**Motion Graphics & Animation Lab 2 – Custom Animations**

For this lab, we will create a custom animated banner for a website. We will start with a simple banner to be used as the background of the animation. When the banner is loaded, the text “Galveston!” will appear one letter at a time across the top of the banner.

1. From your **Student Files** folder, open the image **banner.gif** in your image

manipulation program.

1. You will need to change the mode of the image to RGB. From the **Image** window,

select **Mode**, and choose **RGB**.

1. Make sure the **Layers** dialog window is open. If it isn’t, you can open it by going to

**Windows** -> **Dockable Dialogs** -> **Layers**.

1. Because each letter will require one frame of the animation, we need to create

additional layers. There are 10 characters in the text that we will be adding, so press

the **Duplicate** **Layer** button at the bottom of the Layers dialog **10** times.

***Note:***

*Because there are so many identical layers in the Layers dialog, you must make sure you are working on the correct layer while creating the animation. On the Layers dialog, there is a small icon of an eye to the left of each layer. When the eye is visible, the layer is visible; when you click the eye, the layer next to the eye will become hidden. This will allow you to hide layers you are not working on.*

1. Click on the eye next to each of the layers, except for the bottom two layers.
2. Make sure that the second layer from the bottom is selected. The layer name should

be **Background copy**. This will be the first layer we add text to.

***Note:***

*The animation will consist of the word “****Galveston!”*** *being typed onto the banner one letter at a time. Each frame in the animation will add one additional letter to the banner. The first background layer will be blank, so we will start working with the layer named* ***Background******copy****.*

1. Select the **Text** tool from the toolbox.
2. At the bottom of the toolbox, you can modify the text options. Change the font to

**Sans** **Bold Italic**, the size to **25**, and the color to **white**.

1. With the **Background copy** layer selected in the Layers window, use the Text Tool

to add just the letter “**G**” to the banner.

1. When the text was added to the frame, a new layer was created between the

**Background copy** layer and the **Background copy #1** layer. We need to merge

thetext layer down onto the **Background copy** layer.

1. Right-click on the text layer in the Layers window. It will be indicated by the letter G

in the Layers dialog window. A shortcut menu will appear. Select **Merge Down**. This

option will merge the text layer with the layer directly below it in the list.

1. We are now ready to add the second letter to the next frame (Background copy #1).

Select Background copy #1 from the Layers dialog, but do not make it visible just yet.

1. Use the Text tool again, with the same settings, and add a text layer above

Background copy #2 with the text “Ga”.

1. Use the Move tool to move the text layer so that both letter Gs are perfectly aligned

on top of each other. (NOTE: After selecting the Move tool, select **Move the active**

**layer** from the bottom of the Toolbox window.)

1. After the “Ga” text layer has been created and perfectly aligned, click to the right of

Background copy #1 to replace the eye and make the layer visible again.

1. The text layer can now be merged down onto the Background copy #1 layer. Right

click on the Text layer and select **Merge Down**.

1. To add the next letter, select the Background copy #2 layer and add the text “Gal”.
2. Move the text layer so that the “Ga” is perfectly aligned.
3. Make the Background Copy #2 layer visible and merge the “Gal” text layer down onto

it.

1. Repeat the steps above with the remaining layers until “Galveston!” has been placed

onto Background copy #9.

1. After all the frames have been completed, the last step is to save the animation. From

the **File** menu, select Save As. The file name should be **lab2.gif**. The image should

be saved to your **Student Files** folder.

1. Click the **Save** button.
2. Another screen will appear asking you how to export the file. You should select **Save**

**as** **Animation**.

1. Click the **Export** button.
2. The last window will ask you for the animation options.
3. Take the check **OFF** of Loop forever
4. Set the Delay to **200** milliseconds.
5. Set the Frame disposal to **replace**.
6. Click the **Save** button to complete the animation.
7. To view the animation, open the webpage file from your Student Files directory called

Lab2.htm. If you saved the animation correctly, you should see the text appear once

at the top of the banner.