

#### **Demonstration & Discussion**

Adobe Illustrator

**Frame Animation** 

**Animation & Frames** Illustrator **Paste on All Artboards Export for Screens** Photoshop Image Stack **Timeline Palette Exporting Animated GIFs/Videos**  **Animation & Frames** Illustrator **Paste on All Artboards Export for Screens** Photoshop Image Stack **Timeline Palette Exporting Animated GIFs/Videos** 

# Fundamentally, all animation is simply the changing of imagery over a duration of time.

"Flipbook," IAMCORE, Imgur, Nov. 18 2014 [https://media.giphy.com/media/13bLnxKfsueRPy/giphy.gif]

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We know how to use multiple artboards and transforms (like rotate, scale, etc.) to generate consistent imagery.

## For instance, consider this simple graphic for a **loading icon**...



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With some basic rotation transforms around the center, we can produce multiple artboards that start to suggest an animation sequence...

























So we know how to use multiple artboards and transforms (like rotate, scale, etc.) to generate consistent imagery.

We just need a file format that can control time.



01/12

https://www.how-to-design.org/process/files/class-example-files/spinning-loader-animation/spinning-loader-animation.gif

# The term **frame** refers to one piece of imagery displayed for one segment of time in an animation sequence.

## The term keyframe derives from traditional animation...

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https://s-media-cache-ak0.pinimg.com/originals/2a/e4/6b/2ae46bbce515319e04ba48ee856ec669.jpg

Notice that the frame numbers (the circled numbers near the bottom-right corner of the animation) jump in sequence (from 19, to 25, to 29, to 32, to 35, to 39, to 45, to 48, to 52).

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**Animation & Frames** Illustrator **Paste on All Artboards Export for Screens** Photoshop Image Stack **Timeline Palette Exporting Animated GIFs/Videos**
Once we've created the basic visual components for our animation sequence, use **Paste on All Artboards** to ensure that the art is consistently positioned throughout the animation sequence.





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#### **Edit Menu** $\rightarrow$ **Paste on All Artboards**



#### **Edit Menu** $\rightarrow$ **Paste on All Artboards**

When you've finished designing each of your frames in Illustrator, use **Export for Screens** to quickly export all of the artboards out to individual PNG files.







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#### **File Menu → Export → Export for Screens**

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#### **File Menu → Export → Export for Screens**

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Export for Screens

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Prefix:

SVG PDF

**Export Artboard** 

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To create an Image Stack in Photoshop (a single artboard with image information separated in the Layers Palette)...

To create an Image Stack in Photoshop (a single artboard with image information separated in the Layers Palette), simply open a file, then drag-and-drop the additional files to place them as new layers in the stack.

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#### **Timeline Palette**


Window Menu







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## Use the Timeline Palette to convert your artboard into a **Frame Animation**...





#### Click on a frame to select it





## Add frames to the timeline by duplicating the selected frame





## Remove frames from the timeline by deleting the selected frame





## Be sure that the animation looping setting is set to Loop Forever





## Test the animation using the play/stop button





# Control the speed of the animation by increasing or decreasing the Frame Delay for each frame





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