Basic Animation with Photoshop and ImageReady
Animation

- **Animation** is the rapid display of a sequence of images or model positions in order to create an illusion of movement.
- Each individual image is called a “frame”.

![Diagram of animation frames showing movement]
Basic concepts

- **Keyframe**: defines an object’s state at a particular point in time. At any other point of time between keyframes, the object’s state can be interpolated.

- **Framerate**: determines how fluid an animation is, is expressed in frames per second (fps).
ImageReady

An editor complementary to Photoshop.

Designed for quick editing of web graphics.

Special features:
- Animated GIF creation.
- Image compression optimization.
- Image rollover effects.
- HTML generation.
GIF Format

- **Graphics Interchange Format.**
- 8-bit per pixel image format.
- Allows a separate palette of 256 colors for each frame.
- Employs lossless data compression.
- Well suited for graphics and logos with solid areas of color.
ImageReady Workspace
Animation Palette

- **First Frame**: Contains all active elements of your document, and remains constant until changes are made.
- **Loop Controls**: Specifies time delay between frames as well as a loop control command ranging from 'Once/Forever/Other'.
- **Playback Controls**: First Frame | Previous Frame | Play (Stop) | Next Frame playback controls.
- **Tween**: Allows for smooth transitions 'In Between' frames that you specify.
- **New Frame**: Add a new frame to the existing animation with applied new affects.
- **Delete Frame**: Delete a selected frame from the existing animation.
- **Animation Palette Options**: A list of further options to configure the palette and your animation.