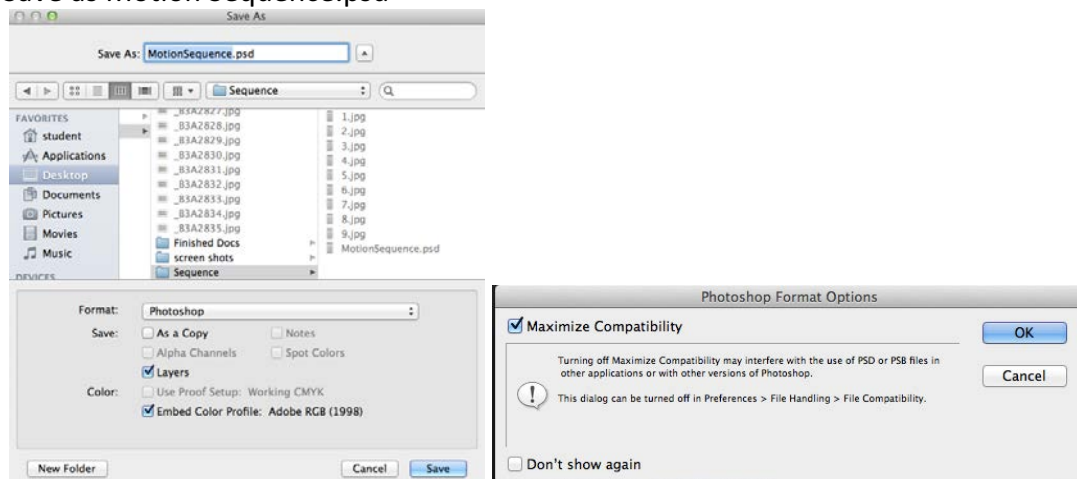
PHOTO SEQUENCE: ANIMATED GIF

Photoshop Directions

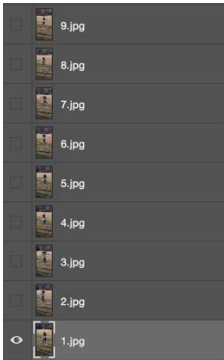
1. Choose a sequence of at least 9 images to use to create an animated GIF.
(Use the images in the Sequence folder from the Motion assignment)
 - If you wish to use a different sequence or add images to the previous sequence, you must first open the photos you want in Photoshop, crop the images using the Crop tool (Size & Resolution) set to Width: 2 in; Height: 4 in; Resolution: 240, and then save each of the photos as its respective number in the sequence (1.jpg, 2.jpg...) Refer to PHOTO SEQUENCE: MOTION Photoshop Directions.
2. Load all images into a single file.
 - In the Menu bar, choose File>Scripts>Load Files into Stack...
 - Select Use:Files, Click Browse...
 - Select files (hold shift) Click Open. Click Ok. Images will load into single file.



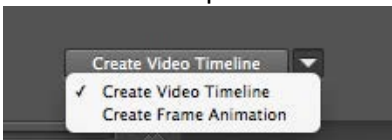
3. Save as Motion Sequence.psd




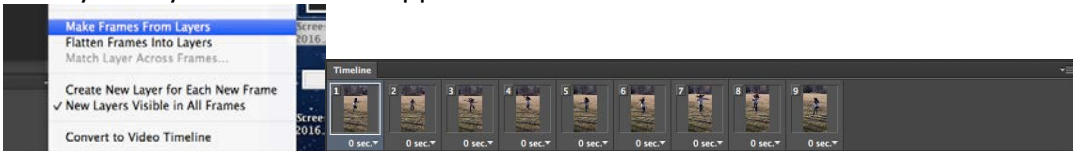
- In the Layer palette, rearrange the layers so that the first image in the sequence is on the bottom.



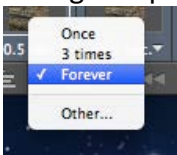
- In the Menu bar, go to Window>Timeline to open the Timeline panel.
- In the Timeline panel choose Create Frame Animation.



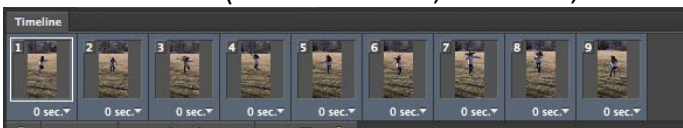
- Click on the words "Create Frame Animation". This should make a frame appear in the Timeline panel.
- Click on the Timeline menu  and choose Make Frames from Layers. All of your layers should now appear as frames in the Timeline window.



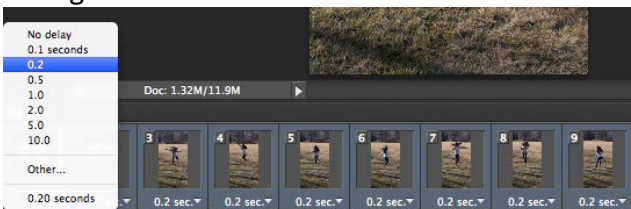
- Change looping from Once to Forever





- Select all frames (click first frame, hold shift, click last frame)

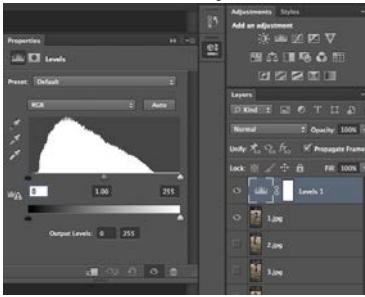



- Change the frame length on any frame by clicking on the arrow. Change to .2 sec. All frames should now be the same length.

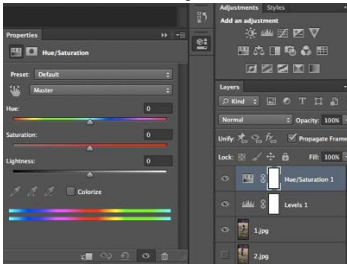


- Test the animation by clicking on the play  button. Change frame length if needed.
- Make sure all frames are still selected. If not, select all frames.

14. In Adjustments palette choose Levels  to create a new adjustment layer
Use sliders to adjust levels

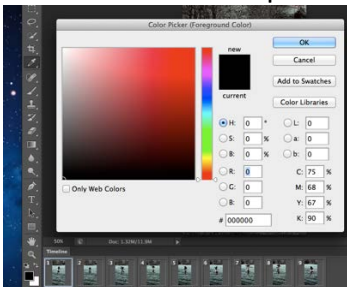




15. In Adjustments palette choose Hue/Saturation  to create a new adjustment layer
To make image black & white, drag the Saturation slider the whole way to the left
To make the colors more intense, drag the Saturation slider to the right
Use Hue to adjust color of image



16. Add a new layer. We will be creating our own “texture” layer

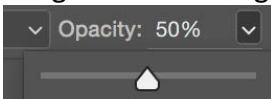
- Select color in color picker



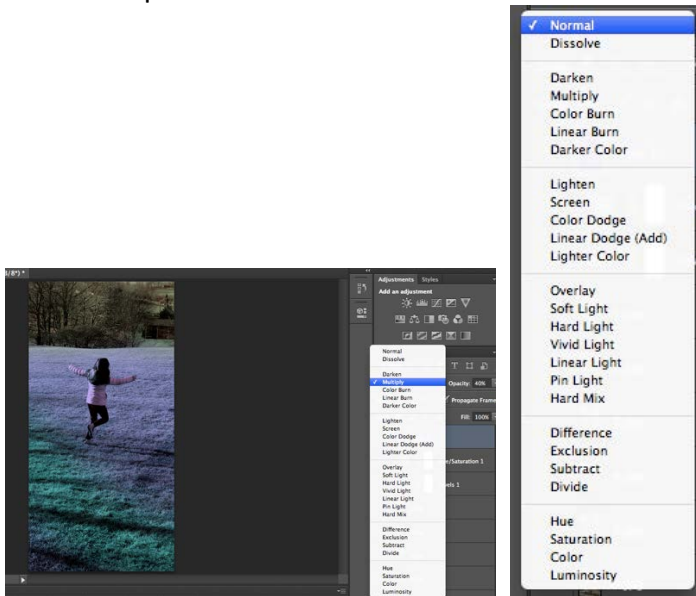
- Select Paint Bucket tool  Fill layer with color.
- Select Paint Brush tool  In the Option bar, experiment with different sizes of brushes.



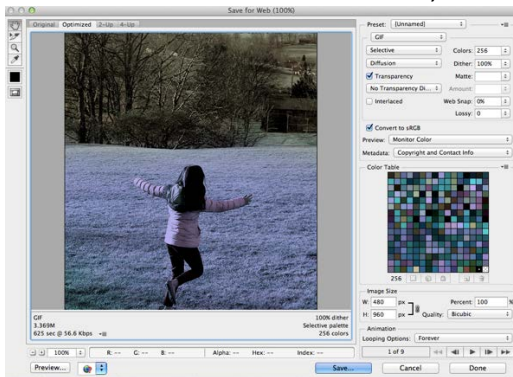
- Experiment with different colors and brushes until you are happy with the result
- In the Layers palette, reduce the opacity on the texture layer so that your sequence image comes through (50 or less)



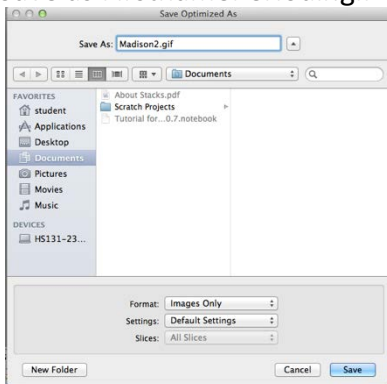
- In the Layers palette, change the blending mode on your texture layer. Experiment with different options.



17. Test the animation by clicking on the play button. Make any additional changes.
18. Save file.
19. Save animation. In the Menu bar, chose File>Save for Web... (Click Save...)



20. Save as FirstnamePeriod#.gif



21. Test to make sure animated GIF works and everything is correct before submitting.
22. Copy the animated GIF to the class flash drive.