

Making Simple Animations



Norman Rose, Instructor
rosetheprof@yahoo.com

Using Active GIF Creator
Free at www.wsoft-lab.com

Active GIF Creator Interface

File Menu
Preferences / Save animation

Image Menu
Add & change image on frame

Control Toolbar
Play/Stop
Delay settings for each or every frame

Image Toolbar
Add empty frame
Add image in new frame
Delete frame

Frame Sequence
View order of frames
Drag to re-order

Toolbox
Get (highlight/grab)
Magnify
Erase
Draw/Spray
Text
Fill with current colors
- left/right click
Color Picker
Shapes
- Choose outline or filled
Palette
- Use File/Pref/New to get 16 or 256 colors.
- Use mouse to pick 2 colors, one with left mouse, one with right.
- Then you can draw or pour with either button.

Left Color Choice

Right Color Choice

Edit Window (Main Drawing Screen)

AGif - UNREGISTERED

AGif 2.20 - C:\Program Files\Active GIF Creator 2.20\c.gif

File Edit View Global Image Animation Tools Help

Global Image Comment

Logical screen: Auto

Background color

Width: 320

Height: 200

Index: 0

Global palette...

Looping: 1 (1.65535)

Infinite

Compose Edit

1. Image (comment)

2. Copy of Image (2*comment)

3. Copy of Copy of Image

4. Copy of Copy of Copy of Image

5. Copy of Copy of Copy of Copy o...

Settings for AGIF Creator

Click File/New

Click File/Preferences

On New tab:

- Turn off banner
- Type in 400x300?
- Delay 10 or 20?

On GIF tab:

- Thumbnail size 40 or 50?



Draw the background and stationary objects

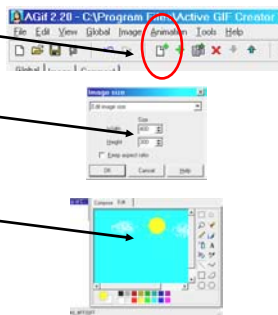
1. Click "Add Empty Image"

button

2. Make sure it will be the size you want

3. Pour a background color, then draw and color objects that don't move

- Use the magnifier tool to zoom in for details

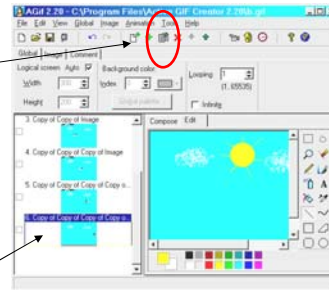


Warning!!

If you use the free unregistered version of AGIF, never put anything important in the upper left corner of any frame. When you save, the software will put a message there.

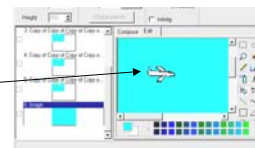
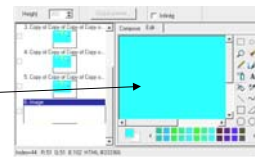
Make lots of frames

1. When the background is finished, click Image/Operations/Duplicate or use the Duplicate button
 - Use View/Customize to add this button and others to the Toolbar
2. Do this several times so you have enough frames for your moving object to move.
 - You can add or delete frames later if you guessed wrong.
 - To delete a frame, highlight it, then right click and Delete



Create your "moving" object

1. Click "Add Empty Image" button
2. Pour a background color the same as the background color in your other frames
 - Use the eyedropper tool on a background frame to get the color
3. Draw the object that will move
 - If your object has moving parts, you must draw each position separately. This will be covered in the next lesson



Insert your object into frames

1. Highlight the object with the dotted rectangle tool
2. Click Edit/Copy
3. Go back to Frame 1 and paste at the starting position
4. Go to the next frame and paste in the next position
5. Repeat to the last frame
6. If you need more frames to finish the movement, just Duplicate on the last background frame before you paste anything on it



Finish your animation

1. Test your animation with the Play button (the camera icon)
2. Adjust Delay (clock icon)
 - Remember to click "All Images"
3. When you are satisfied, delete frames you don't need anymore
4. Click File/Save As
5. Save in a logical place, such as My Documents
6. Give it a name you like; click Save
7. Later you can copy it to a floppy disk or CD
8. Now your animation is an animated GIF file that will play on any computer – and on the Web

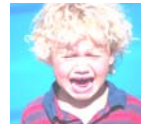


Using Pictures & Photos in an Animation

- You can use a drawing or photo of a place as the background for an animation.

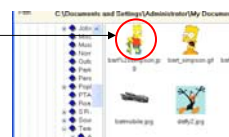
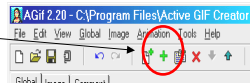


- You can use a drawing or photo of a person or animal as a moving character for an animation.



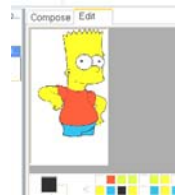
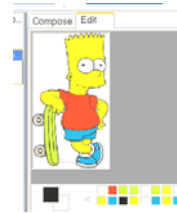
Bring in a picture

1. In AGIF Creator, click the "Add Image" button (the green +)
2. Find the picture file you want in your computer. We'll use Bart with the skateboard. Click on it & OK
3. For Image size, you can accept the original size or change it to fit your frames better. Since our frames are 300 pixels high, let's change the height to 200, then click OK.
 - If you need to resize later, click the Image menu, then Operations/Size



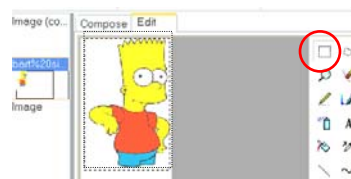
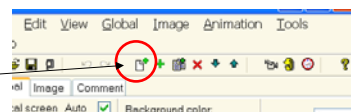
Get the picture ready for animating

1. The picture comes up in its own frame
 - Note the odd palette!
2. Erase the skateboard and his legs so we can animate him walking



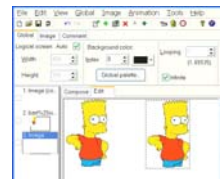
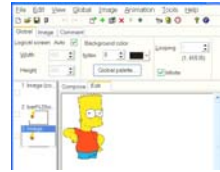
Draw the moving parts (1)

1. Bart is going to have 2 positions, so we have to create them on a new spare frame
2. Click on Add Empty Image and keep it 400x300
3. Go back to Bart's picture; highlight it with the dotted rectangle tool, then click Edit/Copy



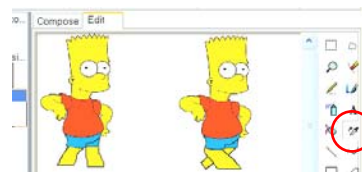
Draw the moving parts (2)

1. Go to the blank frame and click Edit/Paste to put legless Bart on it
2. Click Edit/Paste again to make another copy
3. Put your mouse on Bart, click down, and drag Copy#2 to the right
 - You might notice that his skin color has changed because the new frame has a different palette. Fortunately, it's not too different.



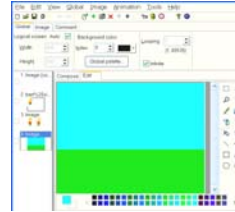
Draw the moving parts (3)

1. Now draw legs on the 2 Bart pictures
 - One picture should have his right foot in front, the other should have his left foot in front
2. Use the eyedropper Color Picker to get his skin color; then you can pour it on his legs
 - Add shoes if you wish



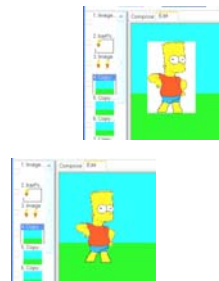
Make background frames

1. Click Add Empty Image and draw the background on the new frame
2. Duplicate this frame about 8 or 10 times



Paste character in frames

1. Go back to the frame with the 2 Bart positions
2. Highlight and copy one Bart and paste him on the first background frame
3. Fix the colors
4. Continue pasting each position on odd and even frames, moving him across the screen
5. Delete extra frames, set the delay clock, and you're ready to save!



Working with Color Palettes (1)

1. Your picture may have a small palette – that is, it may have a small range of colors (maybe no reds or blues). So you will be limited in the colors you can choose to add to the animation frames that use the pictures.
2. If you can scan the picture, put a color chart or wheel with it. Even markers or crayons are OK for making it.



Scan and save the picture plus color chart in JPG format. Now your file has a fuller range of colors to use in AGIF Creator. (You can erase or crop out the color chart later.)

3. If your picture is already a GIF or JPG, don't worry too much about its palette. AGIF Creator has tools to add or change colors.

Working with Color Palettes (2)

Adding a color:

1. Double-click on the palette
2. Double-click on a color with an X that isn't being used, or a color that probably is not important
3. Choose a color on the left or create a color on the right. Click OK
4. Click Preview to make sure the new color doesn't ruin anything. Click Close.
5. Click OK to get back to your drawing; the new color is on the palette.



Using a palette from a picture:

1. Click Add Image and bring in a new picture or photo
2. Double-click on the palette,



then click the Save button



3. Now when you add a frame you can double-click its palette and load the palette you saved