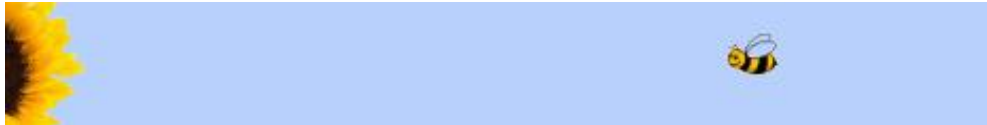# GIMP® ANIMATION EFFECTS

Animation: Image

ANIMATION: IMAGE

GIMP® is all about IT (Images and Text)

DOWNLOADING THE SUNFLOWER AND BUMBLE BEE IMAGES

Both images will come from the Public Domain.

To find the sunflower image go to a search engine and type http://www.google.com and type `public domain sunflower image` as the search criteria.

Download the second sunflower image and save it in the `PortableApps\GIMP\animation\images` folder as `sunflower.jpg`.

Then search for `public domain bumble bee image` or type http://www.wpclipart.com/cartoon/animals/

bugs/bumble_bee.png.html in the Address Bar of the browser.

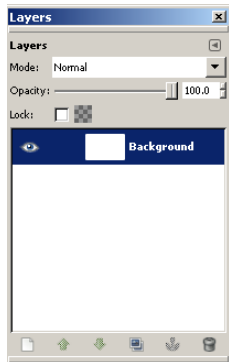Download the bumble bee image and save it in the `PortableApps\GIMP\animation\images` folder as `bumble_bee.png`.

Open GIMP®

Step 1: To begin a new GIMP® project, from the Menu Bar, select File | New… At the Create a New Image dialog box, click the Template down arrow and select Web Banner common 468 x 60.

You will need to click the + sign beside Advanced Options to expand the menu. Click the Fill with: down arrow and select white.   In the Comment text box, describe the image.

Click the OK button.

A new image canvas displays in the GIMP® workspace with image information in the Title Bar and a "Background" layer displays in the Layers palette to the right of the image window.

Step 2: You will want to select a background color. Perhaps you would like to have the background match the color of the wings on the bumblebee

Right click the bumble_bee.png image and select Open with GIMP-2.6.

The bumble_bee image displays on a new image canvas.

From the Toolbox, select the Color Picker Tool and click on the wings of the bumble bee.

The Foreground color in the FG color palette changes to the hexadecimal color of the wings.

Close the bumble_bee.png image window.

Step 3: From the Menu Bar, select Edit | Fill with FG color.

The background is filled with light blue.

Step 4: Drag the sunflower.jpg image onto the canvas. It is cropped to the size of the image canvas. To size the image to fit the canvas, select Layer | Scale Layer… and at the Scale Layer dialog box, type a 60 in the Layer Size Height: text box and press the Enter key. (This is the height of the image canvas).

Click the Scale button.

Step 5: The sunflower image has a white background which needs to become transparent in order to show the blue background around the flower.
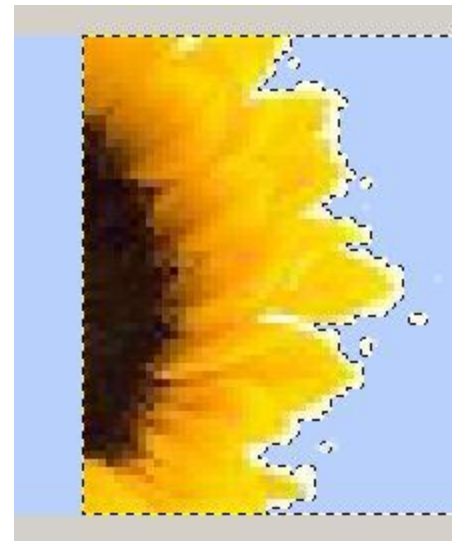
From the Menu Bar, select Layer | Transparency | Add Alpha Channel.

From the Toolbox, click the Select by Color Tool and click in the white area of the sunflower image (the area you want to make transparent).

A flashing border displays around the flower.

From the Menu Bar, select Edit | Clear to make the selected area transparent (which means that it picks up the color of the image background).
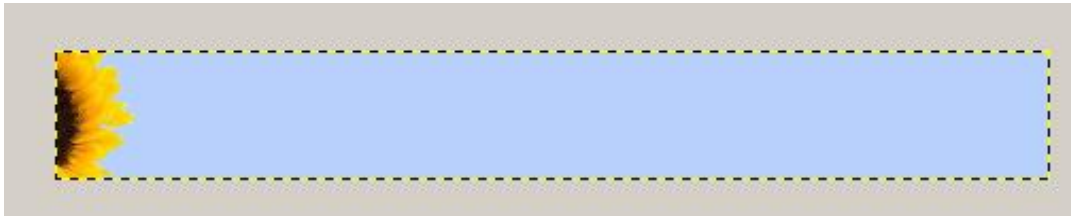
Click the Zoom level icon and select 400%. You may notice that there is a little white left around the flower and the background.

Click inside any white area and select Edit | Clear from the Menu Bar. (Repeat this process until all white areas are transparent).

Change the Zoom level back to 100%.

Step 6: With the "sunflower.jpg" layer selected in the Layers palette, click the Move Tool ✥ in the Toolbox and position the flower at the left of the background. (Don't forget to select the Move the active layer option in the Move options).

Step 7: With the "sunflower.jpg" layer selected in the Layers palette, right click and select Merge Do<u>w</u>n to combine the sunflower and the "Background" layers.

ANIMATING THE IMAGE

Step 1: Drag the bumble_bee.png image onto the canvas. You will need to scale the layer -- <u>L</u>ayer | <u>S</u>cale Layer (25 x 21) and click the <u>S</u>cale button.

Step 2: Click the Zoom level down arrow and select 200%. This image has a white background, which needs to be transparent.

With the "bumble_bee.png" layer selected in the Layers palette, from the Menu Bar, select <u>L</u>ayer | Tr<u>a</u>nsparency | Add Alp<u>h</u>a Channel. Click the Select by Color Tool in the Toolbox and click in the white area around the bumble bee. From the Menu Bar select <u>E</u>dit | <u>C</u>lear to make the selected white area transparent.

Step 3: With the Move Tool selected in the Toolbox, drag the image to the top right corner of the background image.

Step 4: In the Layers palette, right click on the "bumble_bee.png" layer and select Al<u>p</u>ha to Selection. You will need to duplicate the layer 18 times.   (I determined the number 18 by dividing the width of the image (468) by the width of the bumble bee (25)). You could right click and select D<u>u</u>plicate Layer 18 times, but this is where the keyboard shortcuts come in handy. Hold down the Ctrl key and the Shift key and press D 18 times.

Step 4: Click the Visibility icon 👁 to the left of all layers except the "bumble_bee.png" layer.

Click the Visibility icon 👁 to the left of the "bumble_bee.png copy" layer to display this layer. Right click on the "bumble_bee.png copy" layer and select Al<u>p</u>ha to Selection.

Click the Move Tool ✥ in the Toolbox and drag the copy of the "bumble_bee.png" layer to left of the first bumble bee.

Step 5: Click the Visibility icon 👁 to the left of the "bumble_bee.png copy#1" layer and on the image canvas, drag the copy of the first bumble bee after the second bumble bee.

Continue until you have created a path from the first bumble bee to the flower image.

Note: The layer you need to drag will be surrounded by a selection rectangle.

When you get to the sunflower image, you may need to add or delete one copy of the layer bumble bee depending on how closely you put the bumble bees together.

Step 6: You might be tempted to preview your animation -- Filters | Animation | Playback. That is okay, but what you will find is that the bumble bees turn into a swarm because each .png layer is transparent and shows the layer below.

You will need to add a blue image layer with the sunflower to each bumble bee layer.

Step 7: Click the Visibility icon to the left of all layers except the "Background" layer to hide the layer.

Step 8: In the Layers palette, select the "Background" layer. Right click and select Alpha to Selection. From the Menu Bar, select Edit | Copy and then Edit | Paste.

A new "Floating Selection (Pasted Layer)" layer displays at the top of the Layers palette.

Click the Create a new layer and add to image icon at the bottom of the Layers palette to turn the Pasted Layer into a regular layer. (You will see the blue background and the sunflower).

Drag the "Pasted Layer" layer below the "bumble_bee.png copy" layer.

Right click on the "bumble_bee.png copy" layer and select Merge Down.

The image on the canvas should display with one bumble bee.

Double click the "Pasted Copy" layer name and type BB1 and press the Enter key.

Step 9: Follow these steps:

❶ Press Ctrl+V to paste the "Background" layer as a floating layer at the top of the Layers palette.

❷ Click the Create new layer and add to image icon at the bottom of the Layers palette.

❸ Drag the pasted layer below the bottom invisible layer in the Layers palette (bumble_bee.png copy #1).

❹ Right click the layer above the "Pasted Copy" layer and select Merge Do<u>w</u>n.

Repeat Step 9 for each layer.

It is a good idea to save the image with an `.xcf` extension before testing the animation.

Step 10: Click <u>F</u>ile | <u>S</u>ave and at the Save Image dialog box save the image in the

`PortableApps\GIMP\animations\images\` folder as `bumble_bee_mm_dd_yy.xcf` replacing the mm_dd_yy with the current month day and year.

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TESTING THE ANIMATION

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Step 1: From the Menu Bar, select Filte<u>r</u>s | An<u>i</u>mation | <u>P</u>layback. At the Animation Playback: Untitled window click the Play button

▷ Play to preview your animation.

Each frame displays individually in sequence.

Click the Close button on the Playback window.

Step 2: You may want the last frame to display longer as the bumble bee needs to get the nectar from the flower.

In the Layers palette, double click on the name of the "BB19" layer and add `(2000ms)` to the end of the name and press the Enter key.

Note: You have specified that the last frame will display for 2000 milliseconds (which is equivalent to 2 seconds).

Step 3: Preview the animation again. Close the Playback window.

If you are not satisfied with the result, make any changes, and preview again.

Step 4: From the Menu Bar, select <u>F</u>ile | <u>S</u>ave to save the image in the same folder with the same name.

<div style="background-color:orange;color:white;">

SAVING THE IMAGE AS AN ANIMATED GIF

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Step 1: From the Menu Bar, select Filte<u>r</u>s | An<u>i</u>mation | Optimize (for <u>G</u>IF). From the new "Untitled" window, click <u>F</u>ile | Save and at the Save Image dialog box, save the image in the same folder with the same name.
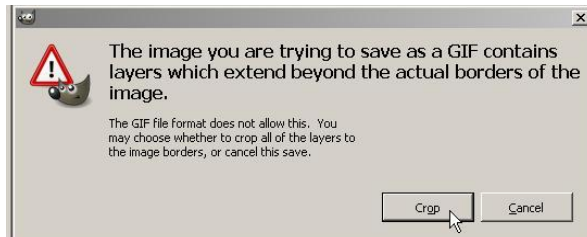
Click the + sign to the left of Select File <u>T</u>ype (By Extension) and select

GIF image	gif

Click the <u>S</u>ave button.

At the Export File dialog box, select the **Save as Animation** radio button and click the <u>E</u>xport button.

Note: If you have dragged any of the layers beyond the image borders, you may get the following message. Just click the Crop button.

At the Save as GIF dialog box, add a comment.

Notice that under the Animated GIF options, you have a checkbox for Loop forever, which is selected. If you remove the checkbox, the animation will play once and stop.

Delay between frames: controls the speed of the animation. The default speed is 100 milliseconds or 1/10 of a second. All frames except the one to which you added the (2000ms).

Click the Save button.

Step 2: Close the GIF image window.

Step 3: Close the XCF image window.

Step 4: Close the GIMP® application.

PLAYING THE ANIMATON IN THE BROWSER

Step 1: Navigate to the location of the `bumble_bee_mm_dd_yy.gif` file.

Step 2: Right click the file and select Open With and select either Internet Explorer or Mozilla Firefox.

The image should animate in the browser.