Okay, now to work on the animation. We will do a very simple one to start. It will include a few features, and a couple easy techniques. As you practice with it some, maybe try it on some different images too. There are so many variations that can be done.

To begin with, open the *2008/paree*shells*.psd* file from the previous lesson. Duplicate the *BackgroundCopy* layer, and rename it as *BackgroundSpot1*. From the Filter pull down menu select the *Light Effects* function from the Render portion *(screen1)*.

It will bring up the last light you used. In my case it was a yellow light with red ambient properties. Let's change it...maybe to a bright purple property. You can use any color you wish. Just click the lower square and the color picker window will pop up. Choose a color you like from the picker...you can also select them numerically from several profiles *(screen2)*. Click OK when you have the color selected, you can select from the spectrum too.

The spotlight will now have this ambient property. You will want to adjust the other features of the spotlight as well. Adjust the intensity, and focus of the light. Play around with the ambient exposure too. This will allow the image behind the light to show more prominently *(screen3)*.

You may also change the overall light by clicking and dragging on any one of the four boxes of the light beam. Click and drag on the center dot to move the light. Click and drag the light in a circular motion from either of the two boxes at the long end of the ellipse, to rotate the light. You can add more lights too. Just click and drag in a new light bulb from the bottom left corner of the preview window. Save your light, especially when you think you may want to use it again. There are other style lights as well.
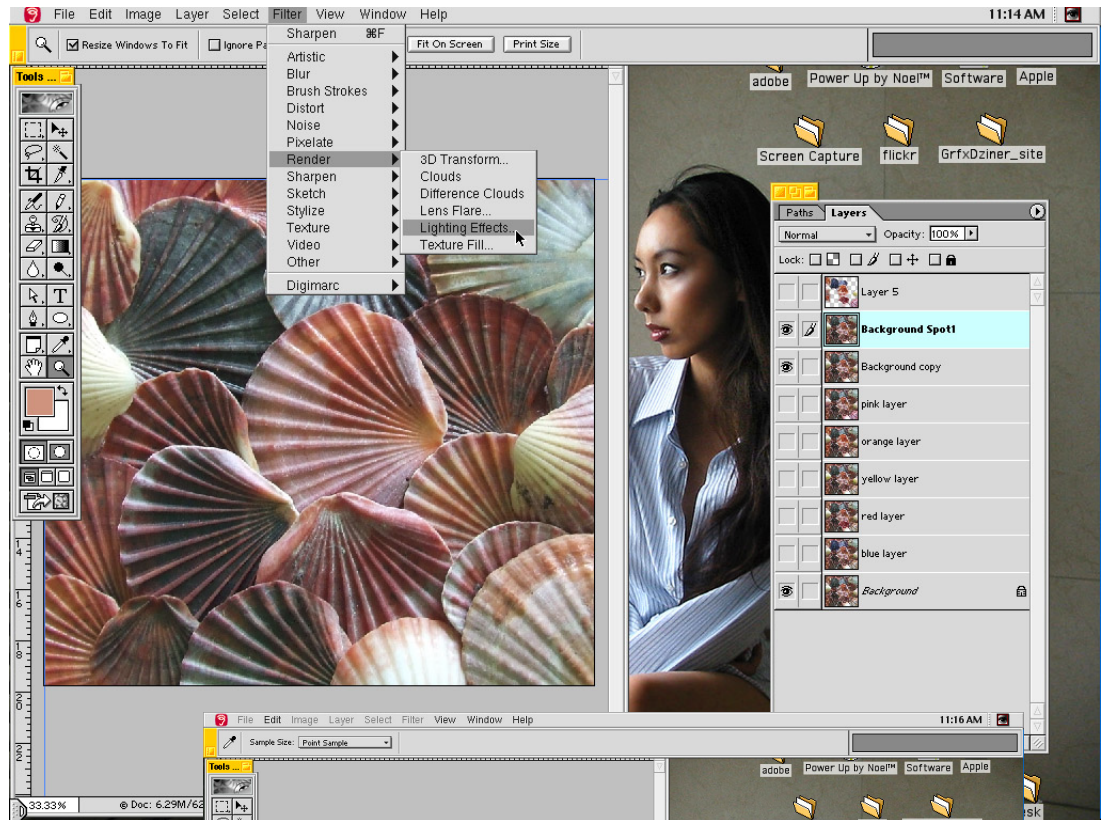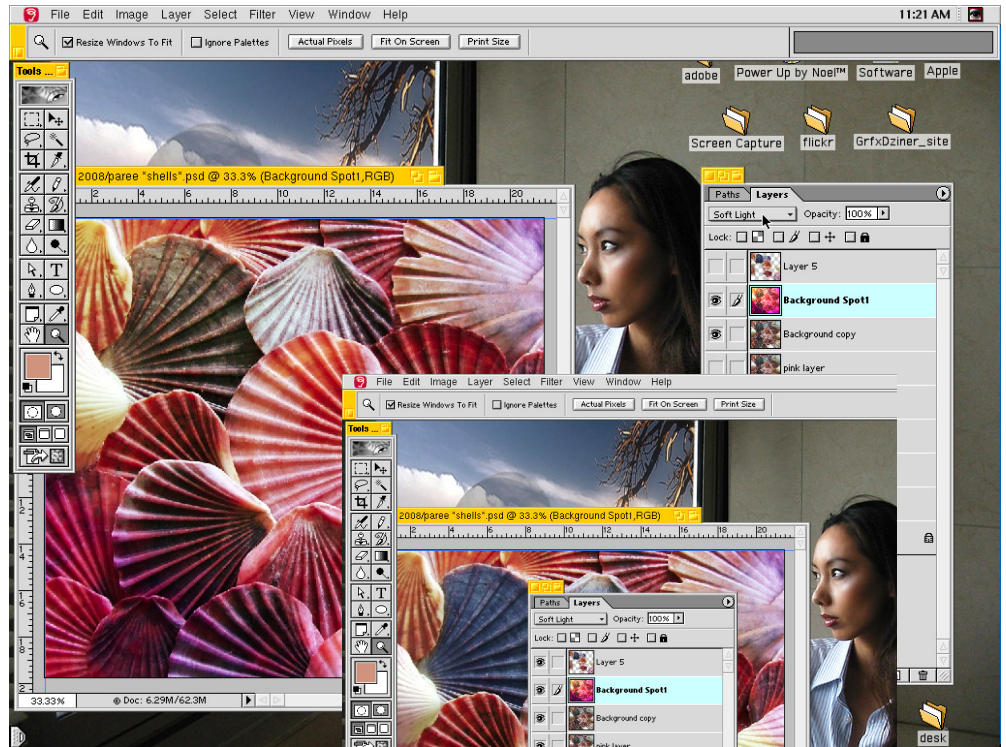

▲ *Screen 1*

Screen 2 ▶

▲ *Screen 3*

Lights, Camera Action... *(continued)*
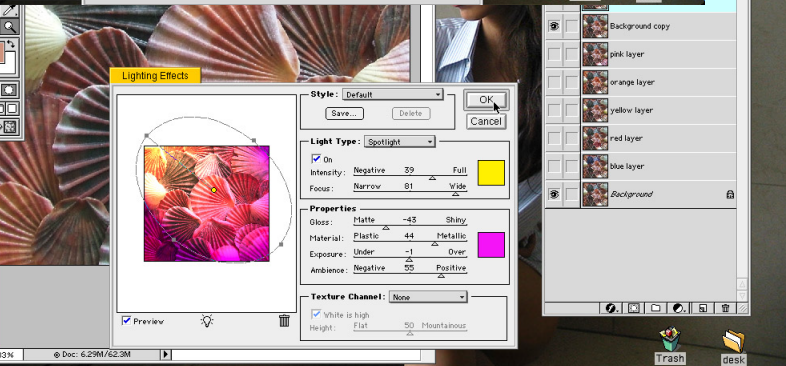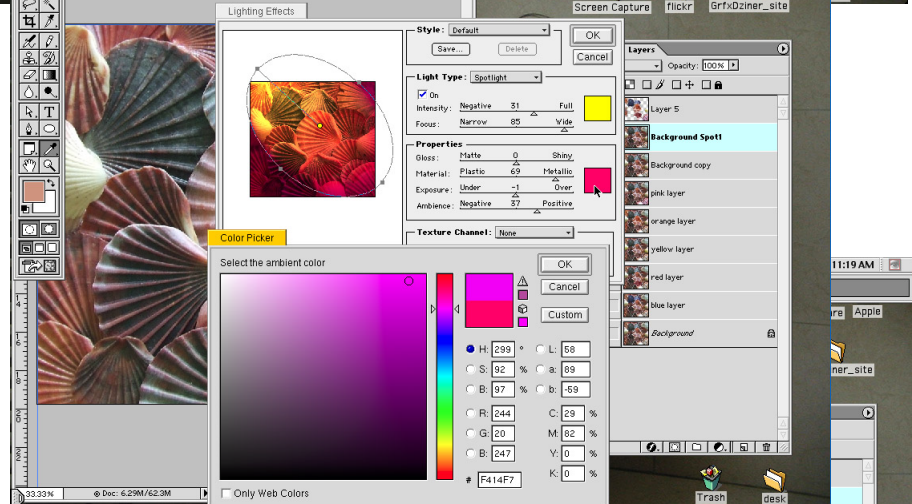
Once you have that layer with the lighting you want, you will need to turn all of the layers. on, and save your file in Photoshop *(screen4)*. You will see a small Sunburst in the bottom right of the toolbox window. Click this to open your file in ImageReady *(screen5)*.
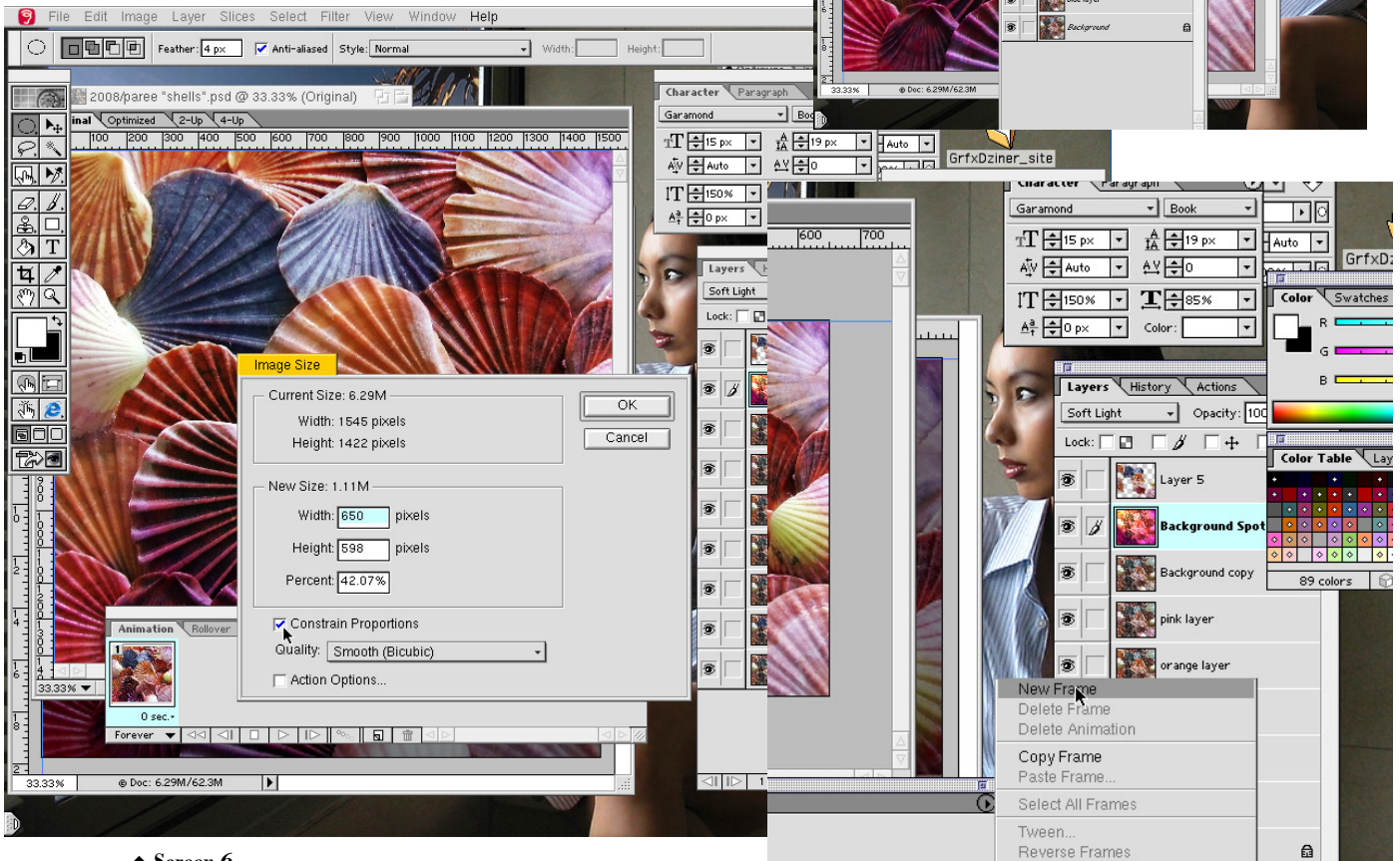
It may take a moment, but the file should open like mine in *screen 6*. ImageReady is really a nice animation program, and quite similar to other animation programs. It has many of the same features as Photoshop, and all of your layers are intact, and can be manipulated further too.

Go to image size, and make it 650 pixels wide. Be certain the "keep constraints" button is selected *(screen 6)*. This will allow us to have a much more manageable file to work with. Now, on the animation pallet, click the top right arrow and select New Frame. Do this eight times...so we have one frame for each of the layers *(screen7)*.
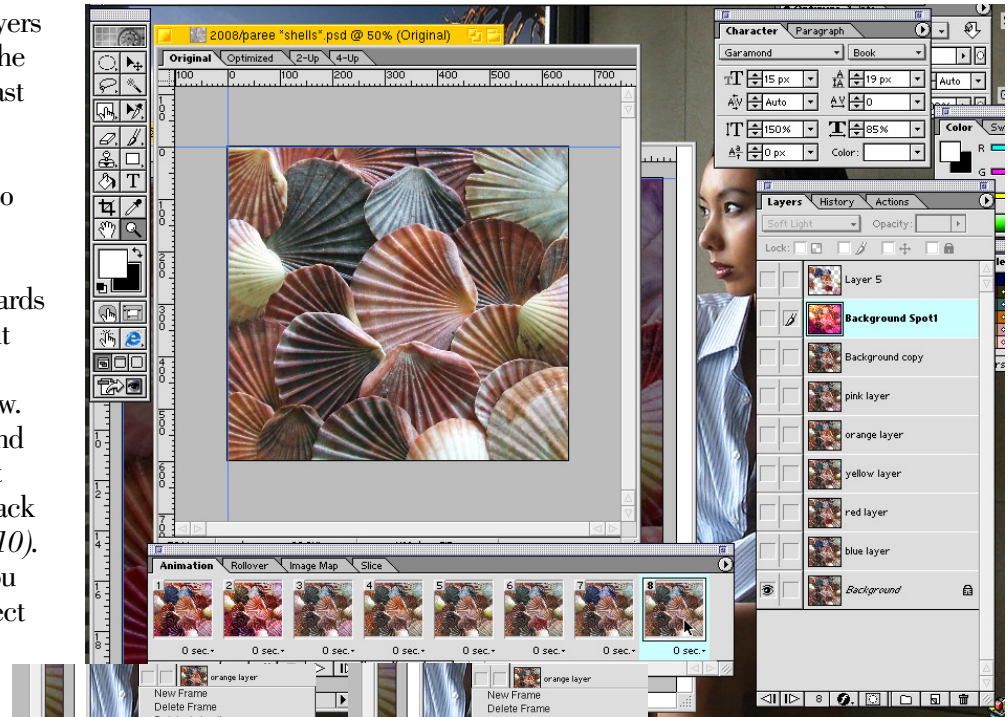
▲ *Screen 4*

Screen 5 ▶

▲ *Screen 6*

▲ *Screen 7*

Lesson: 5B • Simple Lighting Animation

Lights, Camera Action... (continued)

All of your frames will have all of the layers turned on, because when we added all the new frames, they were identical to the last one. Starting with frame 2, deselect an additional layer for each frame The *Background Copy* layer will not count, so we can skip over that one *(screen 8).*

Now that you have eight frames in the animation pallet, let's copy them backwards to get to the beginning. Have frame eight selected, and then copy it *(screen 9),* by clicking on the top right drop down arrow. We will use this same process to copy and paste for each frame. It is important that when you go to paste a frame, you are back at the end of the animation pallet *(screen 10).* Select paste from the drop down, and you will get a new window with options. Select the *"Paste After Selection"* button and click OK *(screen 11).* Now go to frame 7 and copy...then paste at the end. Repeat until you copy the first and paste as frame 16 *(screen 12).* The second group of frames should be the reverse order of the first eight. You can check by selecting each one, and also by clicking the play arrow *(screen13)* in the animation pallet.
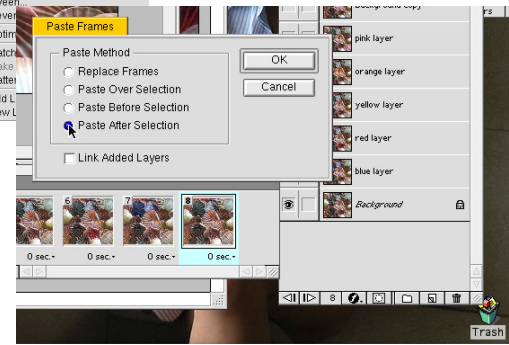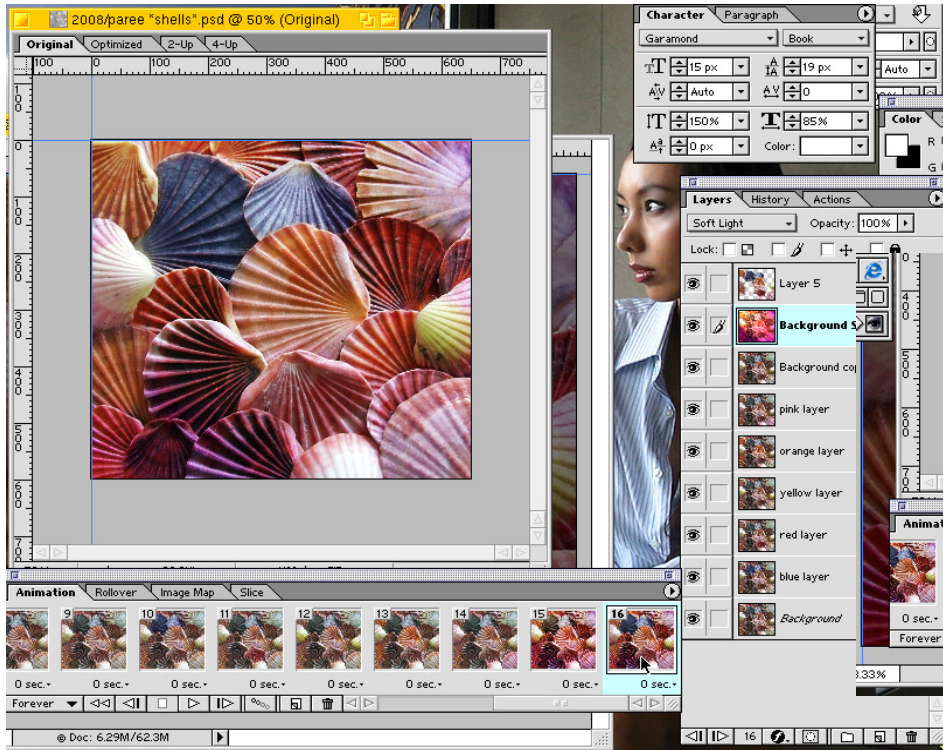
▲ *Screen 8*
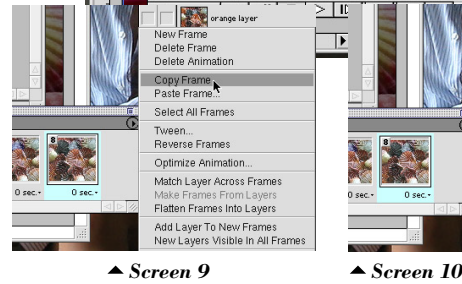
▲ *Screen 9* ▲ *Screen 10*

▲ *Screen 11*
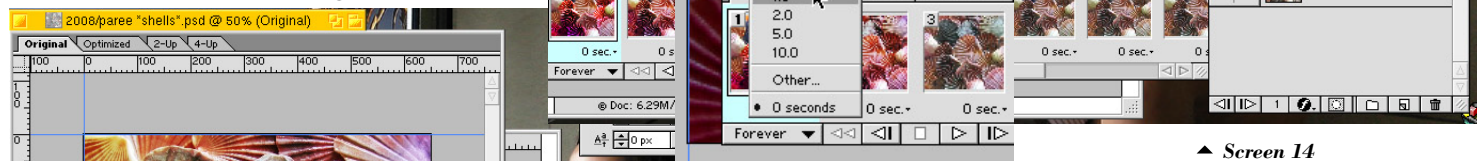
▼ *Screen 13*

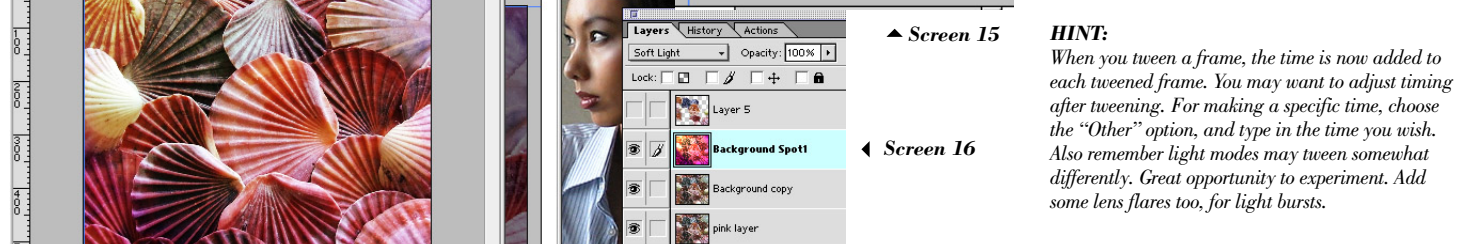▲ *Screen 12*

Lights, Camera Action... (continued)

Now, let's play with the lighting some more. Select frame 1 of the animation, and highlight the *BackgroundSpot3 (screen 14)*. Change the mode to Hard Light, and notice how it punches up the color. You may even want to adjust the opacity some. We will want to adjust our timing for this too. Just click the drop down arrow for the time below the frame you want to change *(screen 15)*. I chose 1.0 seconds, you may want something different.
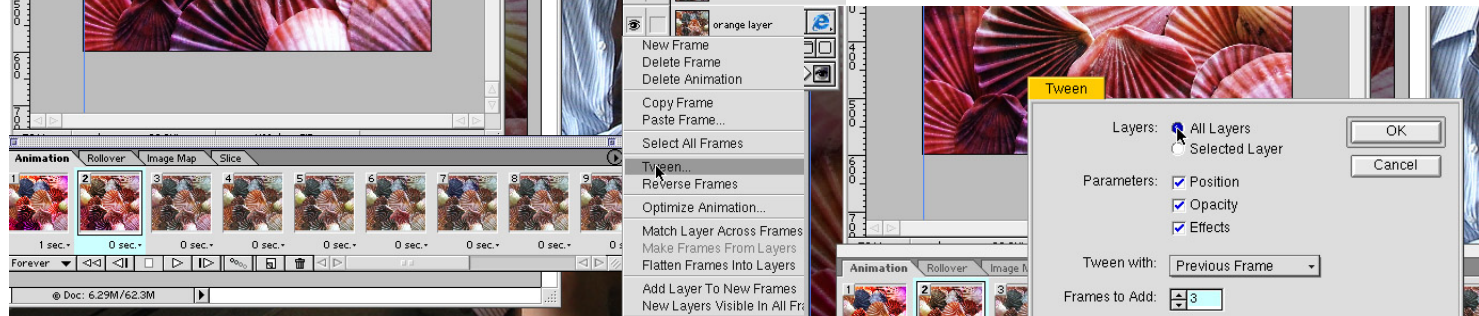
As we look at the animation sequence, the changes are quite abrupt in places. To blend this better, the software has a function known as "tweening". Select the

▲ *Screen 14*
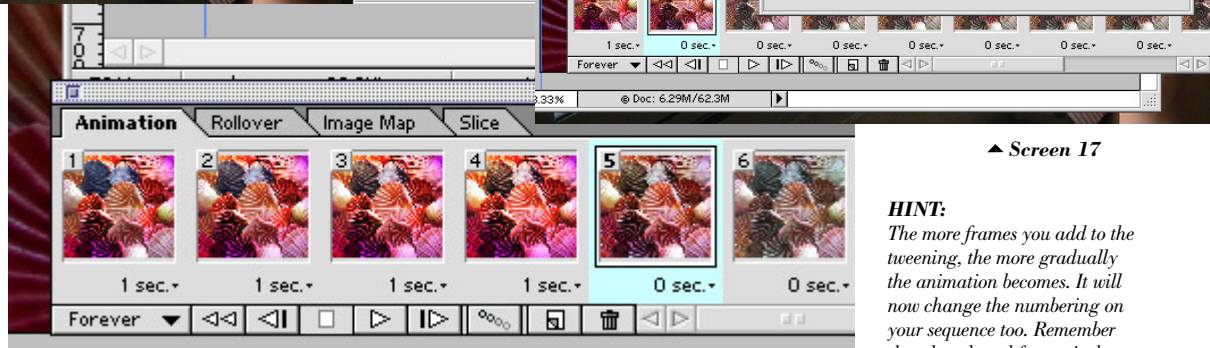
▲ *Screen 15*

◄ *Screen 16*

HINT:
When you tween a frame, the time is now added to each tweened frame. You may want to adjust timing after tweening. For making a specific time, choose the "Other" option, and type in the time you wish. Also remember light modes may tween somewhat differently. Great opportunity to experiment. Add some lens flares too, for light bursts.

second frame of the animation *(screen 16),* have the layer *BackgroundSpot1* set for soft light mode. Then click the drop down menu arrow to the far right of the sequence, and select Tween. From the new pop up widow, you select how many frames to add *(screen 17),* I chose 3. Be sure the *All layers* option is selected, as well as "previous frame" for the tween with section.

The end result will add three frames blended to one another *(screen 18).* You can now adjust these more if you want.
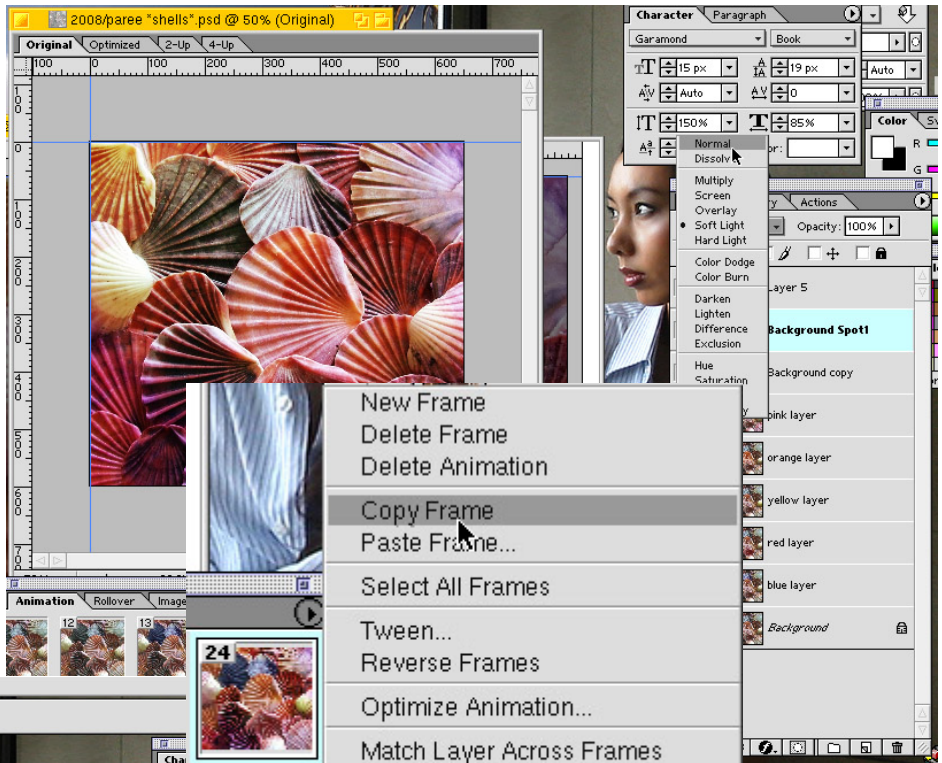
▲ *Screen 17*

HINT:
The more frames you add to the tweening, the more gradually the animation becomes. It will now change the numbering on your sequence too. Remember that the selected frame, is the last one you worked on.

▲ *Screen 18*

Add some tweening throughout your animation sequence. I did mine anywhere from 3 frames to 6 frames added. Use the play button in the animation window to test your animation...fine tune it as you need to. See what happens when you play with different timings, and switching off a layer or two for some frames.

Try adding a light burst at the end maybe. Select a frame near the end of your animation *(screen 19)*, and change the *BackgroundSpot1* layer to normal. Use the drop down menu arrow, and select Copy Frame *(screen 20)*.

Use the Elliptical Marquee Tool to select a portion of the photo...have the feather pretty strong. Now go under the Render portion of the Filter drop down, and choose Lens Flare *(screen 21)*.

▲ *Screen 19*

◄ *Screen 20*
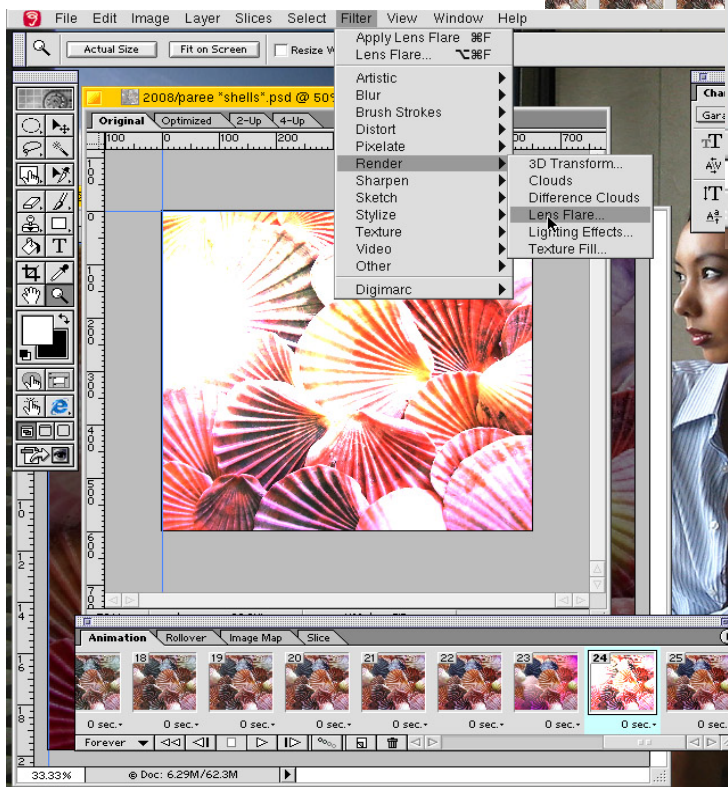
◄ *Screen 21*

HINT:
It may help you to save the file as .psd in ImageReady before you convert it to an animated GIL. Once it is optimized, your layers are gone, by having the additional .psd file you will preserve them for adjusting the animation.

The lens flare will be constrained to the are selected with the marquee tool. Once you get the animation where you like, it is time to save it. From the File drop down window, select Save Optimized As (screen 22). Make your format animated GIL, and be sure the file has the suffix of .gif *(screen 23)*. Some versions allow you to save as a .mov file. I will post a version of mine with that, so you can see the animation frame by frame. Remember to make yours different from mine if want, it is fun to experiment :)

▲ *Screen 22*

Screen 23 ►