



## EXERCISE #9 GIF ANIMATING IN IMAGE READY

To complete this exercise a file must be submitted that shows a gif animation using tweening and plays in a browser. Make sure files are saved withing a folder so links are not lost.

Works exactly like cell animation - several frames are displaying in rapid succession which creates the illusion of movement

For each frame you can define attributes such as **position, opacity, layer style, and disposal method**

**You can not tween color, shape, or size of an element these will ripple through all frames**

**If you have Photoshop 7, this palette is slightly different.**

### Text Animation Tweening Movement & Style

- 1) Create new document 100 x 200 in Image Ready
- 2) Set some text with text tool in the upper left of window (can't see you text, check foreground color)
- 3) Display animation window WINDOW>SHOW ANIMATION
- 4) Define file as gif in optimize palette and set transparency & other options
- 5) Create new frame by clicking on new frame icon (looks like dog eared paper) on animation palette
- 6) Using move tool move text to new position in bottom right add some bevel & emboss and a black outline
- 7) Play animation by clicking triangle button on bottom-not too exciting
- 8) Go to pull out menu on animation palette and go to tween or bouncing icon on bottom of palette set the number of in between frames, try 2
- 9) Now play animation - much smoother (remember to try to keep frames under 5)
- 10) Jump to Internet Explorer like we did with buttons and watch animation
- 11) If you like it save it

### Additional settings

- **Pull down where it says once and set looping here - other gives option of number of times**
- **Set delay by pulling down on each frame and changing 0 to number of seconds**

### Bouncing Ball Animation Tweening Movement

- 1) Create document in Image Ready 200 x 200
- 2) Make sure your foreground color is something other than white. Draw a circle with the shapes tool, remember to hold down shift key so it is a circle and not an ellipse. Move circle to top left corner.

- 3) Check optimization settings
- 4) Apply style effects (f at bottom of layers palette) - inner bevel/smooth/size 40/soften 2
- 5) Duplicate frame and move circle to bottom, in new frame.
- 6) Tween 2 frames
- 7) Duplicate frame 4 which is ball at bottom of frame
- 8) Tween 2 more frames between last frame and where ball is at the bottom of frame
- 9) Now play animation
- 10) Jump to Internet Explorer and play animation
- 11) If you like it save it
  - Play with animation by adding frames and reversing them, or adding another layer with the ball squished at the bottom, use your imagination
  - Speed of frames - until saved, flattened and optimized in Image Ready even ) delay settings play slow. After optimizing and saving then you might need to adjust speed again.
  - Image Ready can not morph between images, use Illustrator or Photoshop to create different changing layers. Those Photoshop layers can be changed into different frames in Image Ready

### Other helpful hints

- Complex animations can save band width by creating them at 50% size in Image Ready and scaling in Web authoring program - reduction in quality isn't be noticeable because of movement
- Right clicking on frame brings up disposal methods options for transparent layers
  - automatic - discards the current frame if next frame contains transparency
  - do not dispose - keep current frame (makes trails)
  - restore to background - like automatic discards current frame but let background color show through transparent areas - use if you want to object to blend with background

### Image Ready does not simulate disposal methods so you must preview in browser

- Optimizing animations - go to pull out menu on animations palette
- Pull out to optimize animation and release - brings up bounding box & redundant pixel removal
- Bounding box - means IR only saves image area not pixels outside of area (to save on file size)
- Redundant pixel removal - sets over lapping pixels to transparent (to save on file size)

### Other things you can do with Image Ready gif animations

Image Ready can convert quicktime movies into animations

3D renderings created in 3D programs and saved as Quicktime movies can be

**When building a gif animation in your final project, do it last or keep it in its own slice. The animation will retain whatever button state you have at the time the animation is created.**