

## Brittany Laura, Making GIFs

### THE TOPIC:

Making gifs is pretty fun, so that's neat. What I'm going to do is take the process of making gifs (moving pictures, I specifically will probably make it out of a youtube video or a tv show or something because it's a lot less time-consuming than any other gifs and I don't want to spend forever making something artsy) and take it step by step. I'll either find an article on the topic and use their content with my own images, or I'll just reword their content. I know that it's all about designing around content, but I kind of like making sure that my content is entertaining and funny (especially for something like gifs, come on!), and tutorials tend not to be that? Which is a shame, because in my opinion, people learn a lot easier that way.

I'll tackle the photoshop method and maybe do a bonus section on cinemagraphs, but I'm not sure about that part yet; I'll have to see how the rest of it goes (after project thought: it felt too much like a derail from the subject and I cut this out). I think it'd be really fun, though, to do an additional section on them and how they're different than regular animated gifs.

### MEDIA:

- Definitely images--probably step by step screenshots inside photoshop.
- Gifs, obviously: at the start and at the finish, a preview and a 'finished result' one.

### CONTENT AMOUNT:

Because it can be a kind of underwhelming topic (seriously, I can probably sum it up in like... four sentences if I wanted to), I'm going to make up for it in images and a more in-depth explanation. Then there's different stages I can touch on like... The timeline and timing on it, and how to sharpen the overall gif, or how to edit it and save it, or how to save it down in size so that you can post it places.

### H1:

MAKING ANIMATED GIFS

HOW TO MAKE ANIMATED GIFS

Or something obvious; the "animated" part is important though, since you can pretty much just like... Save anything as a gif file type.

### H2:

a how-to guide.

or something. This could really use some work.

## OUTLINE

Introduction

- animated gifs vs gifs, approach to doing it in photoshop, how to use them on pages in web design, brief draw in mention of file size & loading times.

### **Example**

- Wow what a sweet gif. How great. Maybe even a couple of examples of what can be done with gifs.

### **Document Setup**

- Timeline and layer panels

### **Animation**

- Separation of animation between layers, trimming animation frames.

### **Adjust Timing**

- Timing of animation, examples of different timing

### **Export**

- Save for web
- Discuss file size and the impact on web page loading time here.

### **Cinemagraphs**

- Example
- ~~Difference between cinemagraphs and typical animated gif~~
- ~~Brief overview on creating with those differences in mind~~
- ~~This Section: Probably a small section on its own, not expanded into scrolling.~~

### **Closing**

- Closing statement
- ~~Mention other methods (which work, but have less tight control than using photoshop, emphasis on tight control and utilizing skill for other projects).~~

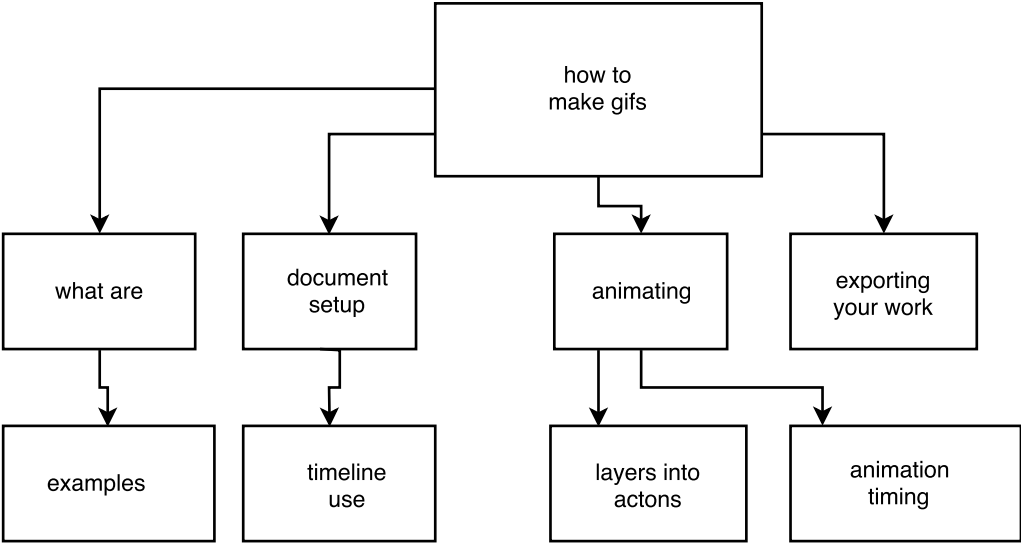
## Reference Links and Ideas

<http://creativetechs.com/tipsblog/build-animated-gifs-in-photoshop/>

<http://www.briandalessandro.com/blog/create-an-animated-gif-in-photoshop-cs5/>

<http://www.briandalessandro.com/blog/fade-in-fade-out-an-animated-gif-in-photoshop/>

<https://blog.udemy.com/how-to-make-a-gif-in-photoshop/>



## Content Plan: Making Gifs

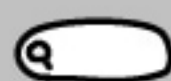
headings	content	container
h1	introduction	stand alone div
h2 - what's a gif	explanation	stand alone div
h3 - previews & examples	examples	card
h2 - setting up document	document setup	tab, images w/tooltips
h3 - using a timeline	timeline window	tab, images w/tooltips
h2 - animating	animating layers	tab, images w/tooltips
h3 - timing	transitions between frames	tab, images w/tooltips
h2 - exporting	save-as	tab, images w/tooltips

## Making Animated Gifs <- H1

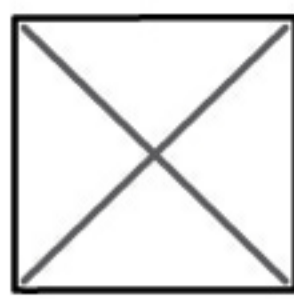
1. Whats a gif, anyway? <- h2
  1. Previews and examples <- h3
2. Setting Up Your Document <-h2
  1. The Gifstorical Timeline <-h3
3. Animating the Gifs <- h2
  1. Translating Layers into Actions <-h3
  2. Animation Timing <- h3
4. Exporting Your Work <- h2



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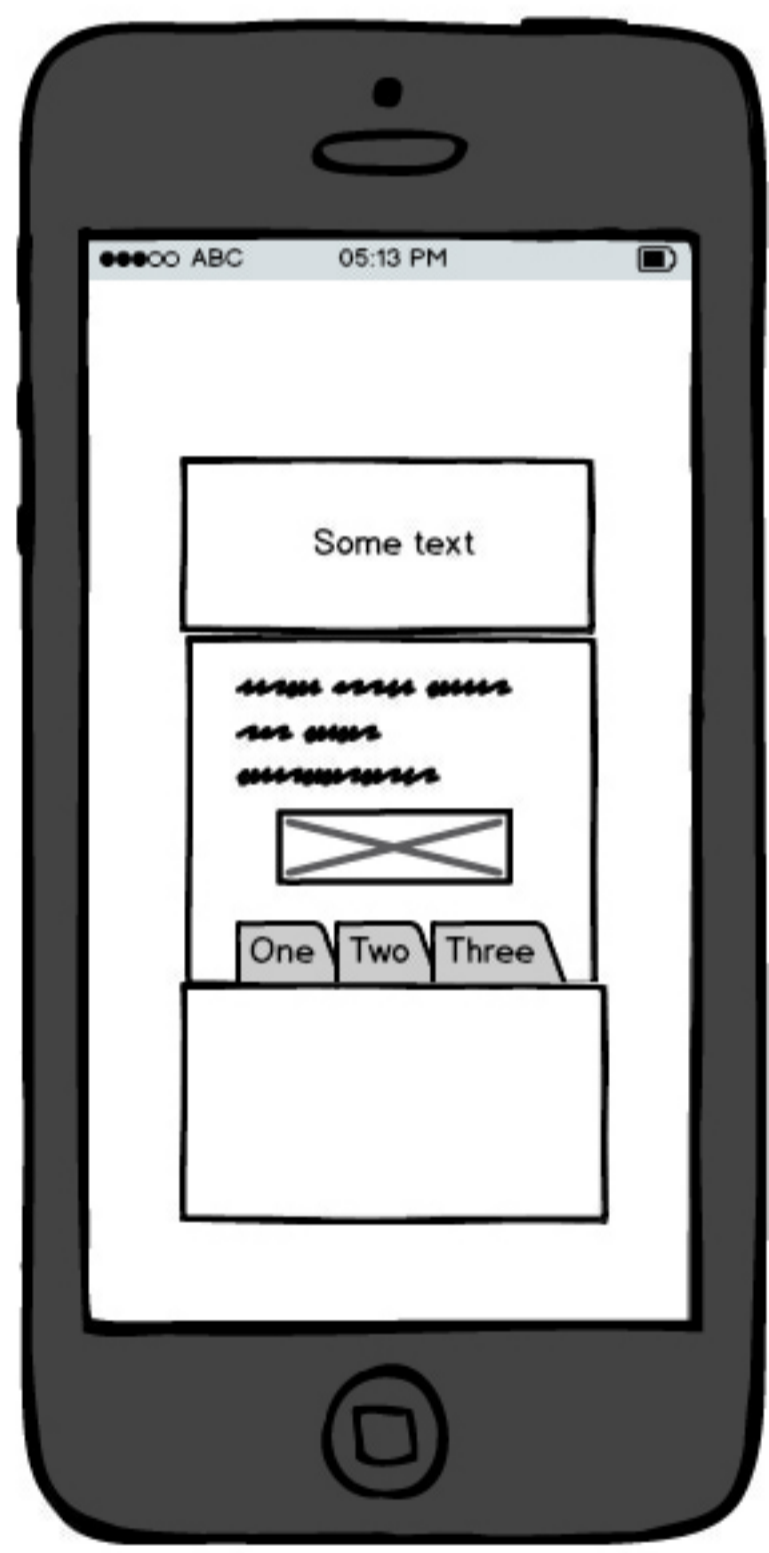
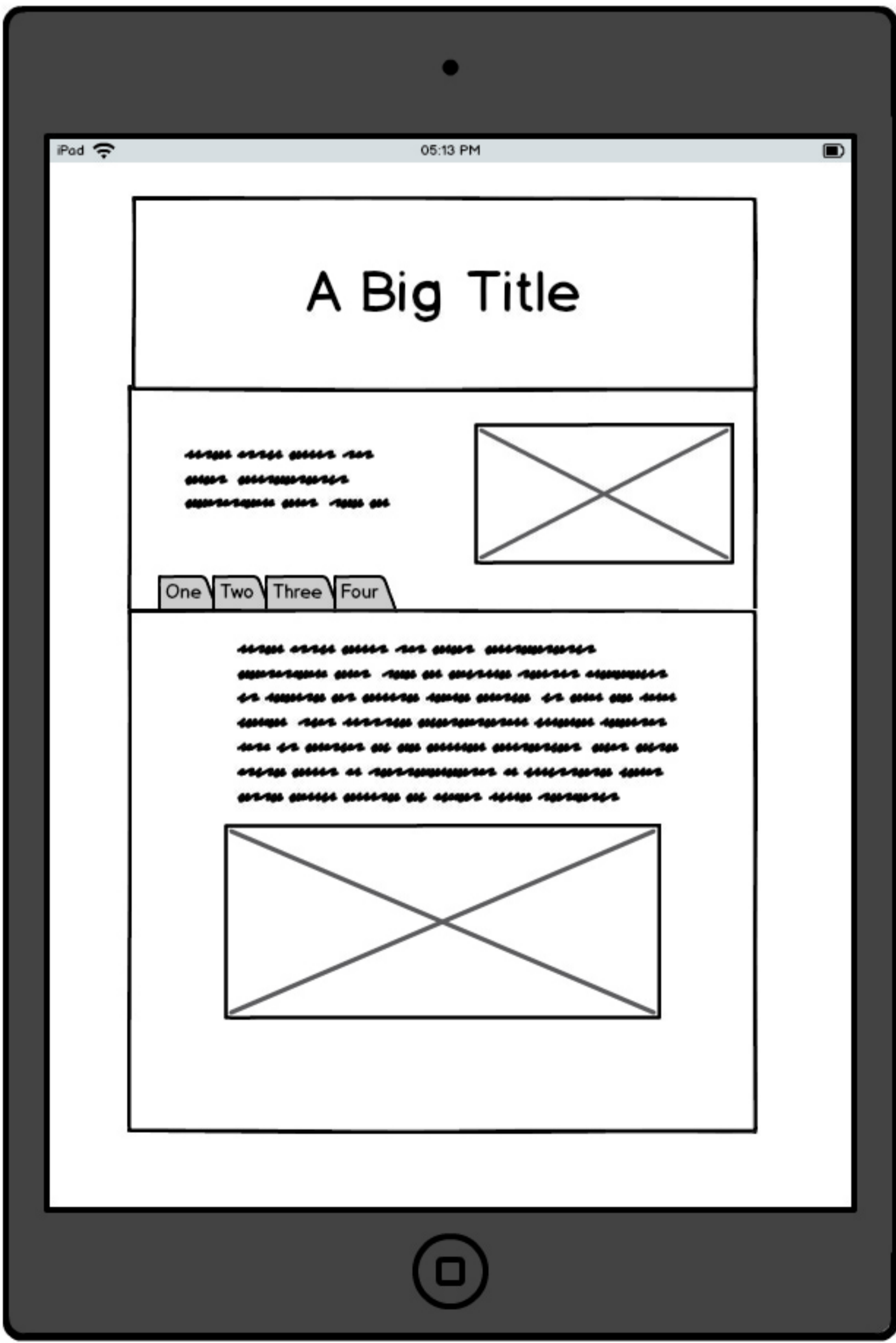
- One
- Two
- Three
- Four

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a tooltip

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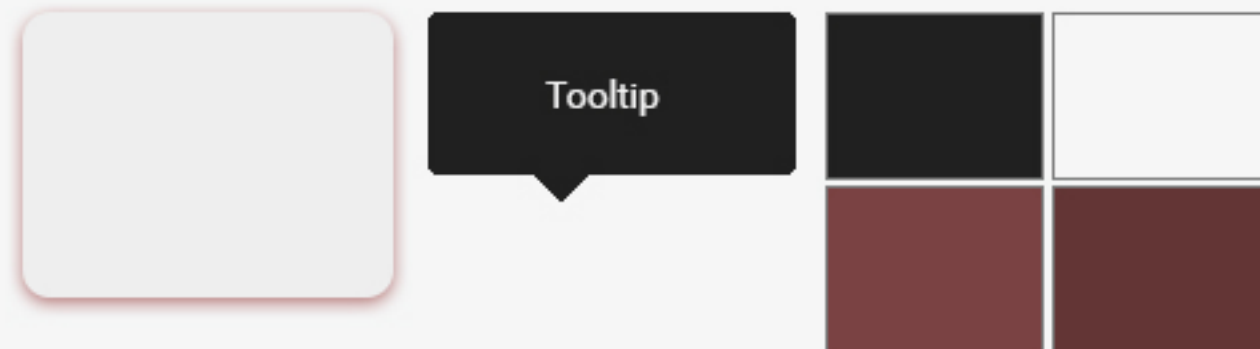
ROBOTO RGBA(99, 53, 53, 1)

### THIS IS AN EXAMPLE OF A SUB HEAD

ROBOTO RGBA(31, 16, 16, 1)

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