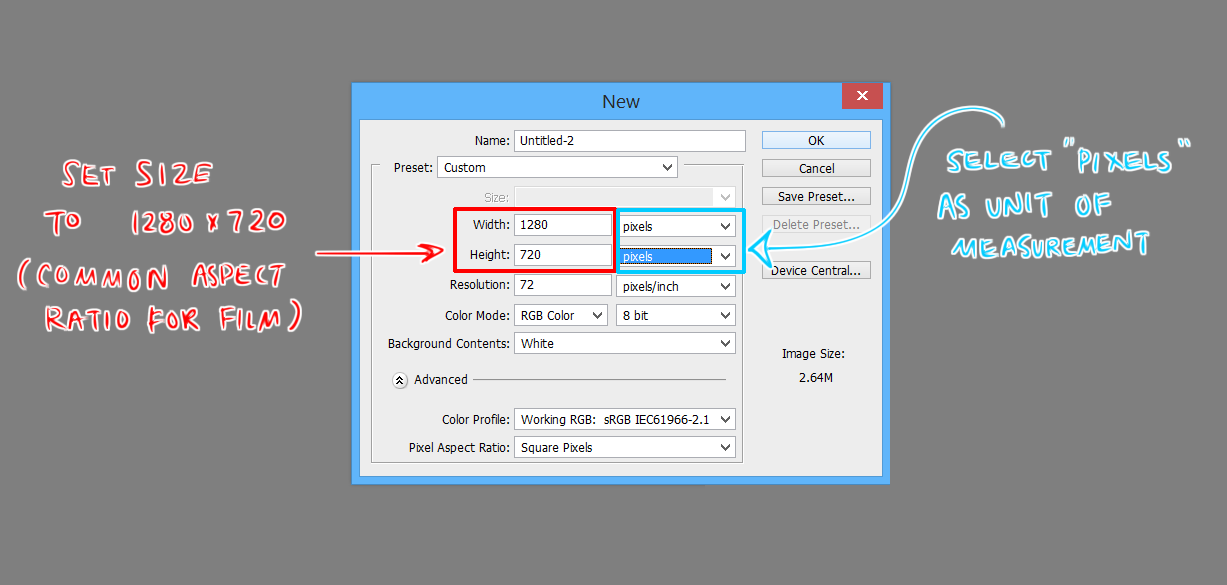
**Animating in Photoshop**

**First, some Photoshop basics:**

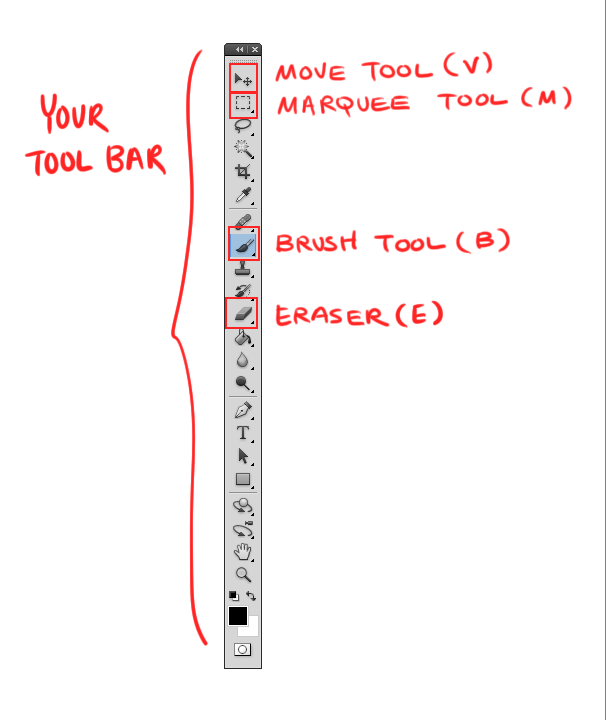
* To create a new document: Select **File > New**
* Change size to **1280 px** by **720 px** (This is a 16:9 aspect ratio, which is what we want to use)
* Hit **OK** to create your new canvas
* To open up an image (like your scanned thumbnails) **File > Open** > Find and select where your image is located
* Hit **OPEN** to create a new file with your selected image



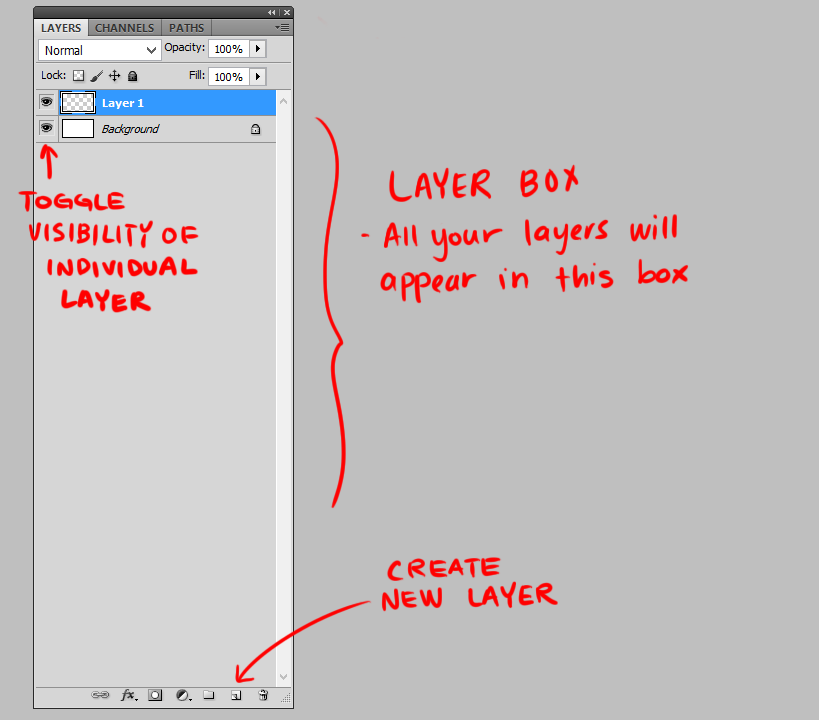
**Other aspect ratios:**



* There are a lot of tools and functions that Photoshop has but I want to highlight the tools you’ll be using most

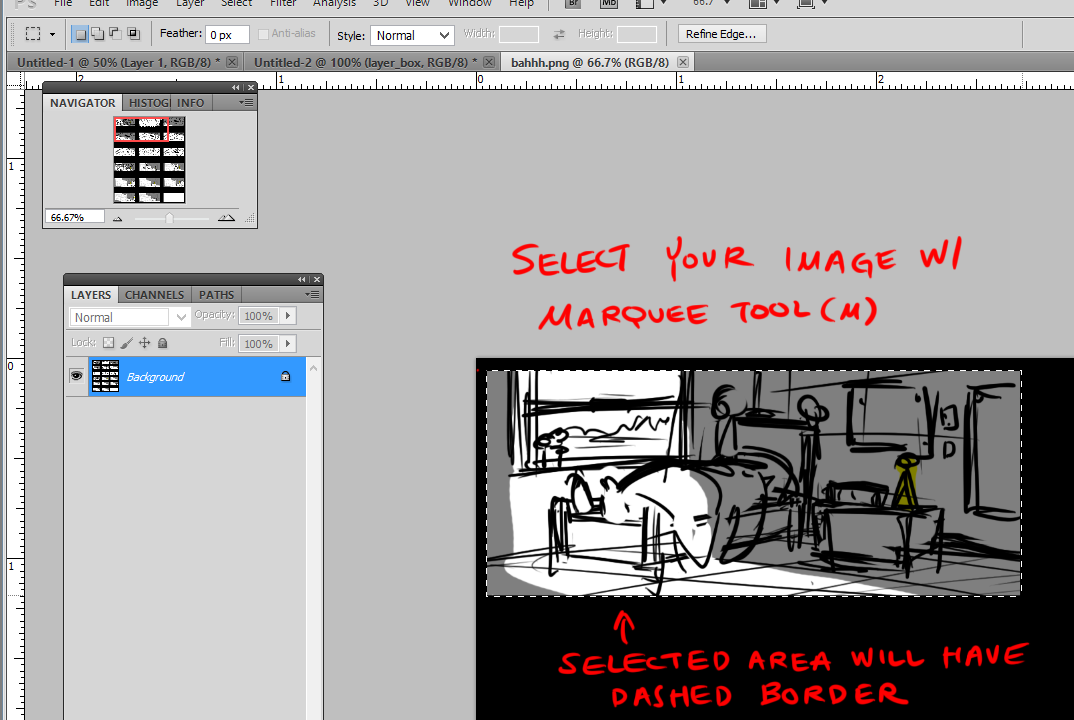


* There are also many components to the Layers Window, I’ve made a note of the options you should be most familiar with for this tutorial

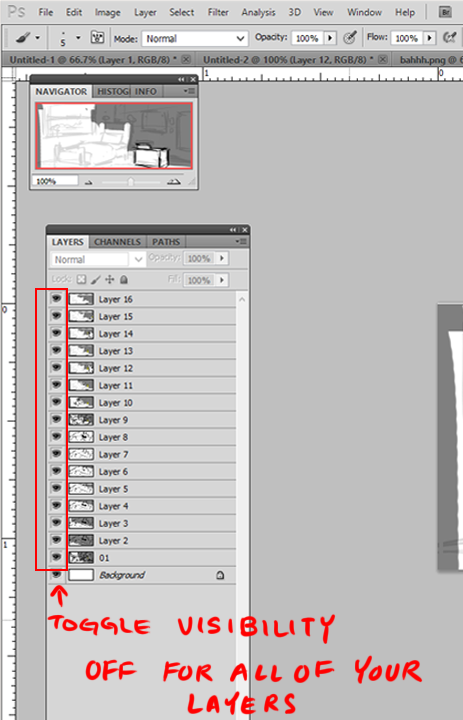


**So let’s get started!**

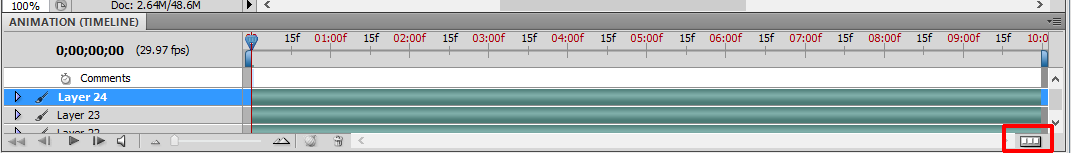
* First you want to have all your boards converted into individual layers
* You’ll be scanning your images (if drawn traditionally) and then copying them over to one single photoshop file
* If you’ve drawn your boards digitally, make sure what you want to animate has been compiled into one file as well
* For example, use the marquee tool (M) in order to select the area of the image you want to copy over
* A selected image will have a moving dashed line
* After you’ve selected what you want, **copy** (ctrl+C) and **paste** (ctrl+V) the image into your **new document**
* Repeat this until you have all the boards that you want over into the new file



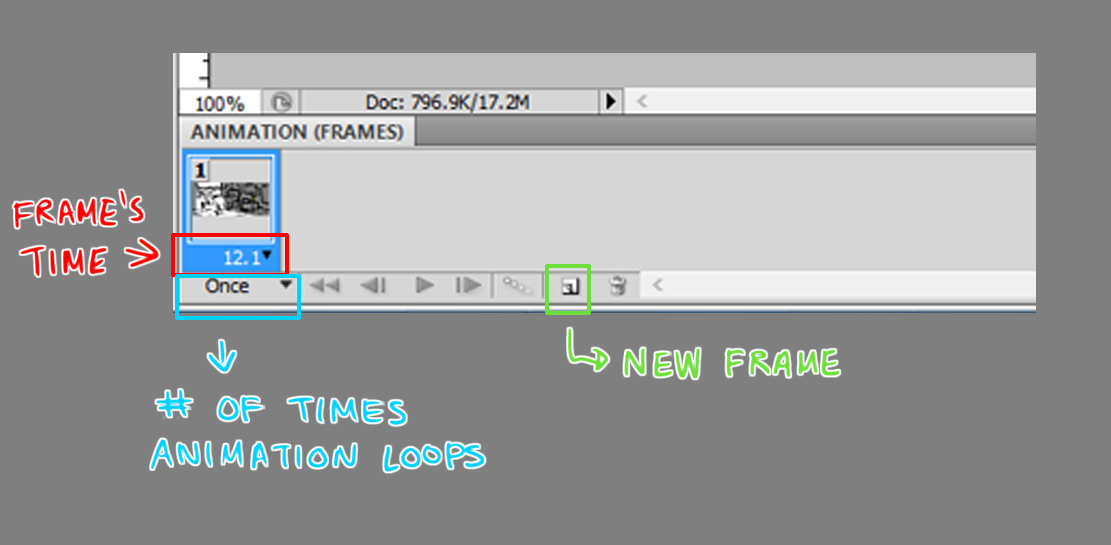
* Next, you simply want to toggle visibility of all your layers by simply **clicking on the eye icon** so it disappears



* To enable the Animation Window select **Window > Animation**
* A new tool bar will appear on the bottom of your screen
* There are two methods of animating in Photoshop – By using a **Timeline** or **Frame by Frame**
* We’re going to be animating **frame by frame**
* If not already in this mode, you can toggle it by selected the **button with three white squares** on the bottom right hand corner of the animation window



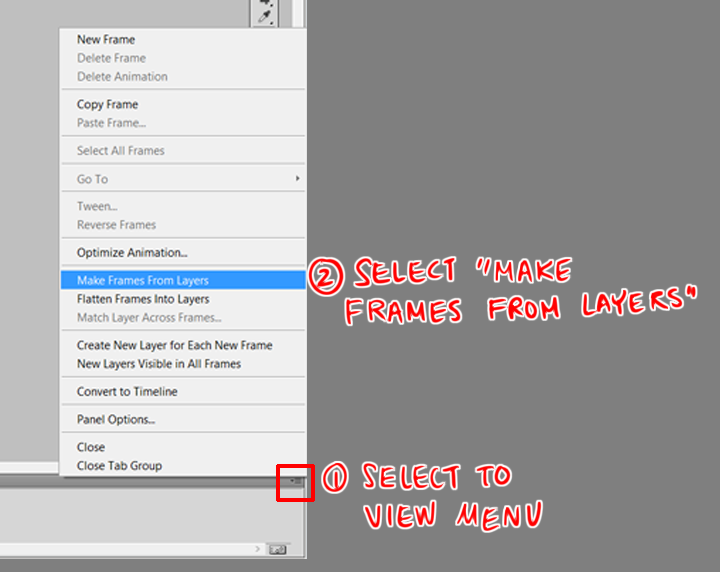
* It should look like this :



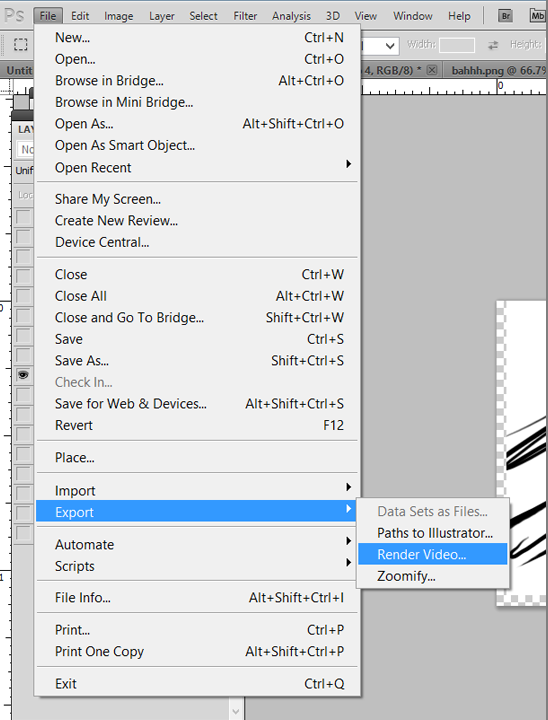
* Now we’re ready to add in our frames
* First: Toggle on the visibility of your *board #1* in the Layers Window
* You should see the image pop up on the first frame in the Animation Bar
* Next: Create a new Frame
* Toggle **OFF** the visibility of the *board #1* and toggle **ON** *board #2*
* Create a new Frame
* Toggle **OFF** the visibility of *board #2* and toggle **ON** *board #3*
* Create a new Frame
* … and repeat the cycle until all your boards have been converted into frames

**ALTERNATIVELY:** You can do this quicker by toggling a drop down menu on the upper right hand corner of thee animation window and selecting **MAKE FRAMES FROM LAYERS**

* This will convert all your layers (including the background layer) into a new frame
* Make sure you scrub through to see if everything is in the correct order
* If not, simply select the misplaced frame and drag it to is correct position



* Now we’re ready to add timing to our boards
* You can assign specific timing to each individual frame
* It’s a lot of trial and error
* You keep adjusting until it “feels” correct
* After you’re happy with the timing, you can export your sequence
* **FILE > EXPORT > RENDER VIDEO**
* **NOTE** – If you don’t have quicktime installed on your computer, Photoshop will not let you render your sequence out



* 1) Select where you want to save out your file
* 2) Make sure you export it asa **QuickTime Movie**
* 3) Set frame rate to **24 FPS**
* 4) Render your sequence
* And you’re DONE!

