

Animation 1: Blinks and Winks

- Open your Illustrator Eye document from week 4. You will be adding an eyelid to the eye to import in to Photoshop as a series of illustrations that will create an animation of your eye blinking:
- In Illustrator create a new layer and in that layer draw an eyelid half way down.
- Add another new layer and draw an eyelid completely covering the eye. (If you would like to slow down the blink, you may create more drawings of the eyelid at different position.)
- Hide the new eyelid layers and copy the eye fully open eye (use command-C).
- Open Photoshop, create a new RGB Basic document that is 800x600.
- Paste the eye into a new Photoshop document as a Smart Object (use command-V).
- Go back to Illustrator, show the first eyelid drawing that is halfway down, copy the drawing (use command-C) and paste it in to the Photoshop document (use command-V) as a Smart Object.
- Photoshop will generate a new layer for each copied object.
- Perform the same actions again with the eye fully closed - copy from Illustrator (use command-C) and paste in to Photoshop.
- Select all the smart object layers and resize them uniformly so that they fit in the 800x600 document.
- In Photoshop show the Timeline panel: from the top menu use Window > Timeline.
- In the Timeline panel use the button in the center to “Create Frame Animation” (you may have to use the arrow to select “Create Frame Animation” if it is showing “Create Video Animation”).
- The panel will present a single frame in the timeline. From the Timeline menu – far left of the panel you can choose “Make Frames From Layers” to quickly generate an animation based on each of the smart object frames.
- Or you may do it manually, by creating new frames and turning on and off the visibility of layers for each frame:
- With that frame selected, in the Layers panel, hide the layers that show the eye with the eyelid.
- Create a new frame by clicking the paper icon next to the garbage icon in at the left bottom of the Timeline panel.
- With the second frame selected hide the open eye layer and show the eye with the eyelid halfway down.
- Create a third frame and in the Layers panel show only the closed eye, hide the other layers.
- In the Timeline tools menu (again bottom left), set the animation to play “Forever”. Click the play button and test your blink.
- Export an animated GIF: from the top menu in Photoshop go to File > Export > Save for Web (Legacy). In the “Save for Web” dialogue window at the top of the right column choose the Preset: GIF 128 Dithered. Resize your Image Size (toward the bottom of the left column) to 400x200 or smaller. Make sure that the Looping Options is set to Forever. Check the file size - bottom left corner, below the image, keep it below 200KB
- Save your file and post to your web page.

Animation 2: Cut Up Cinema

- Create photographs of yourself or friend(s). Be sure to photograph against a high-contrast solid background to make it easier to pull off the figure.
- In Photoshop cut the person out of the image to create a digital puppet.
- Use Puppet Warp Tool to animate the cropped photography
- Duplicate your person into various frames. In each frame create variations of the person using the Puppet Warp tool.
- Open the Timeline panel and create a “Frame Animation”.
- By presenting each layer on different frames create an animation of your celebrity in various positions.
- Add text that gives your person a motto or saying.
- Feel free to add more than one person and other objects to your animation.