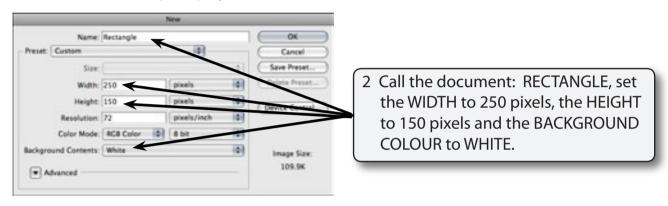
Animating Objects

You can create three dimensional animations from flat surfaces. To illustrate this a rotating planet will be created from a rectangle.

Starting a New Document

1 Load Photoshop, display the FILE menu and select NEW.



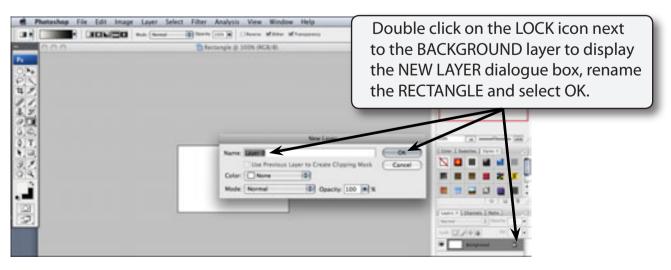
3 Select OK to start the document.

Creating a Filled Rectangle

The spherical planet will be created from a gradient filled rectangle.

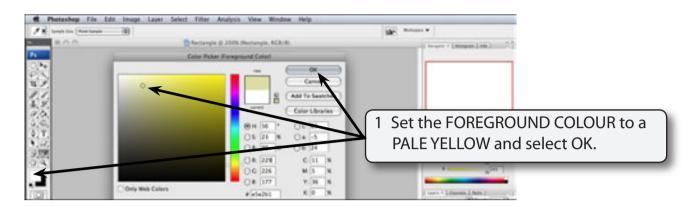
A Setting the layer

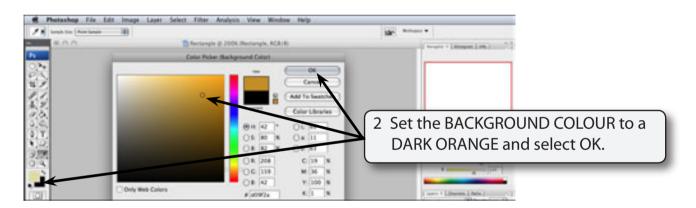
The background layer will be unlocked then filled.

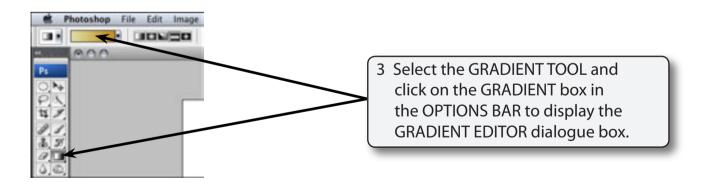


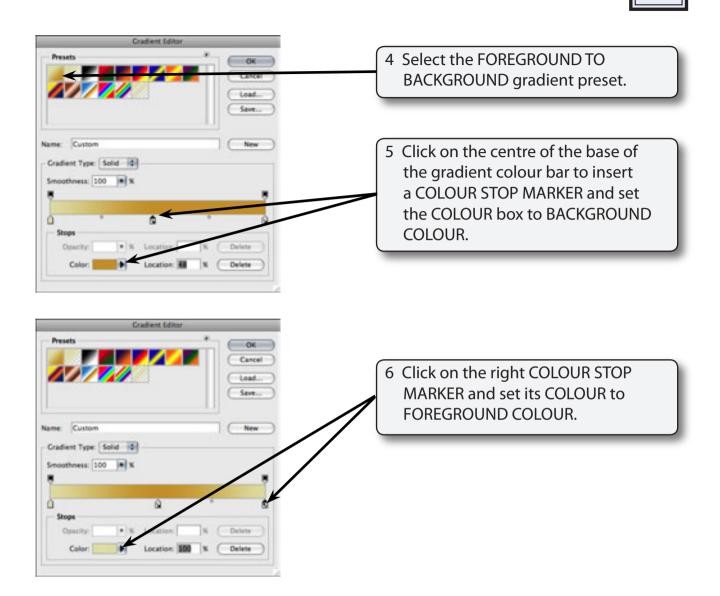
B Filling the Canvas

The canvas can now be filled with gradient colours.





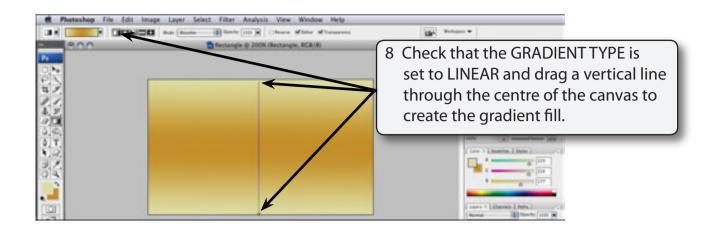




NOTE: i This has set the gradient to fade from the foreground colour to the background colour then back to the foreground colour.

ii You can add numerous COLOUR STOP MARKERS to the gradient colour bar to create the gradient you want.

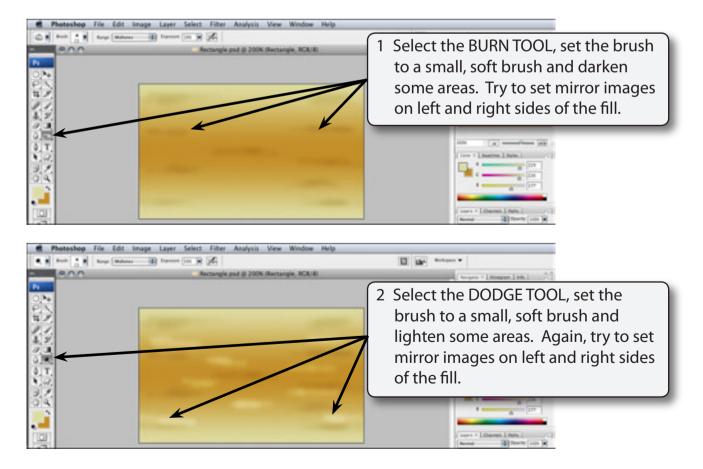
7 Select OK to set the gradient.



9 Save the file in you STORAGE folder as a PHOTOSHOP file under the file name:
Rectangle

C Adding Some Surface Marks

The BURN and DODGE TOOLS can be used to add some marks to the surface.



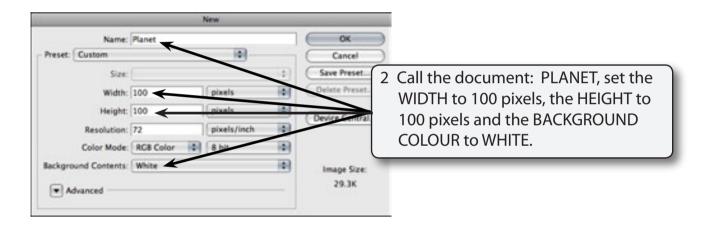
Creating a Smart Object

We want to produce an independent animation within a layer which can be added to other files. A SMART OBJECT LAYER can be used to achieve this without destroying the rectangle.

A Setting the Animation File

A separate file is used to create the animation.

1 Display the FILE menu and select NEW.



NOTE: i The object is going to be converted into a sphere, so the WIDTH and HEIGHT of the document need to be the same.

ii The HEIGHT has been set to lower than the HEIGHT of the RECTANGLE file so that all the fill will be displayed.

3 Select OK to start the document.