

# Photoshop Animated GIFs

With the rise of mobile devices, animated GIFs have regained popularity because they just work (unlike Flash animations which do not work on mobile devices). In this class you'll learn how to create animated GIFs for websites, ads, or even HTML emails.

Group classes in NYC and onsite training is available for this course. For more information, email [nyc@careercenters.com](mailto:nyc@careercenters.com) or visit: <https://www.careercenters.com/courses/photoshop-animated-gifs>



[nyc@careercenters.com](mailto:nyc@careercenters.com) • (212) 684-5151

## Course Outline

### Section 1

#### Creating a Simple Animated GIF

- Creating a frame animation
- Adding frames
- Setting frame duration using the frame delay option
- Testing the animation
- Saving as an animated GIF

#### Intro to Tweening

- Animating position to create movement
- Animating opacity to fade elements in/out

#### Keeping GIF File Size Down

- Tweening multiple parameters
- Tips & tricks for reducing file size
- Reworking the animation to reduce file size

#### Creating a Complex Animation

- Using clipping masks to create custom animations
- Manually animating an object
- Using Unify Layer options
- Making edits that apply to all frames

### Section 2

#### Using Video in Animated GIFs

- Specifying a range from a video to import

- Converting video into a frame animation

### **Creating a Video Timeline**

- Using keyframes to animate the Position property
- Animating the foods into & out of the box
- Moving the outermost foods along a curve instead of a line
- Moving, editing, & offsetting keyframes in the Timeline
- Copy/pasting keyframe values

### **Seamless Video Looping & Animating a Layer's Transform**

- Adding a video background as a Smart Object
- Making the video background loop seamlessly
- Animating a layer's rotation using the Transform property

### **Embedding Animations in Smart Objects**

- Embedding an animation within a Smart Object
- Adding a filter to an embedded animation
- Copying Smart Objects
- Final positioning & blending modes