Animations

Animations can be created within Photoshop. For example, you can create time lapse photography, animated GIFs such as logos, flash videos and QuickTime movies. The animating process involves setting the changes (or keyframes) is separate layers then turning layers on or off in frames that can be inserted in the ANIMATION palette.

Time Lapse Photography

A popular photographic effect is to take photos of the same place at different times of the day to show the changes in activity and light that have occurred. For example, photos of a city can be taken at intervals through the day which capture the daytime activities, rush hour and the lights coming on at sunset.

A Loading the Sample Photo

A sample photo has been prepared for you. The exposure of the photo will be altered to simulate the sun going down.

- 1 Load Photoshop or close the current file and select OPEN from the FILE menu.
- 2 Access the PScs3 SUPPORT FILES, open the CHAPTER 19 folder and load the file:

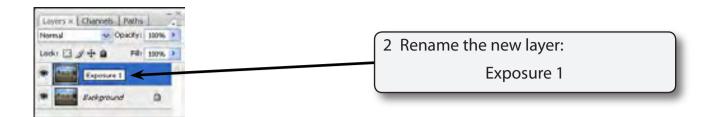
Time Lapse

We could open multiple copies of the photo taken at different times and drag each into the one file, but altering the exposure will be adequate to demonstrate the process.

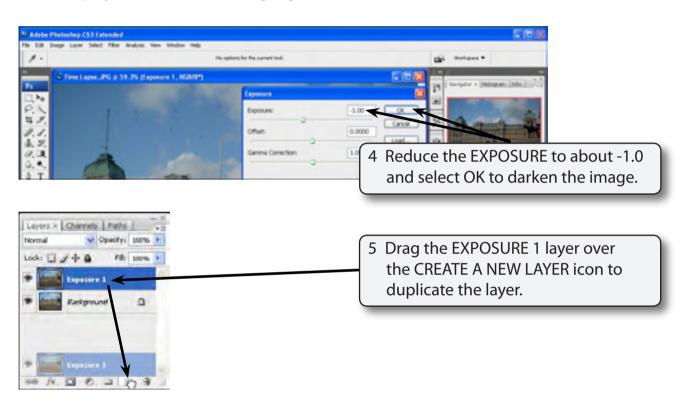
B Creating the Layers

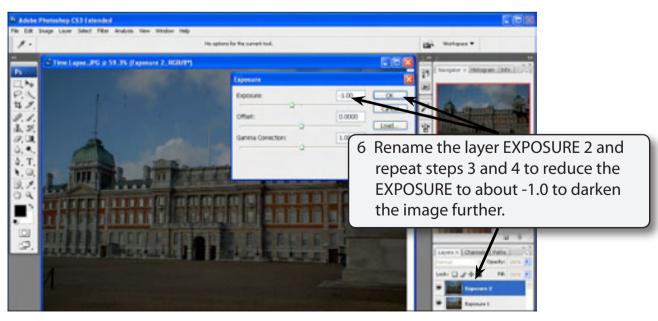


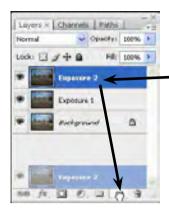
In the LAYERS palette drag the BACKGROUND layer over the CREATE A NEW LAYER icon to duplicate the layer.



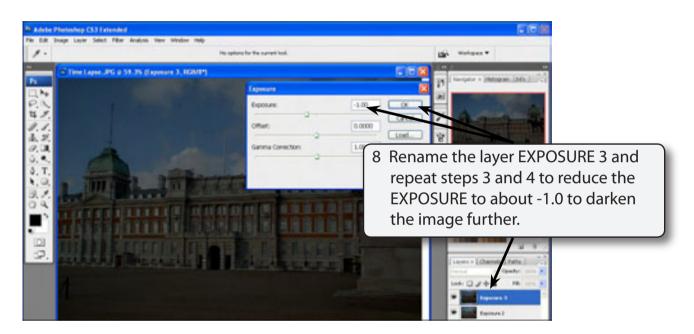
3 Display the IMAGE menu, highlight ADJUSTMENTS and select EXPOSURE.

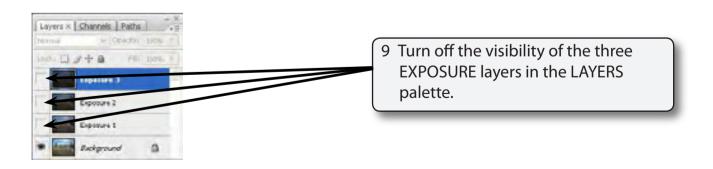






7 Drag the EXPOSURE 2 layer over the CREATE A NEW LAYER icon to duplicate the layer.



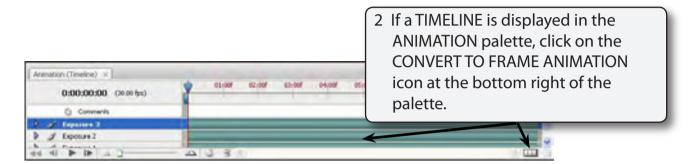


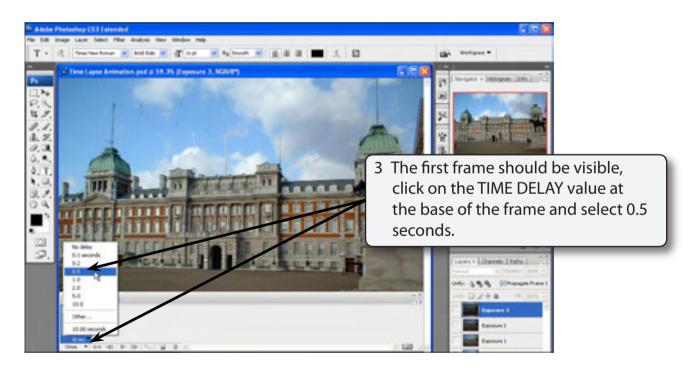
10 Save the file in your STORAGE folder as a PHOTOSHOP file under the file name: Time Lapse Animation

C Inserting the Frames

Frames are used to create the animation. These are inserted in the ANIMATION palette.

1 Display the WINDOW menu and select ANIMATION to open the ANIMATION palette which should be displayed at the bottom of the canvas.

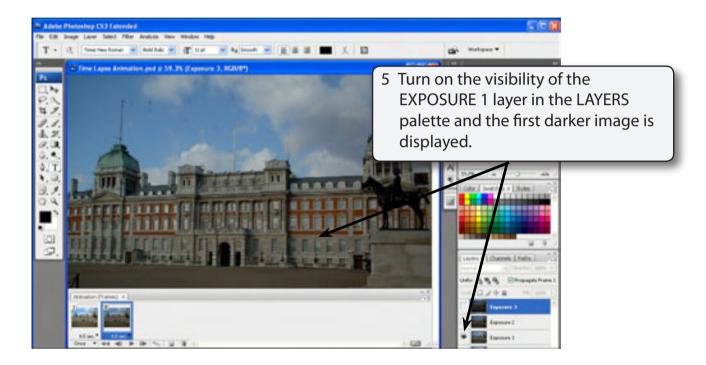




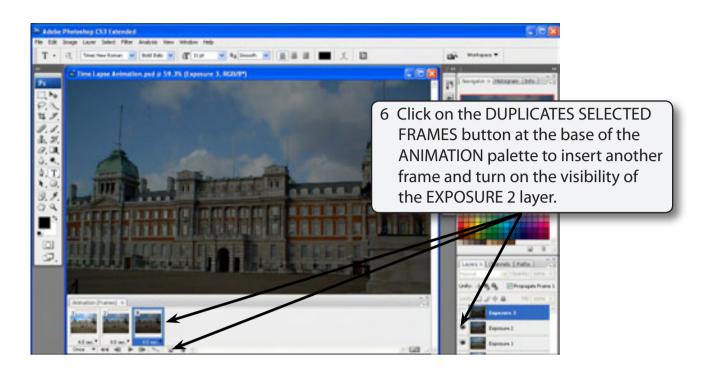
NOTE: The TIME DELAY value is how long the frame contents will stay on the screen before the contents of the next frame are displayed.

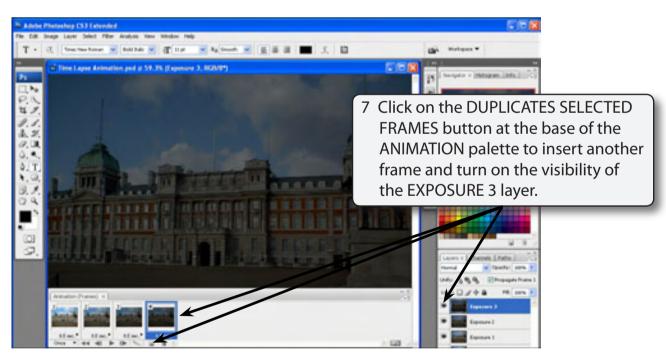


4 Click on the DUPLICATES SELECTED FRAMES button at the base of the ANIMATION palette. The new frame will have the same time as the previous frame.



NOTE: The EXPOSURE 1 layer has only been turned on for the second frame, not the first.







8 If FOREVER is displayed in the LOOPING box at the bottom left of the ANIMATION palette, set it to ONCE so that the animation will play just once.