

I M A G E P R E P A R A T I O N

Keep original image files in a safe place. Choose and systematically name each of your individual JPG image files with obvious names associated with their content. Make any image-size adjustments necessary to work with the project specs. Make any artistic adjustments to each individual image that may be necessary (levels, curves, color control, etc.).

G I F F I L E C R E A T I O N

CREATE A NEW PHOTOSHOP FILE The new canvas size should match your project specifications for W X H dimensions and resolution. Color mode should be RGB.

ADD YOUR INDIVIDUAL IMAGES Paste your first image into the document. Do this for each of your separate images, pasting them in chronological order (Photoshop will create a layer for each of the separate images you paste into the file — this is good.) Keep the images on separate layers.

IMAGE ADJUSTMENTS If necessary, adjust the position/crop of each of the separate images by working only on the layer of the image you need to adjust. Other artistic adjustments may make sense at this stage, depending on the results you see.

CREATE/CONTROL FRAMES Pull up the Timeline palette (Window > Timeline). In the center of the Timeline palette, choose the arrow of the drop-down menu and select “Create Frame Animation.” It inserts the first image as a frame. Then, go to the options menu in the upper-right corner of the Timeline palette. Select “Make Frames from Layers.” Each of the images from the separate layers are automatically added as a separate frame graphic within the timeline. Click on “0 sec.” beneath each individual frame to control how much time each should be shown. They can be uniform or variable; each one is controlled separately.

SAVE THE ANIMATED GIF Go to File > Save for Web... . Within the save window, choose:

Preset: Choose gif quality of your choice (prob gif 128 No Dither)

Animation: Looping Options: choose “Once” or “Forever”

Preview: Click this button in the lower left corner of the save window for it to show you the animation in a browser window before saving. If unsatisfactory, click cancel and make adjustments within Photoshop (adjust time on each frame, etc.).

Once the preview is satisfactory from the “Save for Web...” screen, click “Save...” and target the destination for the final gif file wherever you wish. To see the .gif in action, you can then drag the it to a browser in your dock; or, from your chosen web browser, select File > Open and choose your .gif file that way.

Finis.