## **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 panel.

# **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 files and select OPEN from the FILE menu.
- 2 Access the PScs4 SUPPORT FILES, open the CHAPTER 20 folder and load the file:

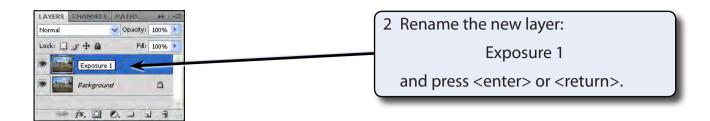
Time Lapse

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.

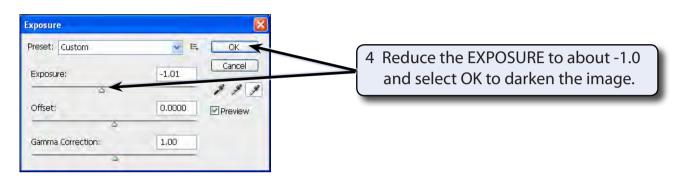
### **B** Creating the Layers

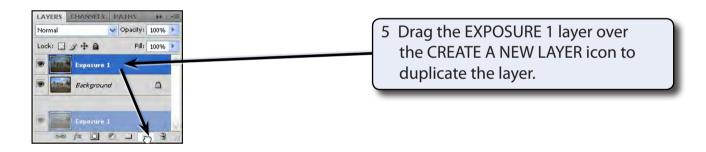


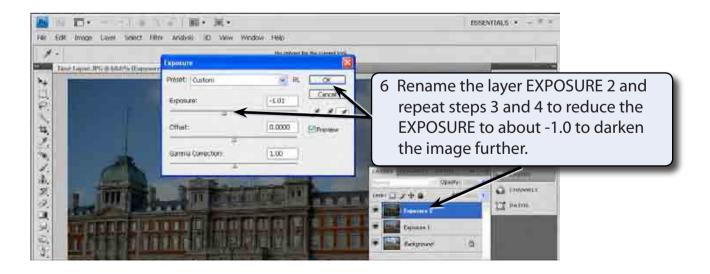
1 In the LAYERS panel drag the BACKGROUND layer over the CREATE A NEW LAYER icon to duplicate the layer.

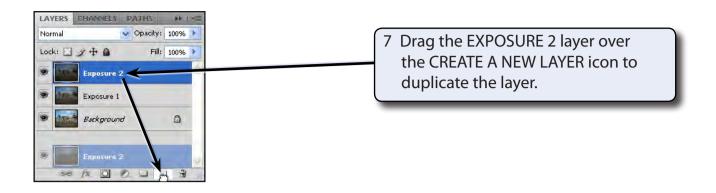


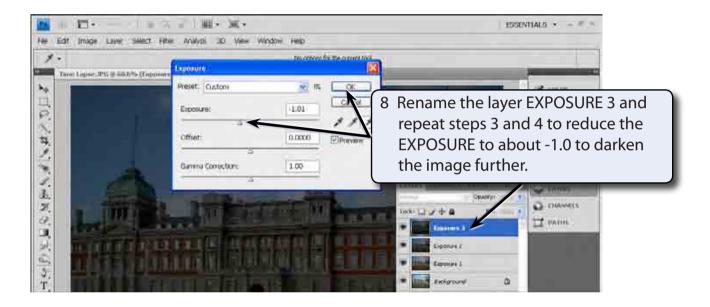
3 Display the IMAGE menu, highlight ADJUSTMENTS and select EXPOSURE.

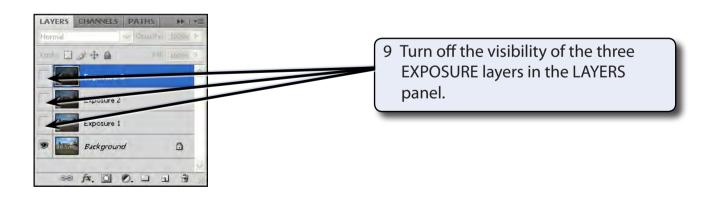












10 Use SAVE AS from the FILE menu to save the file in your STORAGE folder as a PHOTOSHOP file under the file name:

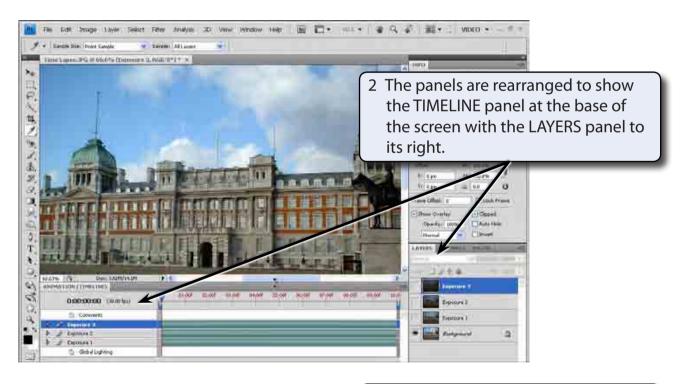
Time Lapse Animation

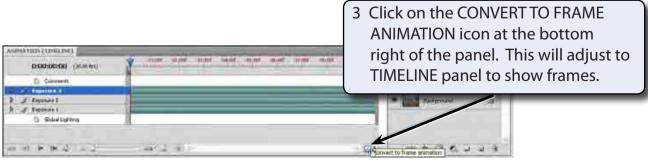
#### C Opening the Video Workspace

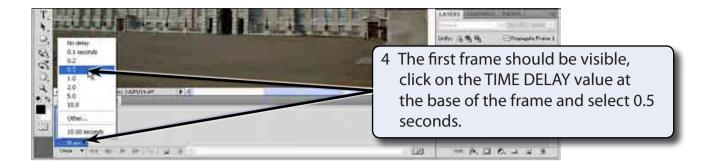
Frames are used to create the animation. These are inserted in the ANIMATION panel which can be quickly added to the screen using the VIDEO workspace.



1 Click on the arrow next to the WORKSPACE box in the APPLICATION BAR and select VIDEO.







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.



