

# Photoshop 5.5 & 6.0 Tips & Tricks

## Introduction To Animations In ImageReady

In this example, you will be using Photoshop layers to create individual image layers for a simple animation. Once you have created the image layers, you will open the file in ImageReady, using the jump-to icon to add motion to the layers and complete the animation process. The Photoshop layers will become the frames for the animation. The process is as simple as showing and hiding the layers in the animation. These animations can become very complex and can have any number of layers and frames. ImageReady can create fairly complicated animations. You can also import Illustrator files for animation as well. The simple animation in this example will introduce you to the interface and the tools you need to get started.

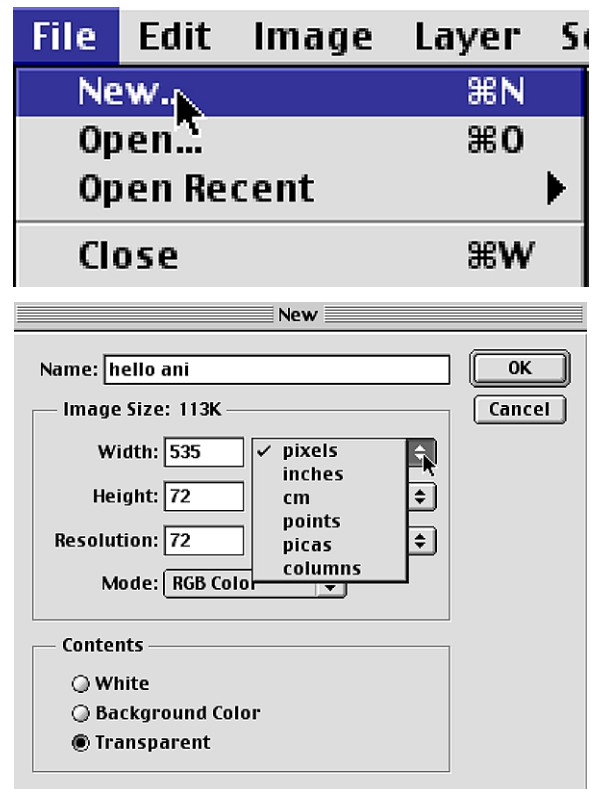
### 1. Create A New File in Photoshop

1. Create a new document.  
From the File Menu, choose New.
2. Set page dimensions and name the file:  
hello ani  
535 wide, 72 High and 72 pixels/inch

**Note:** make sure the measurements are in pixels.

3. Fill the background with black.  
Press the Option/Alt. and Delete Keys to fill the canvas with black.

**Note:** Check to be sure that black is the foreground color. If not, press the D Key to bring back the color default settings.



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## 2. Add Text Layers

1. Select a fun font and use a bright color for each letter.

**Note:** In 6.0, the “Font Options” Control Bar is visible at the top of the canvas. This is where you will select font face, size, orientation, and color.

2. Create each letter on its own individual layer.

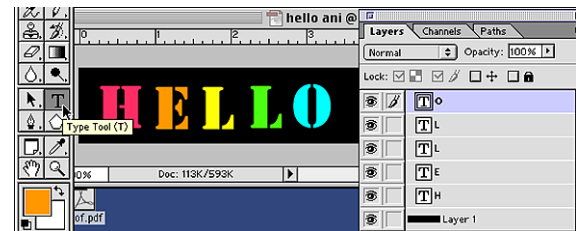
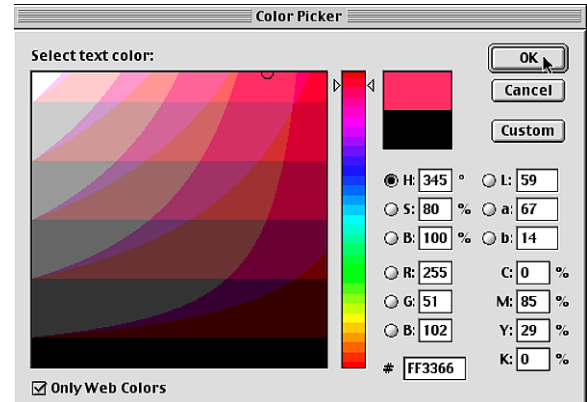
a. Each time you click the cursor on the canvas, a new layer should appear in the Layers Window.

**Note:** If a new layer does not appear, move the cursor further away from the previous letter and click again.

b. Choose your color from the color picker, making sure the “Only Web Colors” box is checked.

**Note:** This example uses 18 point font size and Stencil for the font face. Colors are as follows:

Pink = FF3366, Orange = FF9900,  
Yellow = FFFF00, Green = 66FF00,  
Blue = 33FFFF



## 3. Lock and Align Letter Layers

1. Lock all layers together:

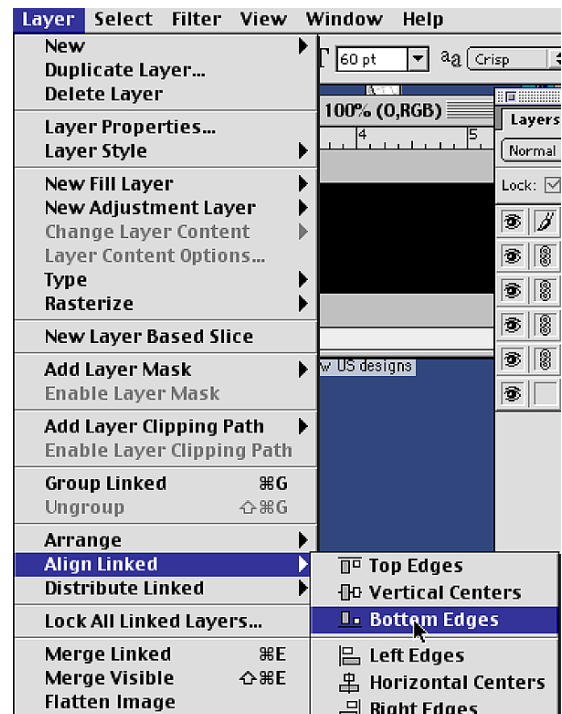
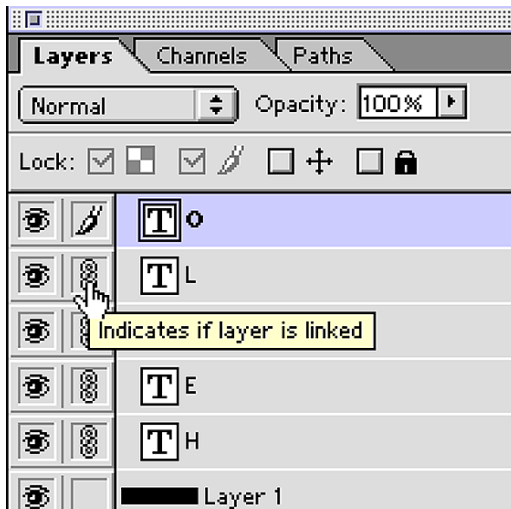
Select the first letter in the Layers Window, then click in the box to the left of the image layer for the next letter. A chain appears in the box to indicate that the second layer is linked to the first layer. Continue checking boxes until all layers are linked.

**DO NOT** link the black Layer 1 layer.

2. In the Layers Menu,

Choose, “Aligned Linked”;  
then, choose “Bottom Edges.”

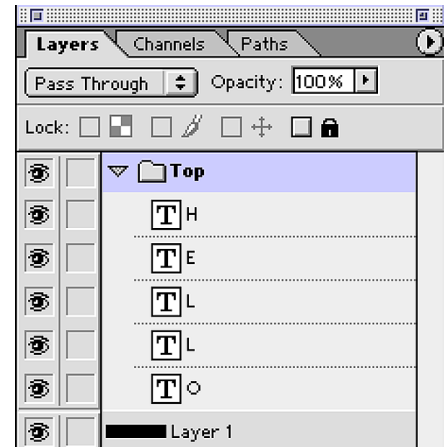
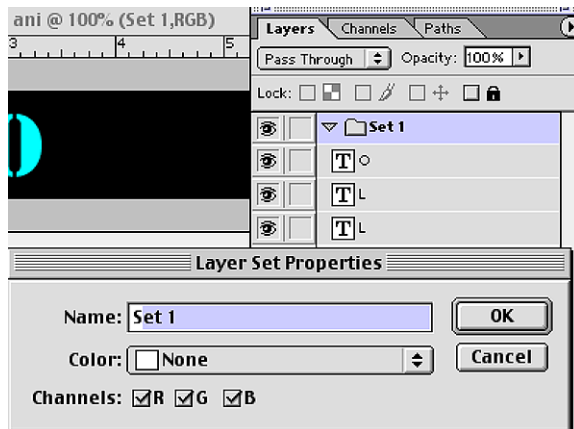
3. Using the Move Tool, center the text on the canvas.



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## 4. Organize The Text Layers

1. Create a new set folder by clicking the new set folder icon.
2. Double click the Folder Layer name. The Layer Set Properties Dialog Box appears. Rename the Layer set "Top."
3. Drag the Text Layers into the new folder. Put them in order by dragging one layer above the other.

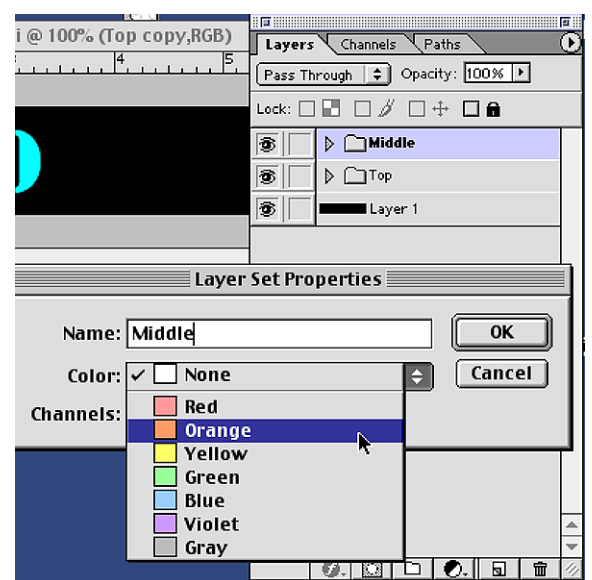
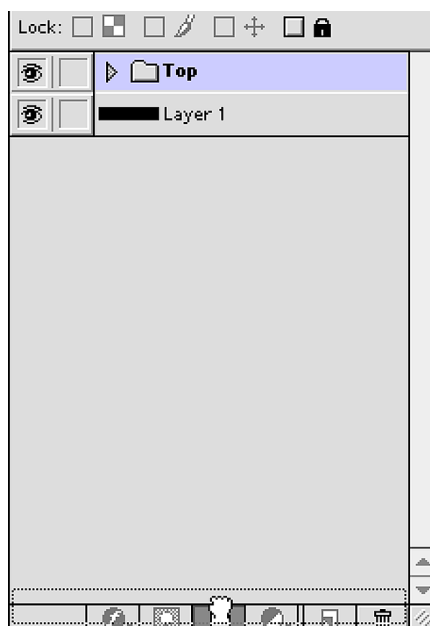


## 5. Duplicate The Layer Folder

Now you will make two copies of the top folder.

1. Drag the Top Folder Layer down and on top of the "Set Folder" icon.
2. Double click the Folder Layer Name. Rename it "middle."
3. Repeat the cropping process. Rename this new folder "bottom."

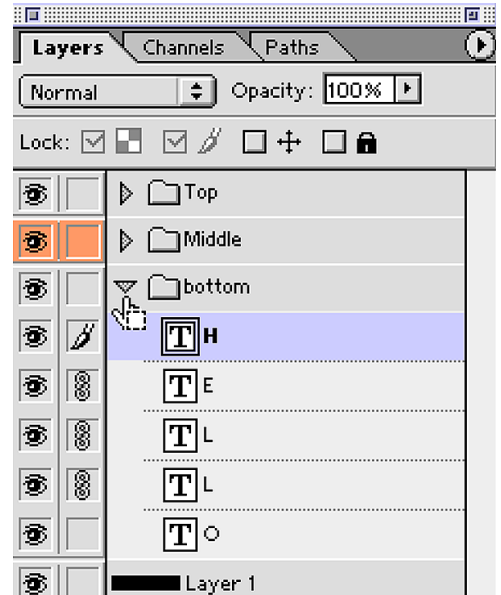
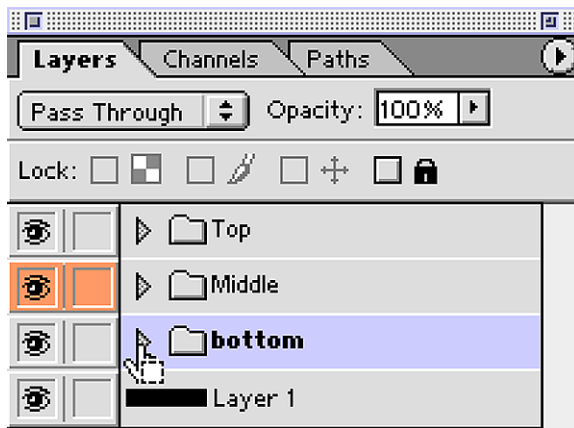
**Note:** For further organization, Layer sets can be color coded. This is extremely helpful when creating large animations.



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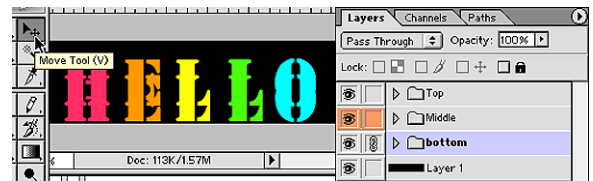
## 6. Move The New Text Layers Into Position.

Select and open the Bottom folder by clicking the Twirly (arrow), next to it in the Layers Window. Be sure all layers are linked together. If they are not, link them now. Repeat for other folders.

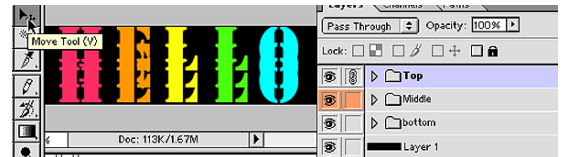


Now you are ready to move your first layer into position on the canvas.

1. Select the Bottom Folder in the Layers Window.
2. Select the Move tool and hold down the Shift key to constrain the movement of the mouse.  
On the Canvas, drag the Text Layer to the bottom of the canvas.
3. Select the Top Folder and repeat the process, moving the text to the top of the canvas.



- Note:** It is helpful to keep all the text layers visible to make positioning of the text easier.
4. Save the file.



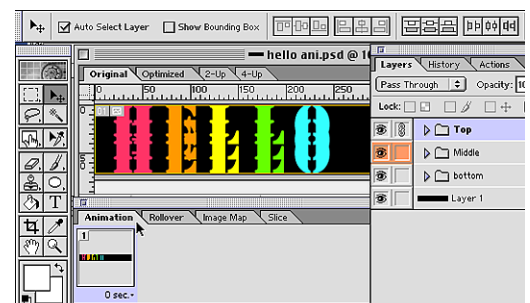
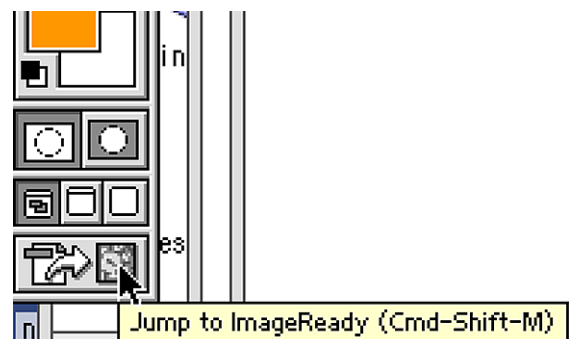
## 7. Open The File In ImageReady

Click on the “Jump to ImageReady” icon at the bottom of the tool bar.

Once in ImageReady, you will see the layers window open with your folders just like in Photoshop. Now it's time to start the animation process.

You are going to make the text seem to appear at the top of the page, fall to the bottom and then bounce back up to the middle and stay there.

You will also be adding and adjusting some tweens. Tweens are the in-between states of images. Using the “tween” option will automatically create the in-between images for you.

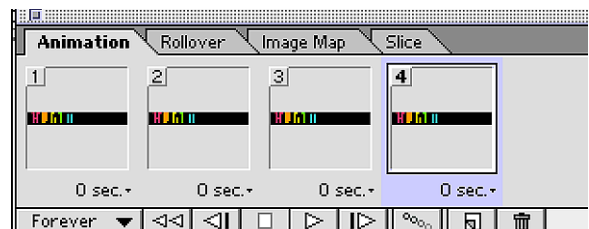
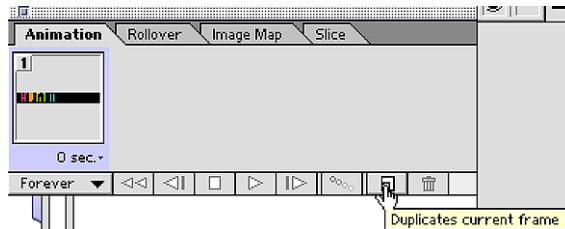


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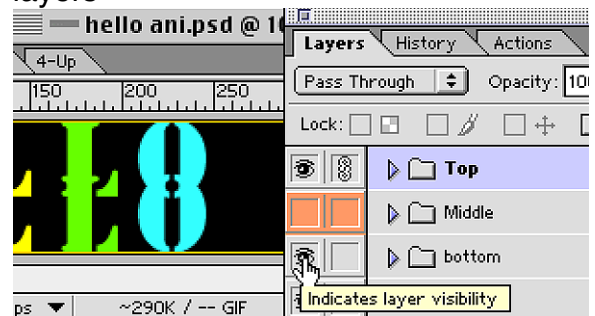
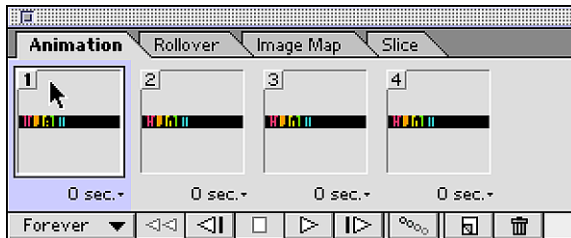
## 8. Add Frames and Add Some Animation

If the Animation window is not visible, open it by going to the Window Menu.  
Choose "Show Animation."

1. Click on the "Duplicate Frame" icon in the Animation control window.  
It's the one next to the Trash Can icon.
2. Repeat, adding new frames until there are four frames.



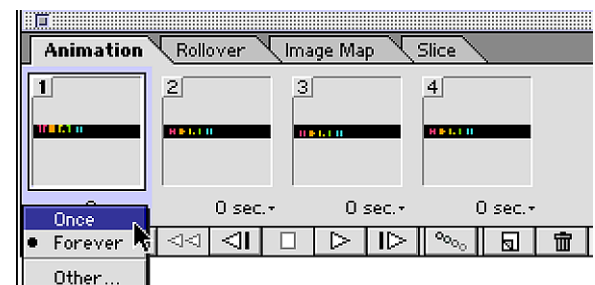
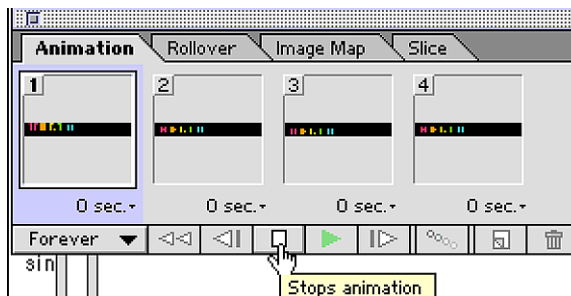
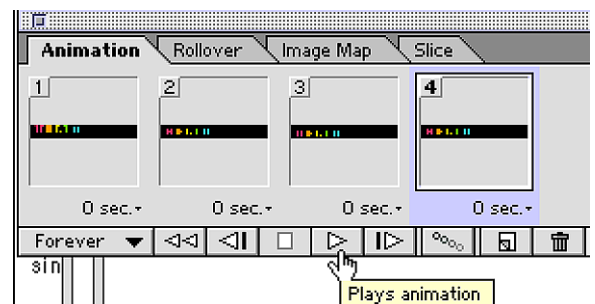
- 3 Select the first frame.  
In the Layers Window hide the bottom and middle layers  
by clicking on the eye in the visibility box.



4. Select frame 2. Hide the top and bottom layers.
5. Select frame 3. Hide the top and middle layers.
6. Select frame 4. Hide the top and bottom layers.



7. Test the animation by clicking on the Play Button in the Animation Window. It's shaped like a triangle.
8. Stop the animation by clicking on the Stop Button. It's shaped like a Square.
9. The animation is set to loop forever.  
Click on the drop down arrow to reveal the other options, Choose "Once"

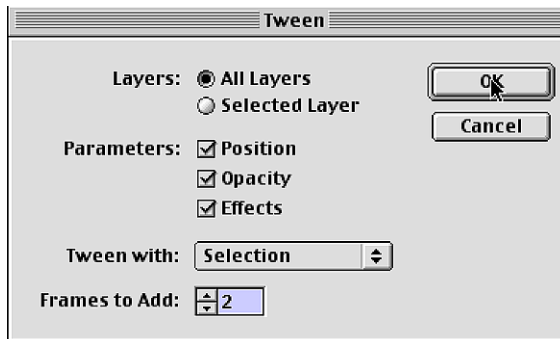


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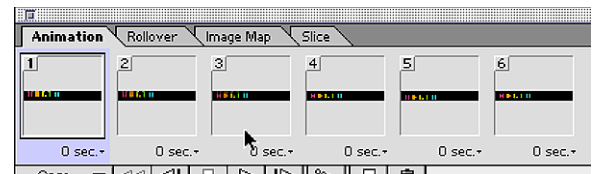
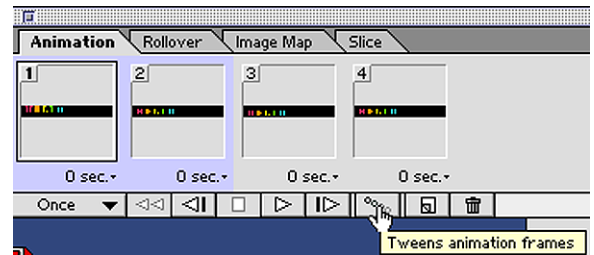
## 9. Add Some Tweens

1. While holding down the Shift Key, select the first and second frames.
2. Click on the “Tween” icon located in the Animation controls window.
3. When the “Tween” dialog box appears type “2” in the “Frames to Add” box. Test the animation again.

Notice that you now have six frames in the Animation window. Two tweens were added between frames 1 and 2.



4. Select frame 2. Notice how the Opacity Setting is stronger on the Top Layer than the Middle Layer.
5. In the Layers Window, turn off the visibility of the Middle Layer. Set the opacity of the Top Layer to 100%.

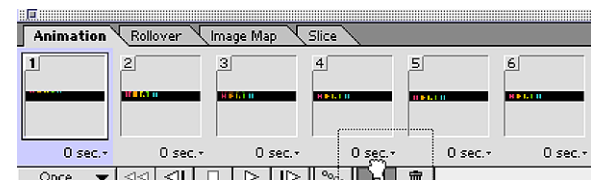
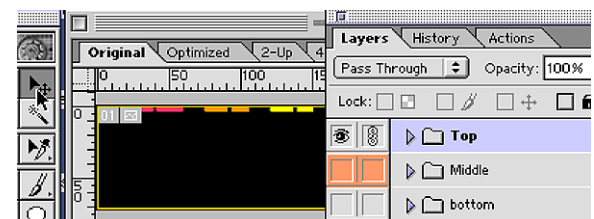
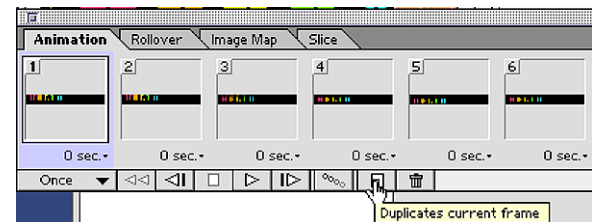


## 10. Duplicate Frames And Opacity Settings

1. Select frame 1.
2. Use the “Move” tool, and with the Shift Key held down, drag the Top Layer to the top of the canvas until the bottom of the layer is just visible.

**Note:** If the image goes too far off the canvas, the pointer tool turns into a circle with a line through it, and the image will snap back to its original position on the canvas. Just keep trying until the layer stays in place.

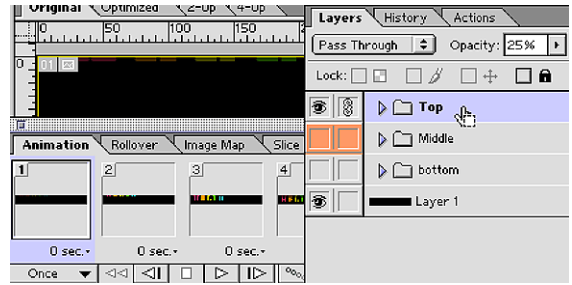
3. Drag frame 1 to the New Frame Icon. A copy of Frame 1 is now in the Animation window.



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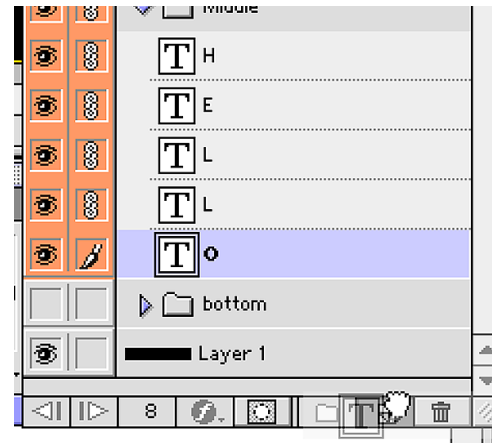
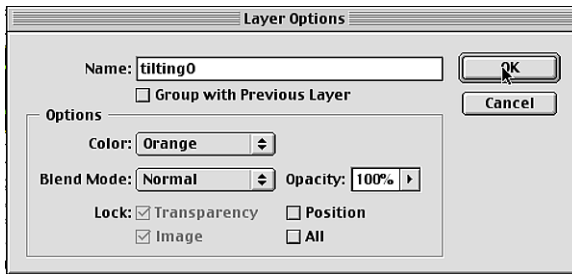
## 10. Duplicate Frames And Opacity Settings Cont.

4. Select frame 1 in the animation window.
5. Select the Top layer in the Layers window.
6. Change the Opacity for the Top Layer to 25%.
7. Duplicate Frame 1 again.
8. Select Frame 1 and set the opacity of the Top Layer to 10%.

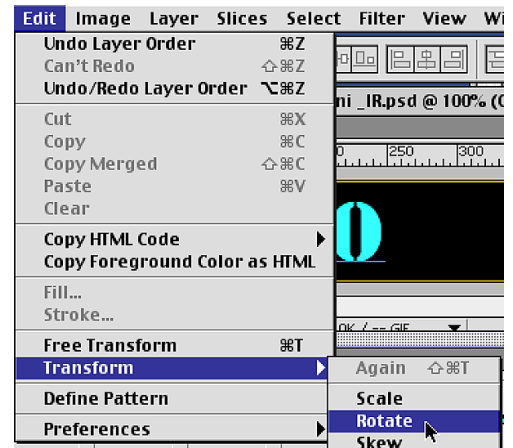


## 11. Add Another Text Layer

1. In the Layers window, open the Middle folder.
2. Select the O Layer.  
Drag it to the "New Layer" icon.
3. Rename it "Tilting O."



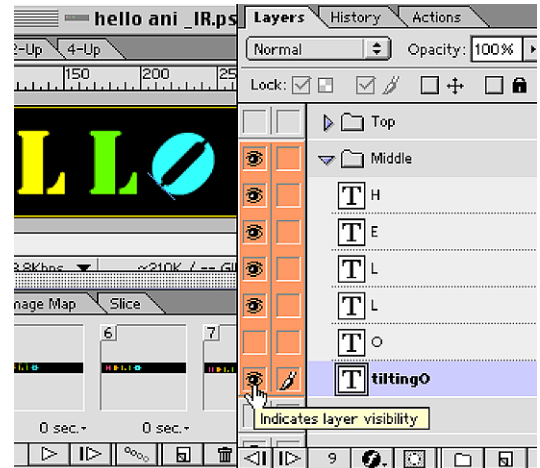
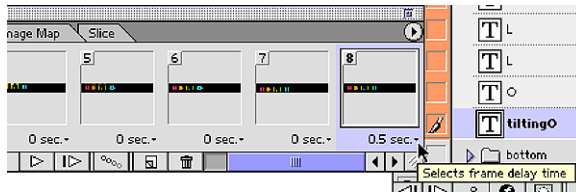
4. Rotate the "Tilting O" Layer by choosing Transform from the "Edit" menu.  
A bounding box appears around the image.  
In 6.0 the Transformation tools appear at the top of the canvas window in the Tools control bar.  
Type "45" in the "Rotation Control" box.
5. Turn off visibility on the "Tilting O" layer.



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## 12. Add Another Animation Frame

1. Select the last Frame in the Animation window (#8).
2. Change the Duration of the last Frame: click on the drop down arrow and Choose "0.8."
3. Duplicate the frame.
4. Turn off the visibility of the "O" layer and turn on the Visibility of the "Tilting O" layer.
5. Play animation.



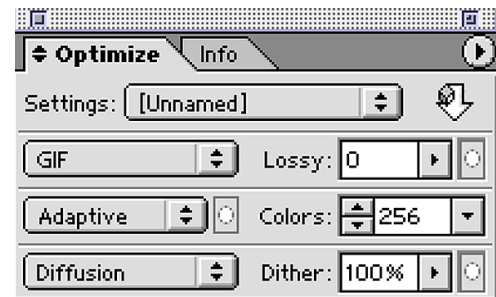
## 13. Save The Optimized File

Now the animation is ready to save.

1. Open the "Optimized and Info" controls window if it is not already open.

Choose these setting from the drop down choices for best quality output:

GIF; lossy = 0; Adaptive; 256 colors;  
Diffusion; Dither=100%.

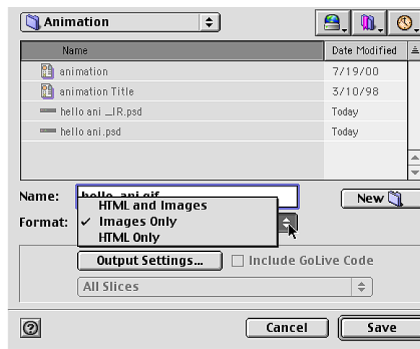
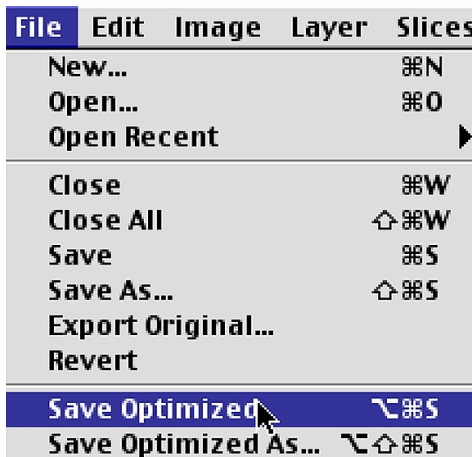


2. In the File Menu, choose "Save Optimized."

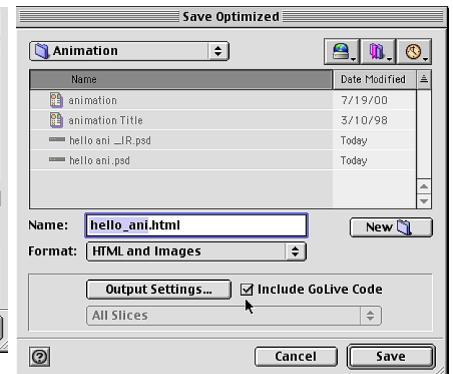
The "Save" window appears, and you will be give a number of options to choose from.

**Note:** You can choose to save just the gif image or a Web page that includes the HTML code for the animation, or you can save the image and code in GoLive format. GoLive is Adobe's Web Editing Software.

3. Choose Images and HTML, and if you use GoLive as your editor, check the GoLive code box.



This is the default setting.



Settings changed to include HTML code with images.

**End  
Animation**