Making and Publishing Animations with Photoshop

I. Overview.
Graphic animations are like short movies. We generally make these in either Flash (swf) or as animated GIF. Here we will work in Photoshop and ImageReady to make an animated GIF.

II. Learning Objectives
- How to make animations and publishing them in the internet (flicker, blog, myspace, faceboook).
- Reflect on the power of animation as an effective communication tool.

III. Materials:

Computer workstations with Photoshop and Image Ready. Students can bring images, found or personal, in a standard digital format (e.g., .jpg). Internet connections will likely be useful in locating content to work with.

IV. Defining Animation

- Animation is the rapid display of a sequence of images in order to create an illusion of movement. It is an optical illusion of motion due to the phenomenon of persistence of vision. This could be anything from a flip book to a motion picture film.

-The persistence of vision theory: Our brain holds onto an image for a fraction of a second after the image has passed. If the eye sees a series of still images very quickly one picture after another, then the images will appear to move because our eyes cannot cope with fast-moving images - our eyes have been tricked into thinking they have seen movement. We see this many pictures per second!

- Animation is the process by which we see still pictures MOVE. When still images are shown at the rate of 24 pictures per second making the pictures appear to move. You get moving images when the pictures change in some way.

- In film, video production, animation, and related fields, a frame is one of the many still images which compose the complete moving picture. Historically, these were recorded on a long strip of photographic film, and each image looked rather like a framed picture when examined individually, hence the name.

*Show examples of old flipbooks : http://www.flipbook.info/index_en.php

Drawn animation Traditional animation
Traditional animation, also referred to as classical animation, cel animation, or hand-drawn animation, is the oldest and historically the most popular form of animation. In a traditionally-animated cartoon, each frame is drawn by hand.

See some animations from:
http://www.benettonplay.com/toys/flipbookdeluxe/popular.php

Model animation or stop motion animation
Is an animation technique which makes static objects appear to move. The object is moved by very small amounts between individual frames, producing the effect of motion when the film is played back, as in conventional drawn and painted animation.
many forms of stop motion animation: Clay animation, puppet animation, model animation, pixilation.

Pixilation is a stop motion technique where live actors are used as a frame-by-frame subject in an animated film, by repeatedly posing while one or more frame is taken and changing pose slightly before the next frame or frames. The actor becomes a kind of living stop motion puppet.

Stop motion is used to produce the animated movements of ANY non-drawn objects, such as toys, blocks, dolls, etc. (See object animation.)

See a clip from The Nightmare Before Christmas: "What's this?"
http://www.youtube.com/watch?v=dwB16vaU0Kw

Cut-out animation

Mere pieces of paper, sometimes with images drawn upon them, can be animated with stop motion, and is called cutout animation when lit from the camera side of the artwork (or to the sides of the artwork) so as to show the details of the paper such as color, textures, etc.

See "A short cut out animation"
http://www.youtube.com/watch?v=W2WoIxHmfOE

-Animation as a powerful communication tool.

See Private SNAFU - Spies (1943)

http://www.youtube.com/watch?v=_FmhPY-YEAA

-Discussion : Role of stereotypes

See Education for death
http://video.google.com/videoplay?docid=-7864027849616127161&q=EDUCATION+FOR+DEATH&hl=en

-Discussion: Role of stereotypes. Satire.

IV. Technical

- Make an animation using Photoshop:

Like movies, animations are made of frames, and you make these frames as layers in Photoshop.

1. Begin by making the base image on a separate layer from the background.

2. Make several layers. You have to create all the different frames... as layers.

3. Click the Jump to ImageReady bar at the bottom of your Toolbox. This opens ImageReady!

4. The palettes you will need are the Layers palette (right), and the Animation palette. If you are missing either of these, go to Window and click the one you are missing.

5. Show only the layer for the first frame. Next, you will put each of our frames into the animation palette. Notice that the first frame already has an image in it. We have to make it the image we want, though, so go on and turn off all the visibility eyes except for the bottom layer. That's the first frame.

6. Make the second frame. Now click the New Frame icon at the bottom of the Animations palette. (red arrow at right) This makes a new frame.

7. Make the other frames you need. Repet the process: new frame.. show layer... new frame... show layer... till your layers are all visible and one is in each of your animation palette's frames.

8. Saving your Animation.

Export > Save as optimized...

and name your file! (it will be a .gif file)

17. Check your animation in your browser. You can open it with Explorer, Safari or Firefox.

*Try different animation techniques:

-**Traditional**
Some ideas:
   * Draw the lid of a box opening in six movements. Then re-draw it with something coming out of the box.
   * Draw a caterpillar crawling along in five movements.
   * Draw smoke coming out of a chimney and disappearing in four movements.
   * Draw a juggler with three juggling clubs. Show the positions of the three clubs as they move through the air.

-Stop Motion
If you do not have a camera with you, you can try using the pictures that are here:
http://web.mit.edu/lombana/www/nml/lesson/

-Pixilation
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Remember…
In animation, you get moving images when the pictures change in some way. Here are some ways in which pictures can change:

   * Change in size things can get bigger (grow) or get smaller (shrink). (balloons, balls, plants)

   * Change in position (dots, lines, cars, people)

   * Change in angle (a clock, the sun)

   * Change in speed (a car, a bike)

   * Change in colour (circles)

   * Change of shape (faces)

(activity time:30 min)

V. Publishing your animation

In Flicker : Uploading your gif animation.

If you have a flicker account (http://www.flickr.com) you can publish your animation there. Here is how:

Once the animation is uploaded it will look like a still image. You have to do the following to allow the visitors of your site see the animation. Click the "ALL SIZES" button so the animation can be displayed. Then, copy the HTML code (1. Copy and paste this HTML into your webpage) and click "Back to the Flicker photo page." Then, paste the HTML code into the box "Add your comment." And click "POST COMMENT." Now you and the visitors of your page will be able to see the animation.

You can also upload your gif animation to your blog. Just attach it, as an image, to a blog post.

If you have myspace or facebook, you can also upload your gif animation to them.

VI. Showing your animation to the class

-Did the animation come what you wanted it?
-How was the experience of using this tool? Was it easy? Difficult?
-What do you think about this animation? (Critiques from the audience)