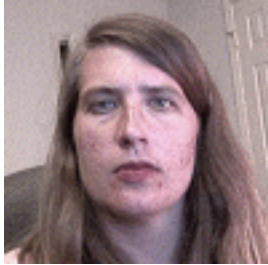


Law & Order Animation

I'm a fan of the NBC show [Law & Order](#) and I've always liked how the opening credits introduce the featured actors. After experimenting with several different filters and other effects and still not being happy with any of those results, I finally gave up and figured out how to achieve a similar effect without any third party tools. This tutorial also requires using Jasc's Animation Shop and is the first tutorial I've written that uses it.



PSP version and tools used

PSP7 (should work in earlier versions) & Animation Shop
[Get the fully functioning 30 day evaluation version here.](#)

Layers	Flood Fill
Colorize	My Half Tone Bitmap Click to download
Adjust Brightness/Contrast	Blend Modes

My Half Tone Bitmap
[Click here to download the zip file](#)
Extract to your PSP7 Patterns folder

The default PSP7 patterns folder is located in Program Files, Jasc Software Inc, PSP7, patterns.

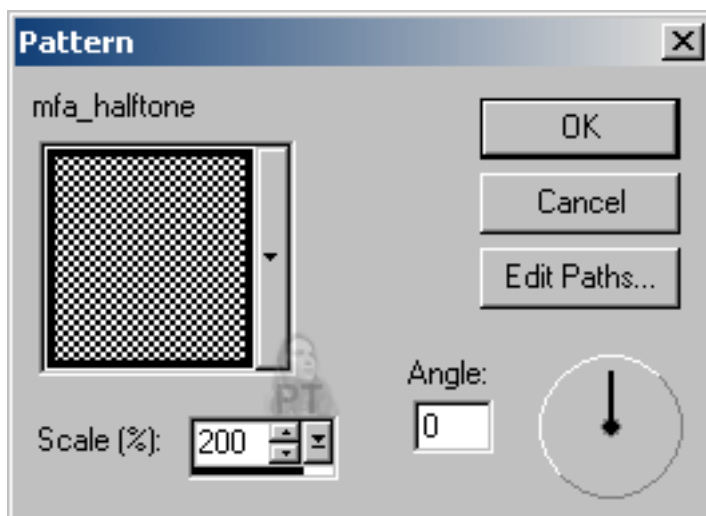
Step 1: Select an image of your choice, then duplicate it (Shift + D) and work on the copy. Since animations tend to be large files, crop and/or resize your image so that it is no larger than 100 x 100 pixels.

Step 2: Duplicate your background layer (layers, duplicate). On the upper layer (Copy of background), go to colors, colorize and choose a Hue and Saturation that you like. I am using Hue: 163, Saturation 78. Since this still looks a little dark to me, I am going to punch up the brightness a little by going to adjust Brightness/Contrast and increasing brightness: 41, contrast 16.

Step 3: Add a new layer and on this layer flood fill with my halftone pattern using the settings as shown to the right.

Your image should now have three layers:

1. Top layer has been flood filled with the halftone pattern
2. Middle layer is your colored image.
3. Bottom layer is your original image after the cropping and resizing.



If you haven't opened up animation shop, go ahead and do so now. In the next several steps, you will be changing the different blend modes and the pasting into animation shop.

Step 4: In PSP, go to you layers palette and set the blend modes as show on the right.

1. Top layer: 100% multiply
2. Middle & bottom layer: 100% normal.

Use your right mouse button on the title bar of your image and click copy merged. Now paste into animation shop as a new animation.

Step 5: Go back to PSP. On the layers palette, change your opacity levels again as shown on the right.

1. Top layer: 70% multiply
2. Middle layer: 80% normal
3. Bottom layer: 100% normal

Use your right mouse button to copy merged. Go to animation shop, right click on your first image and paste "after selected frame."

Step 6: Go back to PSP. On the layers palette, change your opacity levels again as shown on the right.

1. Top layer: 40% multiply
2. Middle layer: 60% normal
3. Bottom layer: 100% normal

Use your right mouse button



to copy merged. Go to animation shop, right click on your first image and paste "after selected frame." Before you do this make certain that you are pasting after frame 2. Look down at the bottom of the frame and if it indicates this is frame 1, then just use the sliders at the bottom to go to frame 2.

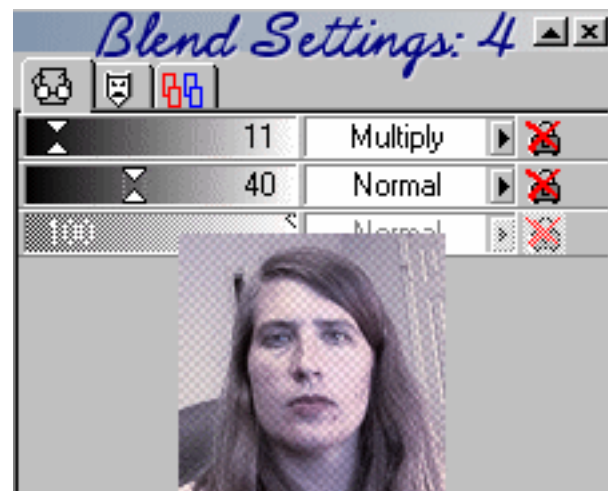


Step 7: Go back to PSP. On the layers palette, change your opacity levels again as shown on the right.

1. Top layer: 11%
multiply
2. Middle layer: 40%
normal
3. Bottom layer: 100%
normal

Use your right mouse button to copy merged. Go to animation shop, right click on your first image and paste "after selected frame." Before you do this make certain that you are pasting after frame 2. Look down at the bottom of the frame and if it indicates this is frame 1 or 2 , then just use the sliders at the bottom to go to frame 3.

You should now have four frames. Still working with animation shop, go to edit, select all. Go to animation/frame properties and change the timing to 60 in the "display time" box. Then go to edit, select



none.

Step 7: Go back to PSP. On the layers palette, change your opacity levels again as shown on the right.

1. Top layer: 11%
multiply
2. Middle layer: 40%
normal
3. Bottom layer: 100%
normal

Use your right mouse button to copy merged. Go to animation shop, right click on your first image and paste "after selected frame." Before you do this make certain that you are pasting after frame 2. Look down at the bottom of the frame and if it indicates this is frame 1, 2, 3 or 4 then just use the sliders at the bottom to go to frame 4.



With this last frame, go to animation/frame properties and change the timing to 120. Then go to Animation/Animation properties. Canvas color should be transparent, looping set to indefinitely if you so choose.

Step 8: Now you are ready to save. I always run the optimization wizard and create new image before I save to see what kind of trouble I'm in with the file size.

This tutorial originally located at
http://www.geocities.com/pixel_tickler/lo_ani.htm

Updated 06/09/02

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