

Timeline Animations

The VIDEO section of the TIMELINE panel can also be used to create animations.

Creating Bouncing Icons

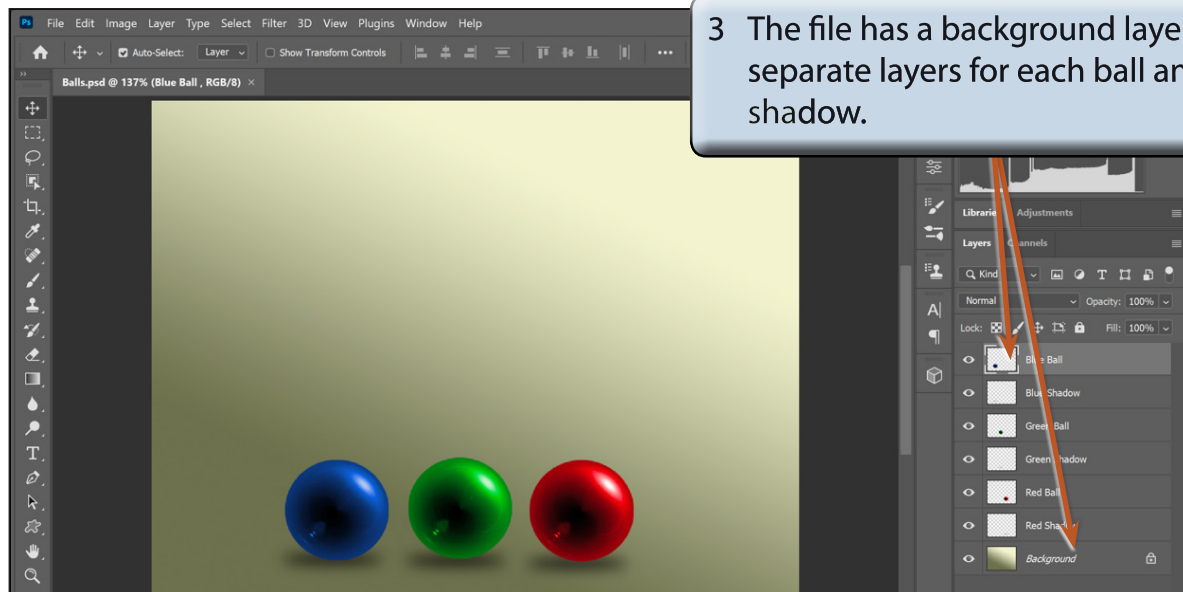
Let's create some bouncing balls and save them as an animated GIF. This will simulate the icons in the dock of the Macintosh system when a software error message is displayed or when an e-mail is received in programs like Thunderbird.

A Loading the Prepared file

The balls have been prepared for you.

- 1 Load Photoshop or close the current files and select OPEN from the WELCOME screen or FILE menu.
- 2 Access the PScC SUPPORT FILES, open the CHAPTER 35 folder and OPEN the file:

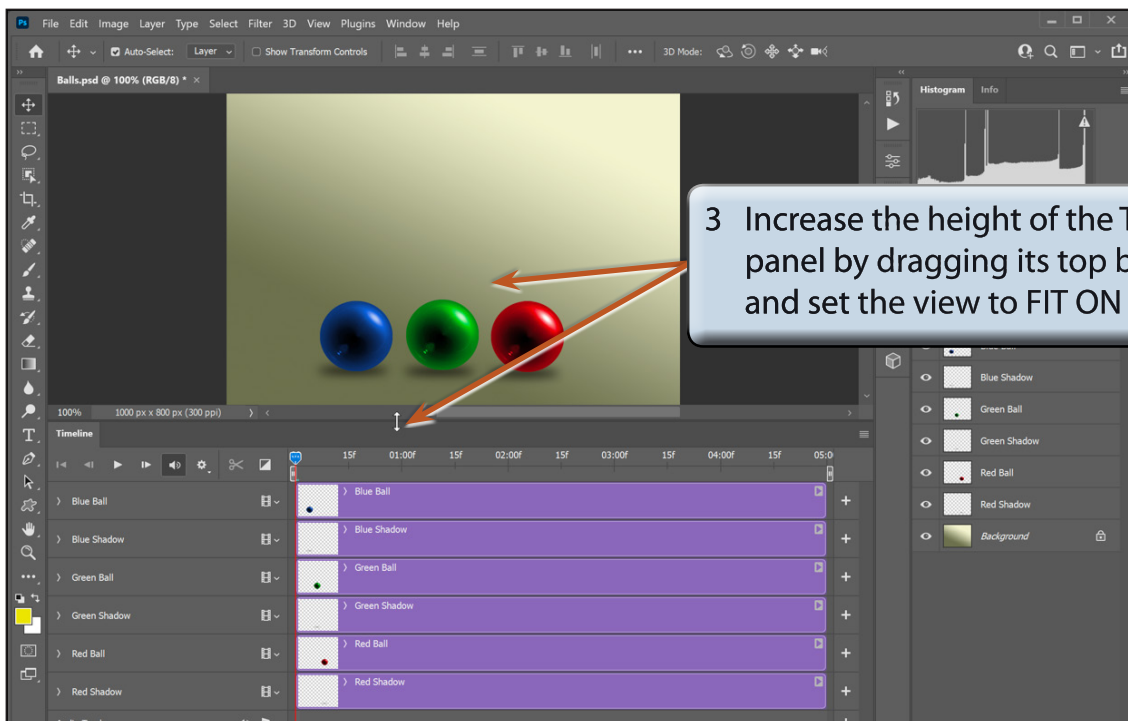
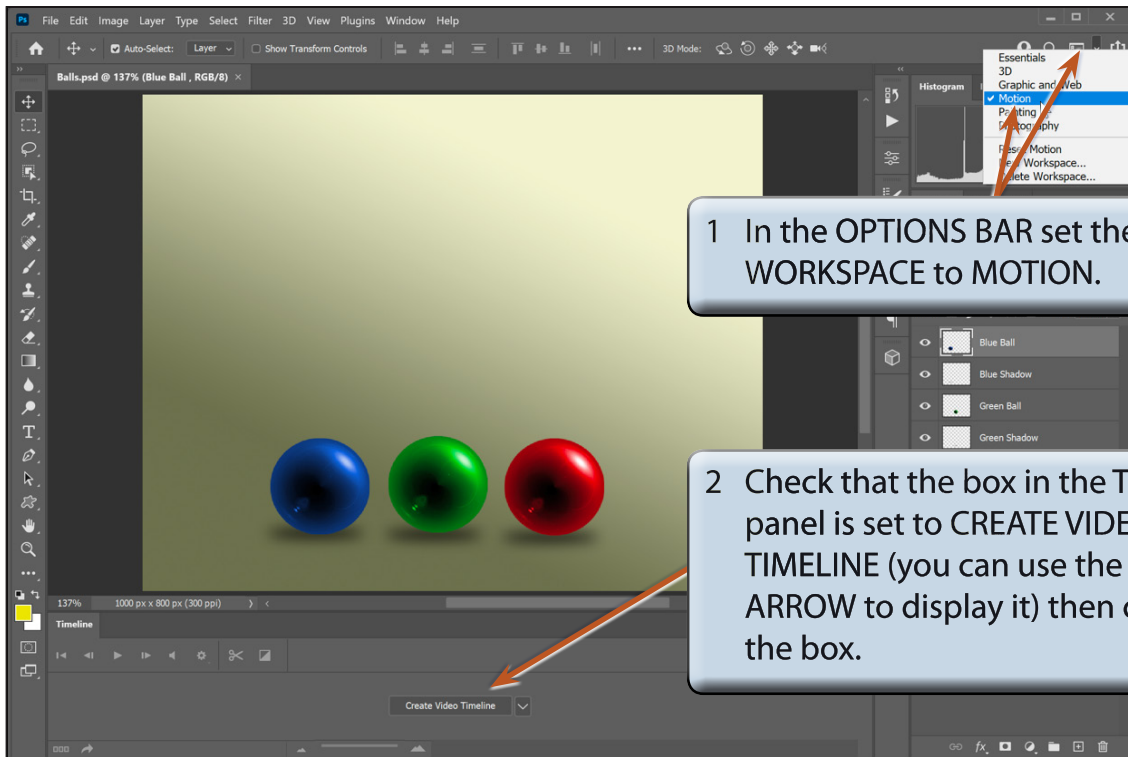
Balls



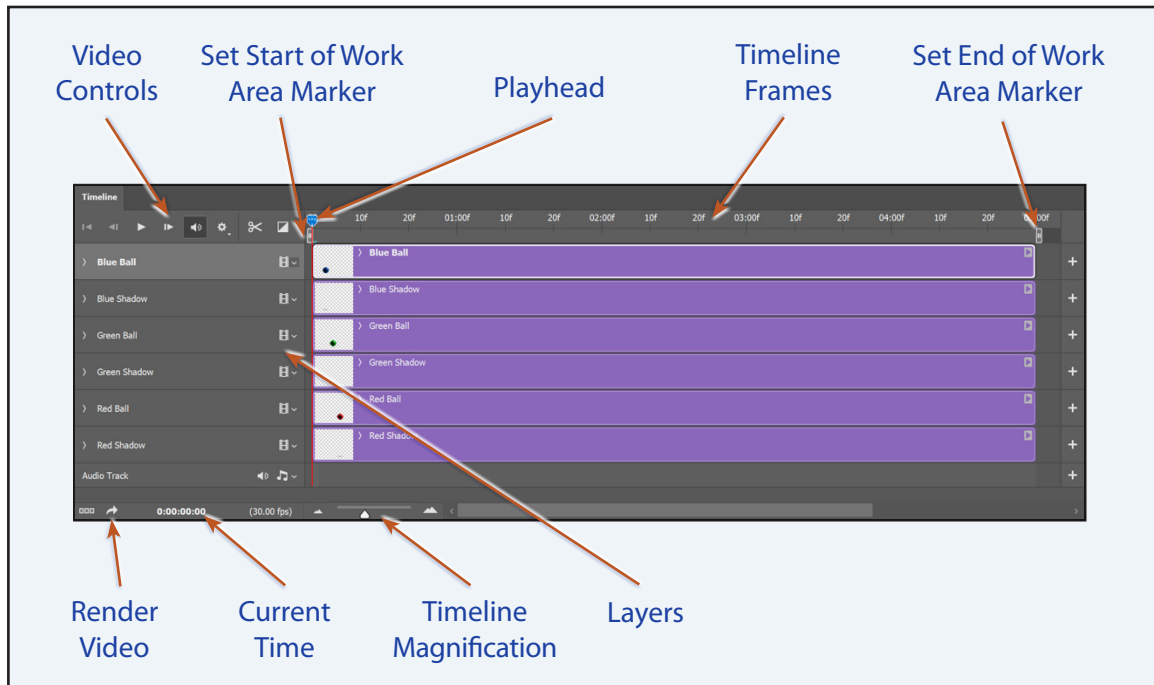
- 3 The file has a background layer and separate layers for each ball and its shadow.

B Opening the Video Timeline

This time the VIDEO TIMELINE section of the TIMELINE panel will be used.



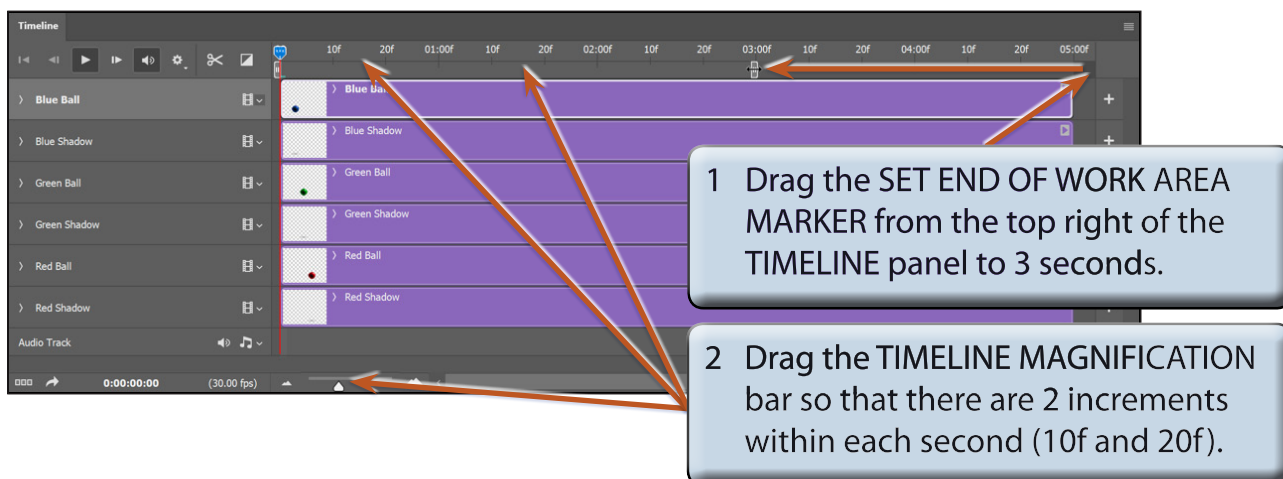
- 4 The following diagram labels the VIDEO TIMELINE section of the TIMELINE panel.



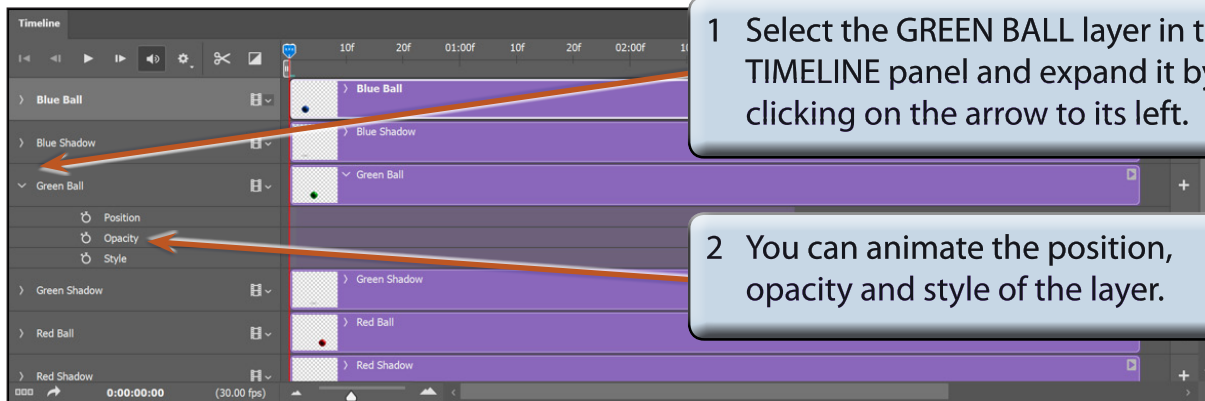
C Setting the Animation Duration

The WORK AREA markers in the TIMELINE FRAMES are used to set the duration of the animation. In this case a 3 second animation will be created.

The default speed of an animation is 30 frames per second (fps), so this will be a 90 frame animation. Each one-second in the TIMELINE FRAMES across the top of the panel has frame increments, e.g. 10f (for 10 frames), 20f, etc, depending on the panel settings.



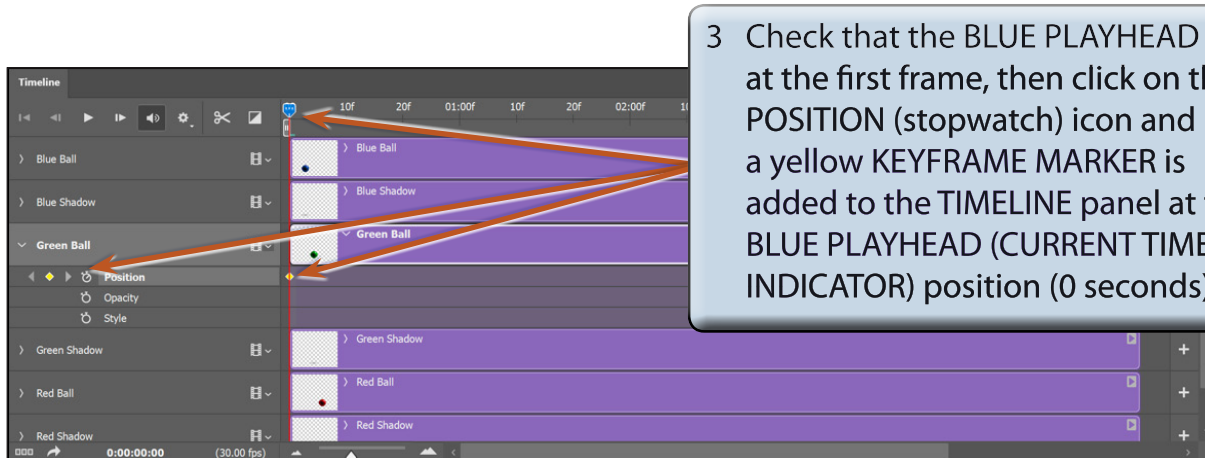
D Animating the Green Ball



1 Select the GREEN BALL layer in the TIMELINE panel and expand it by clicking on the arrow to its left.

2 You can animate the position, opacity and style of the layer.

NOTE: Each section within a layer is animated by clicking on the icon to left of the section.



3 Check that the BLUE PLAYHEAD is at the first frame, then click on the POSITION (stopwatch) icon and a yellow KEYFRAME MARKER is added to the TIMELINE panel at the BLUE PLAYHEAD (CURRENT TIME INDICATOR) position (0 seconds).

NOTE: A KEYFRAME is where a significant change occurs in the animation.