

assignment #3: digital animation

Use ImageReady to create a **15-30 second** animation from 10-20 still images. You can use the same images from Assignment #2 or create a new set of images. Two requirements:

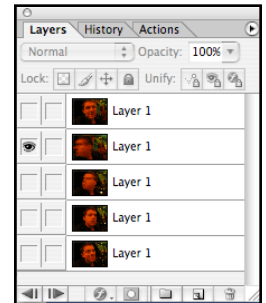
1. Create a clear sense of either ACCELERATION (speeding up) or DECELERATION (slowing down), or both.
2. Use each still image/Layer at least twice in the animation, i.e. every image must be repeated.

HOW TO ANIMATE STILLS USING IMAGE READY

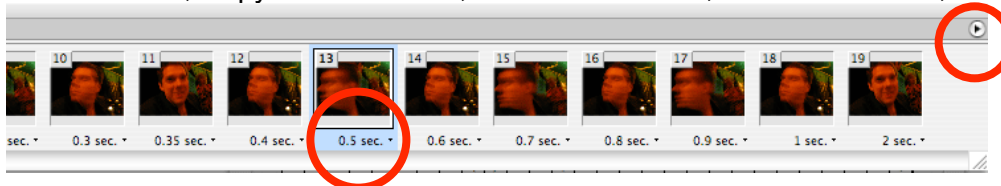
Your still image files must be saved in a single folder on your hard drive.**

1. Open Adobe Image Ready from the Lab Applications folder on the Desktop.
2. Click **File** → **Import** → **Folder as Frames** and select the folder with your images.
3. Resize the file: Click **Image** → **Image Size** and change Width to 720 pixels wide, with Constrain Proportions checked.
4. Save the file to your hard drive (**File** → **Save** or command+S)
5. You should see the **Layers** window and the **Animation** window in addition to your main canvas window. (If you don't, go to the Window menu to open them)
6. Create your animation. In the **Layers** window, ImageReady automatically creates one Layer from each imported image. In the **Animation** Window, ImageReady automatically creates one Frame from each Layer.

As you click on each Frame in the **Animation** Window, the Hide/Show (eyeball) button in the **Layers** window indicates which Layer is showing in that Frame; click the eyeball on/off to make changes. You can create many more Frames than Layers by repeating the use of Layers.



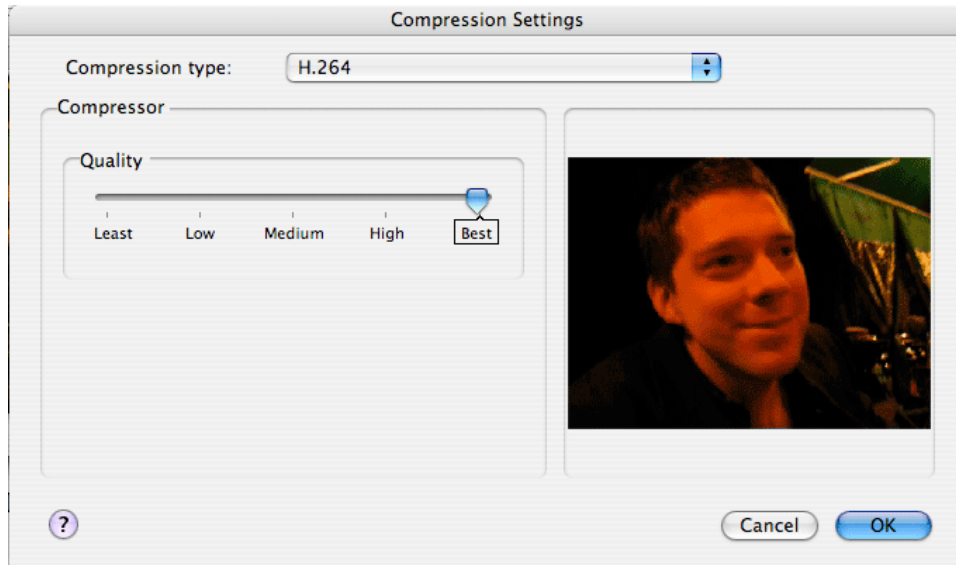
Click the **arrow button** menu in the upper right corner of the Animation window to access New Frame, Delete Frame, Copy/Paste Frames, Select All Frames, Reverse Frames, etc.



Click on the Frame **duration** to edit the duration of each Frame. Use the playback controls to preview your animation. ImageReady preview is always a bit slower than exported QuickTime movies (see below), so you should check both.

** If you don't have your hard drive, copy your images and export your animation to User Work. When you're finished creating your animation, be sure to save your files to the Homework folder on the **escott** folder on the FML server.

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7. To export your animation as a QuickTime movie, click **File** → **Export** → **Original Document**.
 8. Save it to your hard drive with **Format** set to QuickTime Movie.
 9. Compression Settings should be **Compression type: H.264, Quality: Best**



For an example, see <http://pratt.edu/~escott/dk.html>