GIMP® ANIMATION EFFECTS

Animation: Images – Flying Text
(captured during animation in the browser)

IMAGES – PROMOTIONAL TEXT FLYING FROM A MONITOR

GIMP® is all about IT (Images and Text)

DOWNLOADNG THE GAP ANIMATION PACKAGE

Before you begin this image animation, you will need to download a free animation plugin for GIMP® called GAP (GIMP Animations Package). Instructions to download are included on the Animations tab of the Web site.

This will add a new Video menu item to the GIMP® Menu Bar.

ANIMATING AN IMAGE

Creating an animated image using the GAP tool consists of two separate image files – the images that animate and the background image.

The final animation in this tutorial creates an image with promotional text flying from a monitor.

Open GIMP®

CREATING A BACKGROUND IMAGE

Step 1: From the Menu Bar, select File | New… At the Create a New Image dialog box, select 500 pixels for the Width: and 500 pixels for the Height:. Click the + sign to the right of Advanced Options and click the Fill with: down arrow and select white. Click the OK button.

Step 2: In the new image window, from the Menu Bar, select File | Save and save the blank image in a folder named `background_frames` as `Background_000001.xcf`.

Note: The name is important as GAP saves all animation files as Background_000001, Background_000002, Background_000003, etc. with a .xcf extension.

Step 3: In the new `Background.000001.xcf` image window, from the Menu Bar, select Video | Duplicate Frames… In the N times: text box, type the number of frames you want in the animation (for this tutorial, I chose 50) and click the <u>O</u>K button. With the existing background image, you now have 51 frames in your animation.

Note: The number that you select for the N times: is really up to you. The more frames you select, the smoother the animation but the larger the file size.

At this point, you can check your `background_frames` folder and you will see that you have 51 background files (`Background_000001.xcf` to `Background_000051.xcf`).

Once the animation is complete, you will be able to delete this folder and all of the background images. The animation itself will consist of only one .gif file.
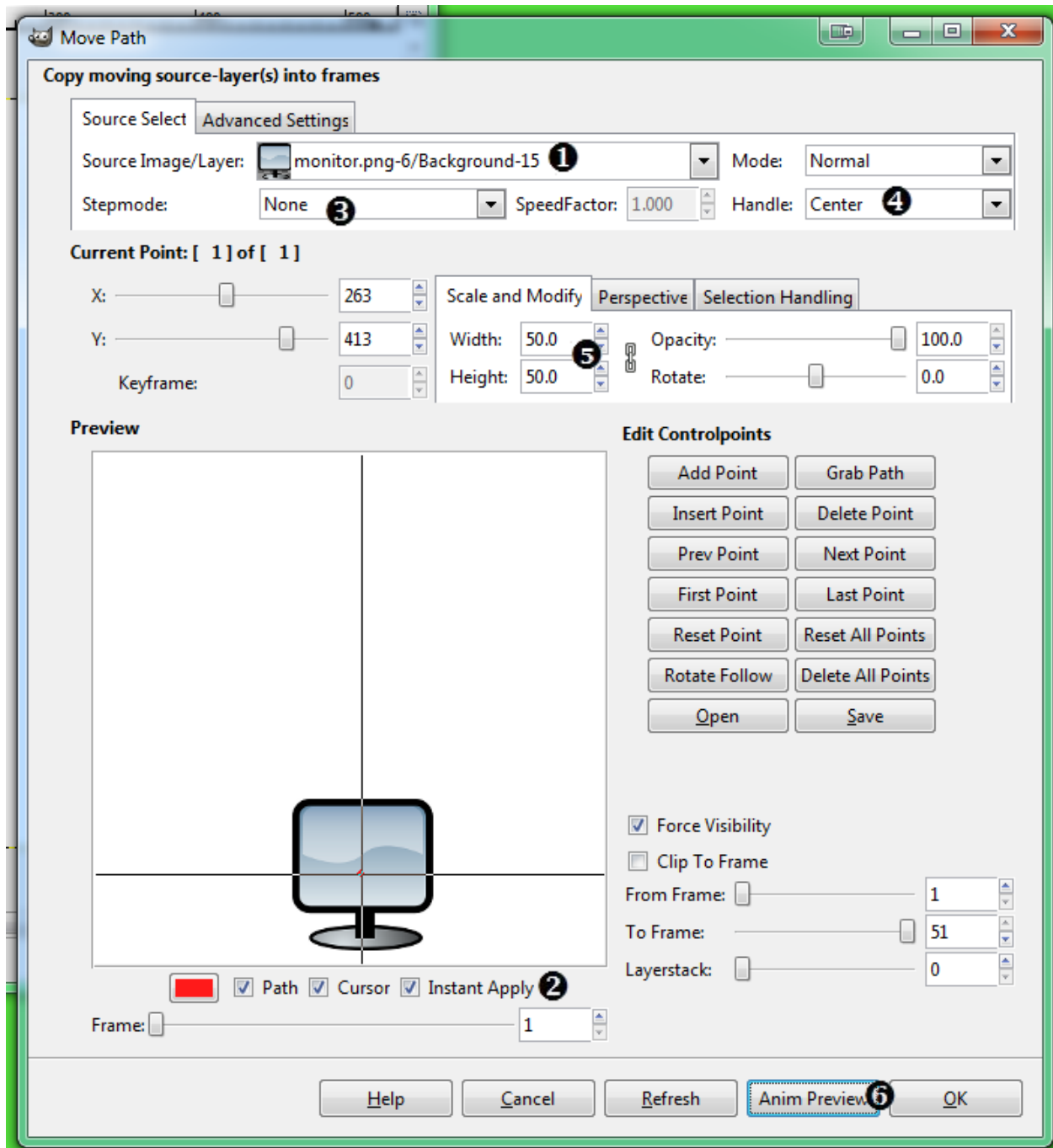
CREATING THE IMAGE

Step 1: Download a flat screen monitor image. You can find one at Clker.com http://www.clker.com/clipart-3658.html

Step 2: From the `background_000001.xcf` screen, open the downloaded file: `monitor.png`.

It is important to open this in a separate canvas because of the way the GAP plugins work.

Step 3: In the original `background000001.xcf` screen, select Video | Move Path

Make sure the `monitor.png` is selected as the 'Source Image/Layer', that 'Stepmode' is set to none, and the 'Handle' is set to center (it is easiest to have the image visually centered). Drag the cross hairs, with the monitor image centered behind them, so the monitor is at the bottom of the image background image. You will need to use the 'Scale and Modify' tab to make the monitor image a bit smaller, as it is rather large. Try 50%. Your Move Path screen will look like this:

Step 4: Now click the OK button to place the monitor image in the same position on each of 51 background frames.

Step 5: You can now close the monitor image so it doesn't accidentally get selected in the next steps.

CREATING THE FIRST TEXT MESSAGE IMAGE

Step 1: From the Menu bar, select File | New and make a new canvas 800 x 300 pixels with a transparent background.

Step 2: Click the Text icon in the Toolbox and enter the text 'Special Offer' with a font size of 75px and a font face of Sans Bold.

**Step 3:** Use the Crop tool to crop the image around the text.

ANIMATING THE TEXT MESSAGE

Step 1: With the `Background_000001.xcf` image open, select Video | Move Path to open the Move Path dialog box.

Step 2: Make sure the text message you just typed is selected in the 'Source image/Layer', 'Stepmode' is none, 'Handle' is center, and 'Instant Apply' is checked.

Instant Apply will let you see the result of your selections.

Step 3: Drag the text to the center of the monitor that is on the background image and then 'Scale and Modify' it to 20%. The text will grow as the animation progresses.
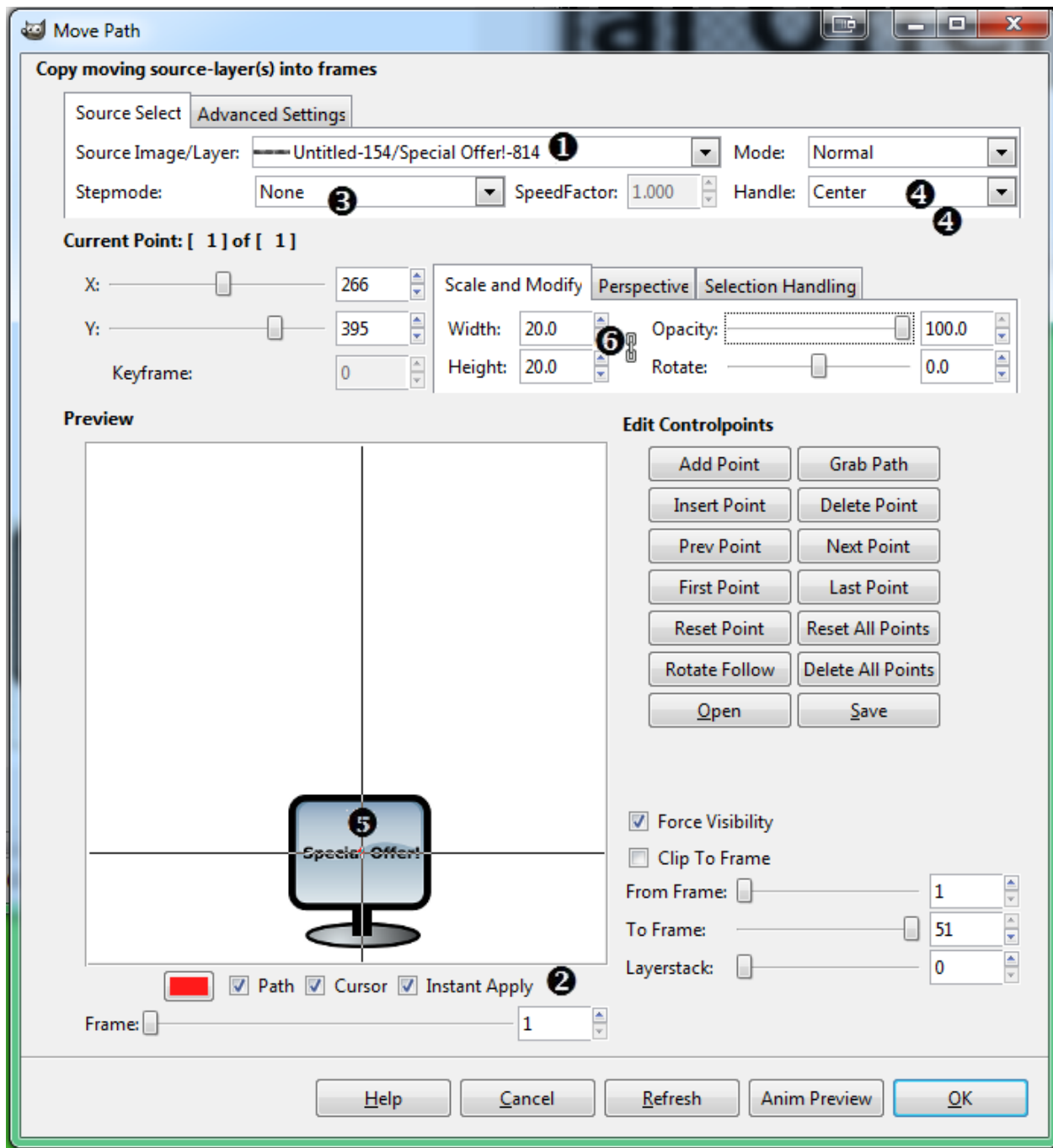
The next step is very important because it determines how long each text message appears in the animation. So we have to determine how many frames our first text message to appear on. To do this, use the 'From Frame" and the 'To Frame' sliders. We

want this text to appear at the beginning, animate, and then fade away as a new text message appears.

We know we have 51 frames. Let's do a little math. We need to divide as many text messages as we have by the number of frames, and make adjustments for overlapping.

Let's put the first text message on frames 1 – 25, the second on 10 – 35, and then the third from 25 – 51.

You want to overlap so there isn't any blank white space between text animations. Basically the second step starts a little before the first step has actually finished. Because the first and second steps have the same number of frames and the same number of control points, this is okay because they move at the exact same pace.

The final begins a little later relatively so that it doesn't overlap. It has more control points; therefore it does more things within the allotted frames, so it actually moves faster than the other segments. Therefore it moves in the frame quicker, and will run into the other text if you don't give it a bigger cushion than the first two text blocks.

Step 4: To animate the first text message, set the 'From Frame' to 1 and the 'To Frame' to 25.
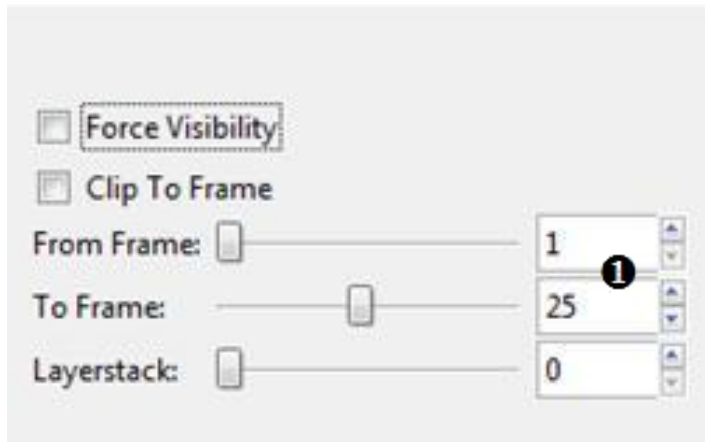
Step 5: What we do now will only move through the first 25 frames. We can determine how the text animates over these frames using the 'Edit Controlpoints' screens.

Step 6: Set the initial control point by clicking the 'Add Point' button. Now you can move the text to it next point and tell it what we want it to do. Click and drag the text to the vertical center of the white space above the monitor.

Step 7: Click the 'Add Point' button to set this new position as the 'control point'.

Step 8: Drag the text off the screen at the top, change the 'Opacity' level to 0 in the 'Scale and Modify' section, and then click the 'Add Point' button to complete the first text message's animation.

Step 9: To preview the first text animation, click the 'Anim Preview' button. Click 'Exact object on frames'. You will see the first 25 frames of the animation.

If you want to redo this part, you can click Cancel and start over. To keep the animation, click the 'OK' button to add those frames to the animation.

<div style="background-color:orange;color:white">**CREATING AND ANIMATING THE SECOND TEXT MESSAGE**</div>

Now we need to create a second text message, 'Limited Time,' and animate it. It will work the same way as the first message except that we start with Frame 10 and end on Frame 35.

Step 1: First either close the first text canvas without saving or modify it to the new text we want to use, "Limited Time!" as the text message.
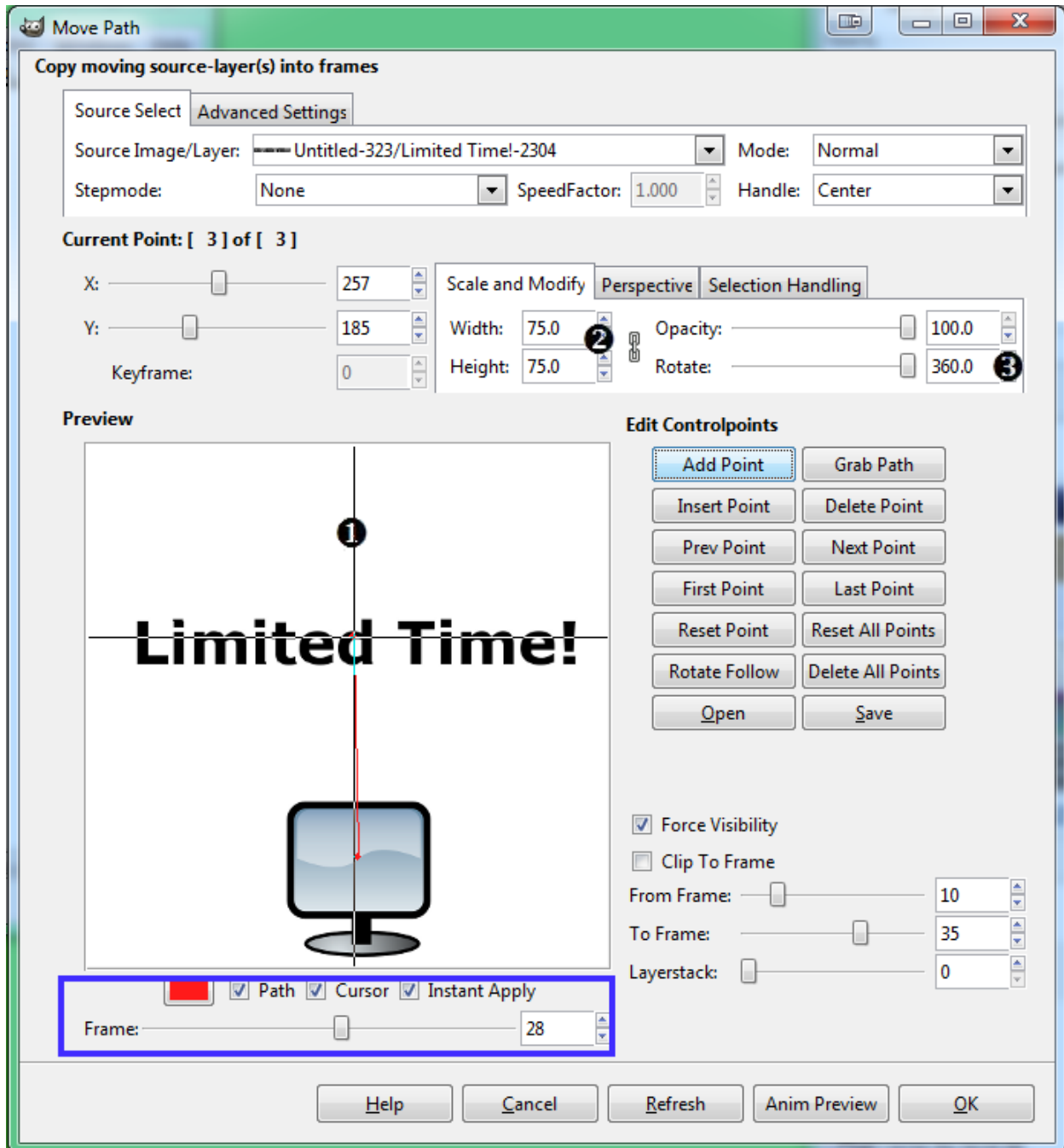
Step 2: On the `background000001.xcf` screen, select Video->Move Path…
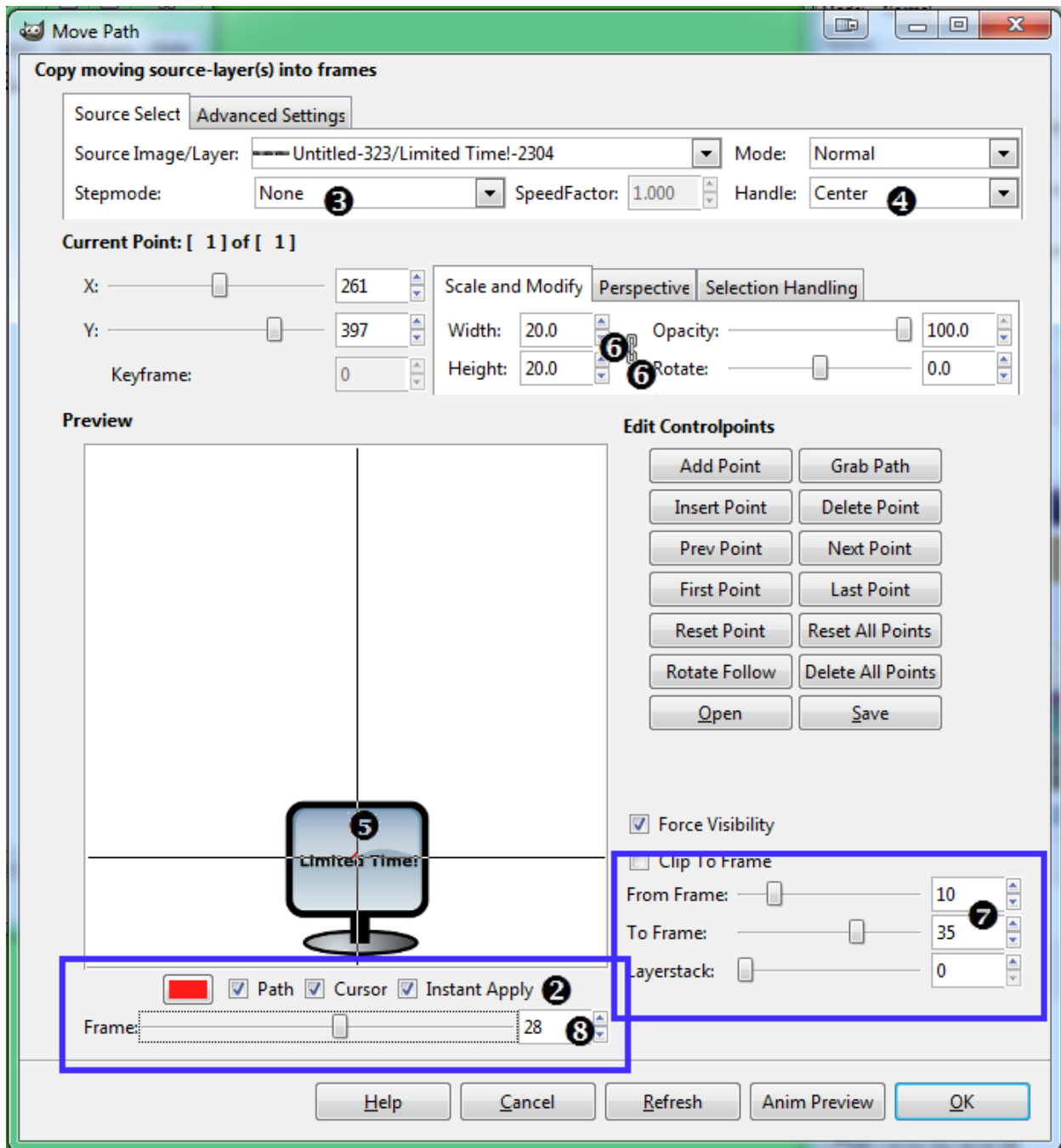
Step 3: The Screenshot above shows the 7 steps for the first part of the animation for the second text message:

Step 4: The Screenshot below shows the next three steps: Move the text up, increase its size and have it rotate 360

degrees:

Step 4: Click the 'Add Point' button.

Step 5: Drag the text message up and off the screen.

Step 6: Change the opacity to 0%

Step 7: Click the 'Add Point' button for its final time.

Step 8: Move the "Frame" slider out of the frames that the first text occupies. (past frame 25).   Preview the animation. Redo or click the 'OK' button to add Frames 10 – 35 to the previous animation.

<div style="background-color:orange">**CREATING AND ANIMATING THE SECOND TEXT MESSAGE**</div>

**Step 1:** Modify the second text message to "Call Now!" and crop around the text.

Step 2: In the `background000001.xcf` file, click Video->Move Path…
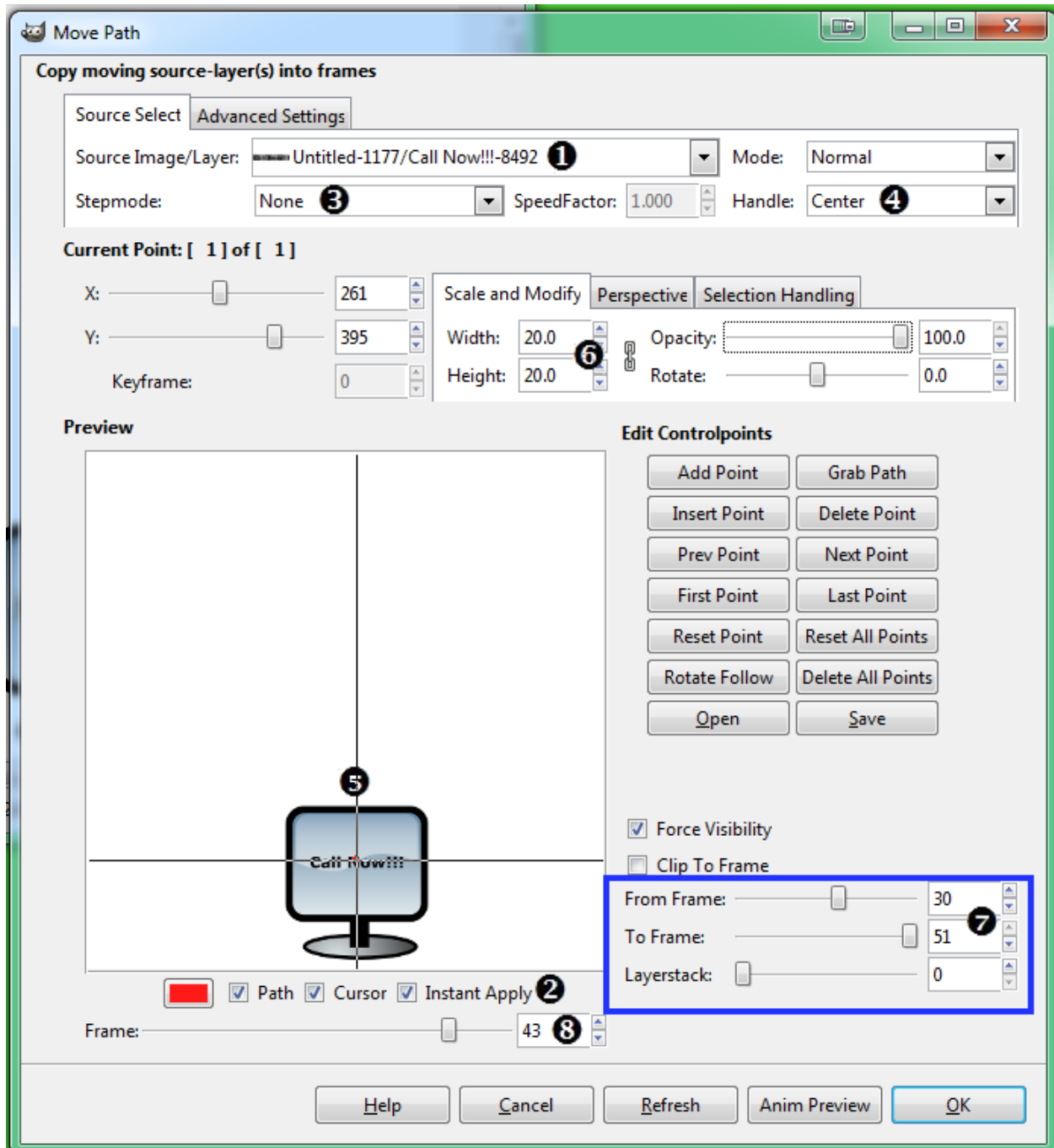
Repeat the steps you used for the previous two text messages. Steps 1-6 are shown in Screenshot above.

Change the "From Frame" is set to 25 or 30 and the "To Frame" is set to the max, 51.

Because this section of the animation is a little different, we don't start at the next logical increment (we went from 1 to 25, then from 10 to 35 before) we give it a little more space otherwise this section will overlap a bit with the previous. Move the text up, make it bigger, and have it rotate a full time to 360, then click "Add Point".
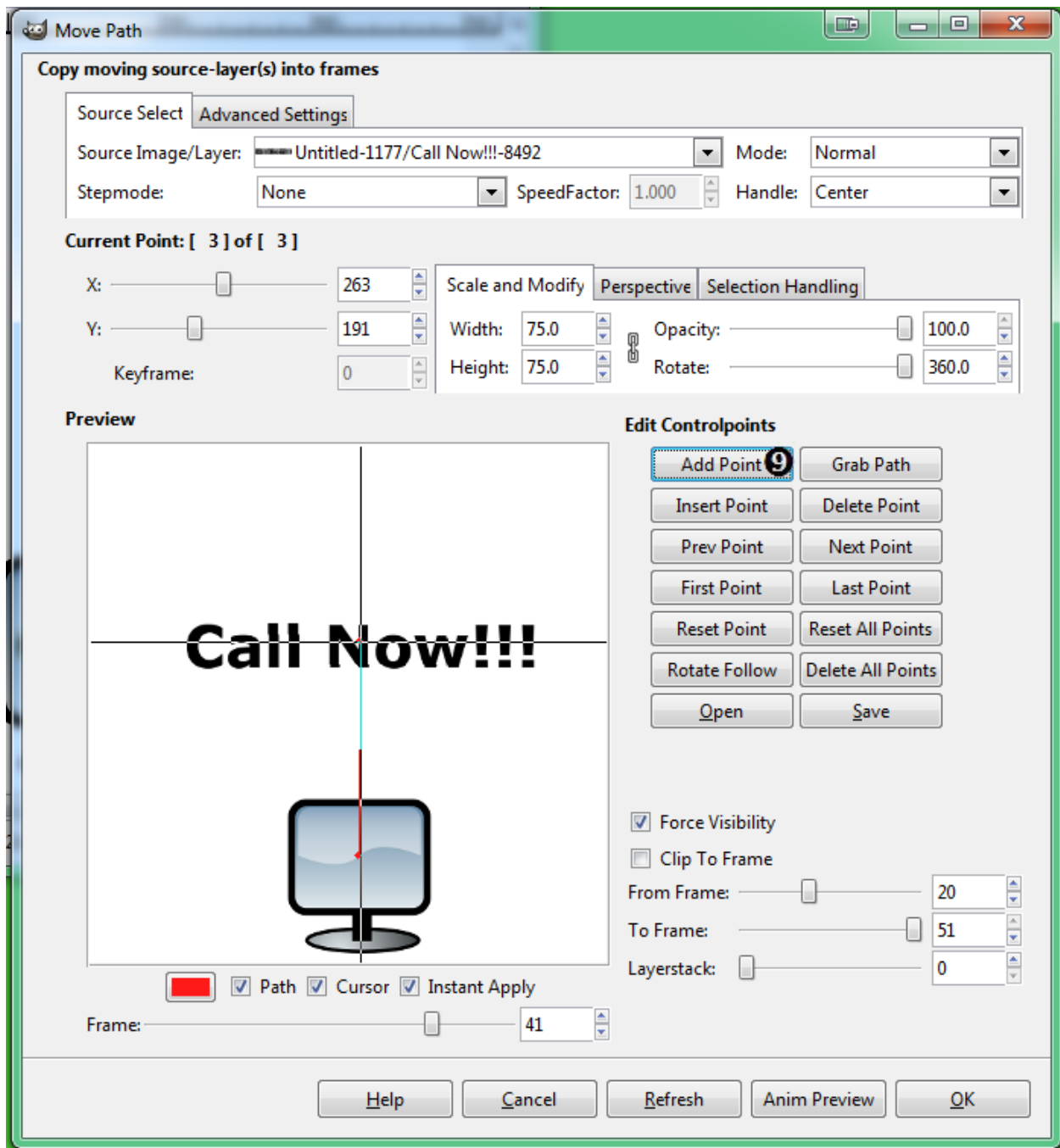
Let's experiment a bit with this text.

Step 1: Move the opacity to 0

Step 2: Click "Add Point"

Step 3: Move the 'Scale and Modify'' back to 100

Step 4: Click the 'Add Point' button.

Step 5: Move the rotation to -360.

Step 6: Click the 'Add Point' button.

Step 7: 'Scale and Modify' to 100.

Step 8: Click the 'Add Point'.

Step 9: 'Scale and Modify' to 50.

Step 10: Click the 'Add Point' button.

Step 11: 'Scale and Modify' to 100.

Step 12: Click the 'Add Point' button.

This will make the text message fade out then back in, do a double backward rotation, then grow, shrink and grow again.

Step 13: Then click the 'OK' button.

OPTIMIZING AND SAVING THE ANIMATION

Step 1: Select Video->Frames to Image, keep the defaults, and click the 'OK' button.

This will create a new untitled canvas.

Step 2: Go to Filters->Animation->Optimize for Gif.

This will process the animation and bring up another untitled project.

Step 3: Save as `Flying_Text_mm_dd_yy` with a .gif extension in a folder `named anim_images.`

My advice is to put it somewhere other than where you saved that first background_000001 canvas).

Step 4: In the export file dialogue, choose "Save as Animation" then click Export and click the Save button.

Step 5: Close all open windows.

Step 6: Delete the `background_frames` folder and its contents.

TEST THE GIF ANIMATIION

Step 1: Navigate to the `\PortableApps\GIMP\Animation\anim_images\` folder.

Step 2: Right click on the `flying_text_mm_dd_yy.gif` file and select Open With | Internet Explorer or Mozilla Firefox.