

SAYRE AREA SCHOOL DISTRICT TECHNOLOGY TIPS

PICTURE FADER CREATED USING ADOBE PHOTOSHOP CS5

Purpose

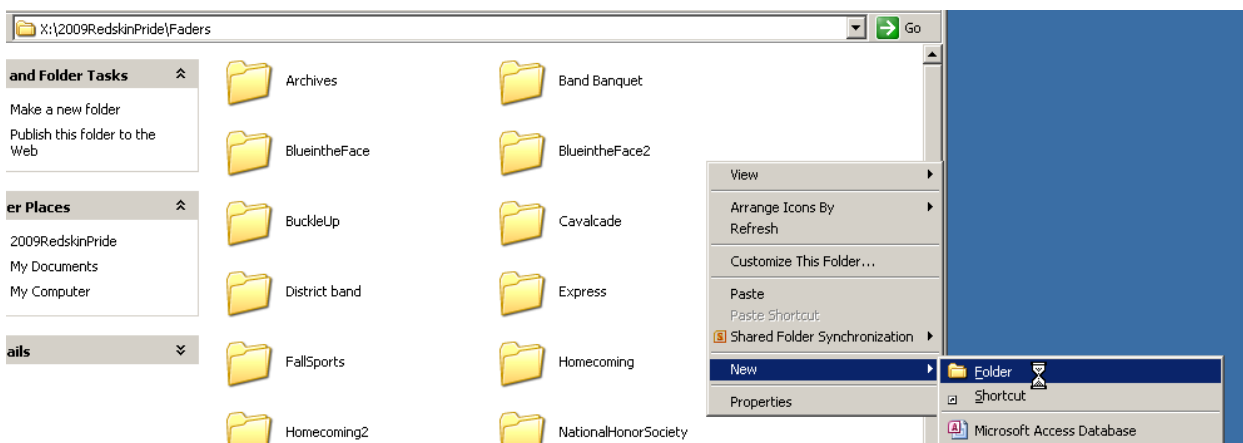
This procedure shows how to create a Flash Picture Fader using Adobe Photoshop Version CS5.

Basic process is:

- 1) Saving Images Being Used
- 2) Setting Up
- 3) Creating the Introduction
- 4) Creating the Actual Animation
- 5) Save for Web

Saving Images Being Used

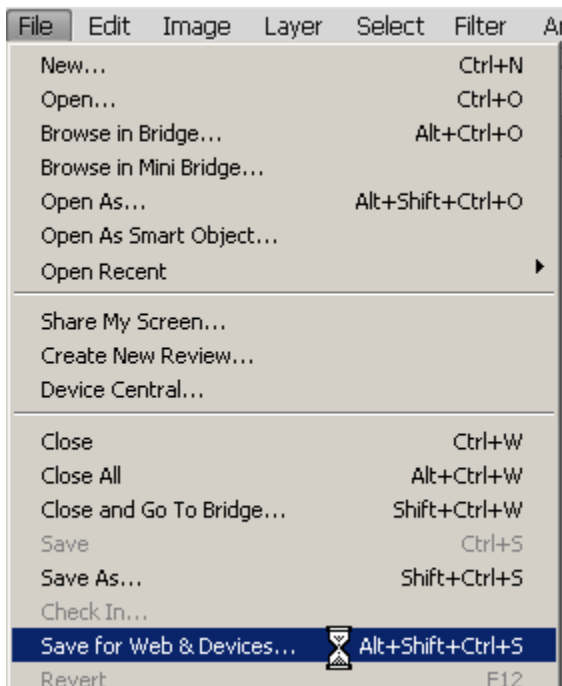
First create a folder for the desired images and fader under Redskin Pride then Faders



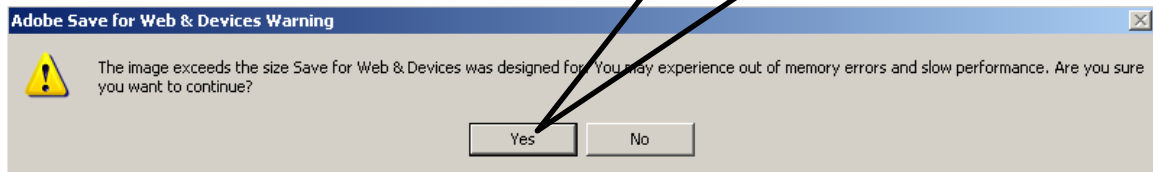
Open each image that you think you will be using in the fader. Save as many as you want. You may not use some, but that's okay. You should now have at least five images open at one time.



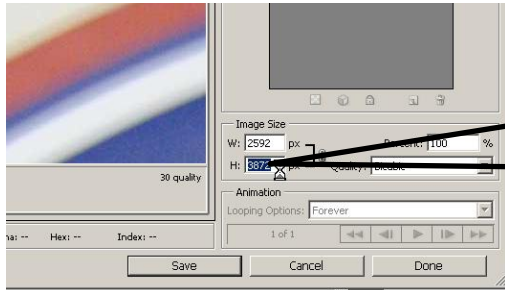
Now, you need to save the images for the web as well as changing the size of each. To do this, you go to File then Save for Web & Devices or just press Alt+Shift+Ctrl+S



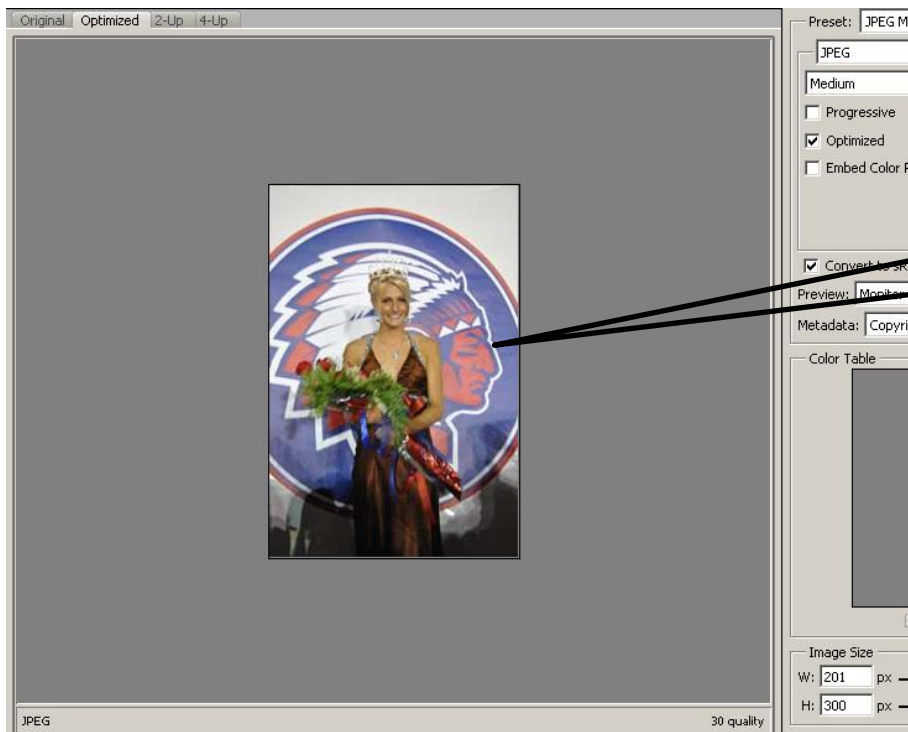
If this box pops up, click on "Yes"



First, you should change the file size. To do this, go to the box pointed out below and change the biggest dimension to “300”. For example, the height on this image is bigger than the width; therefore you need to change the height to 300. The width will automatically change. Then press on your “Enter” key.

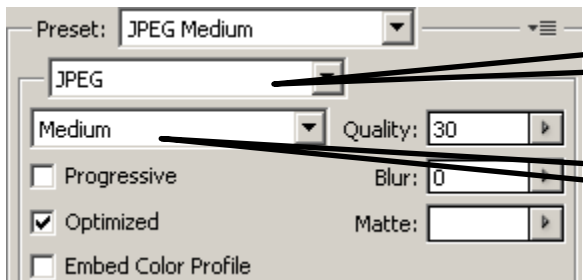


Change this amount to 300



You will notice that the image gets significantly smaller.

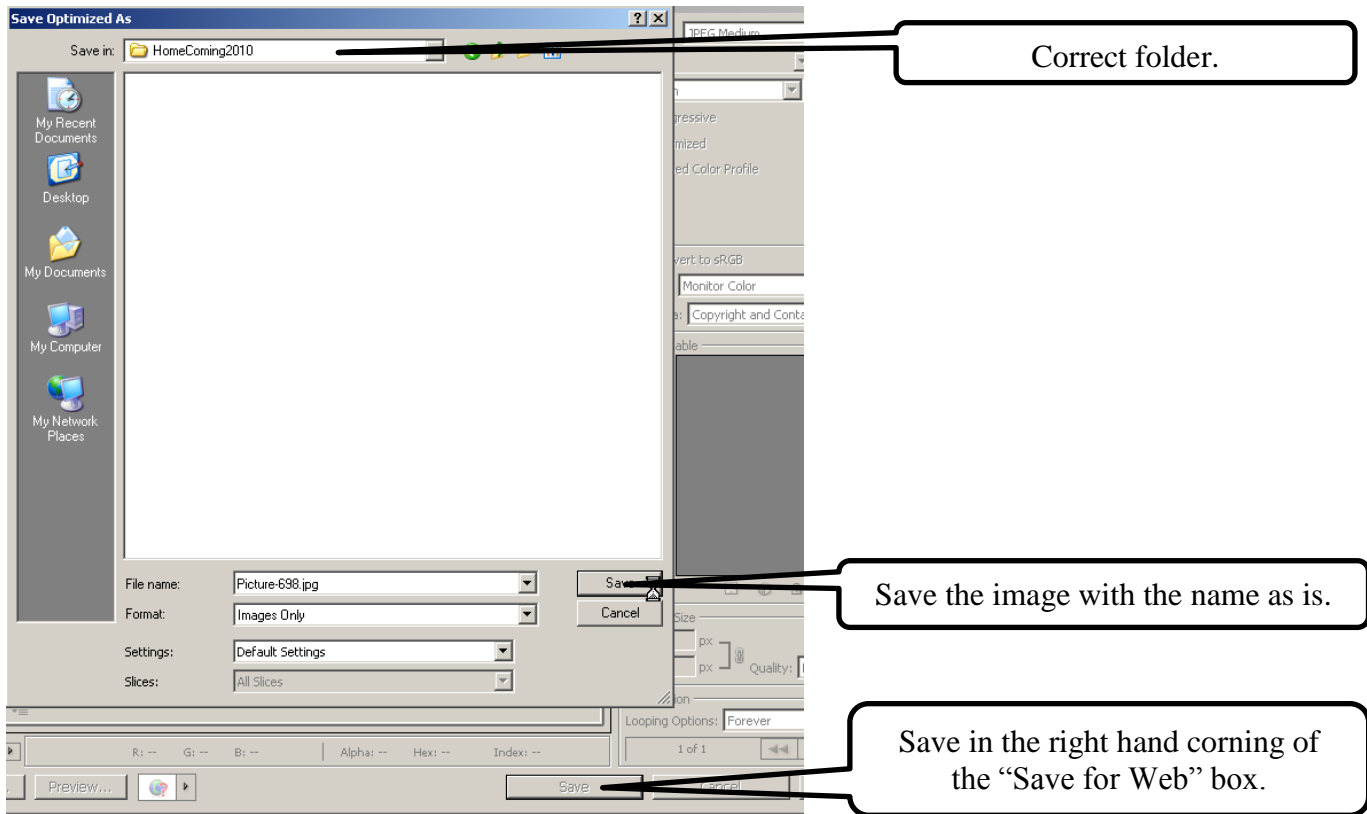
Now, you need to make sure the image is set to the below settings.



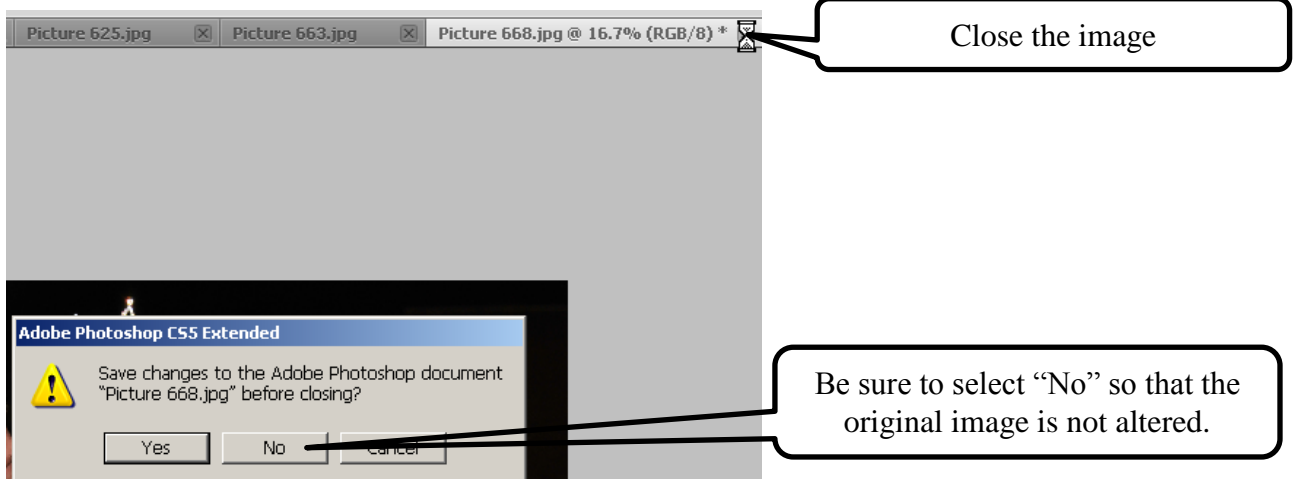
The image format is JPEG

It is set to medium quality

Lastly, you need to simply save the image under the folder you created for this fader.



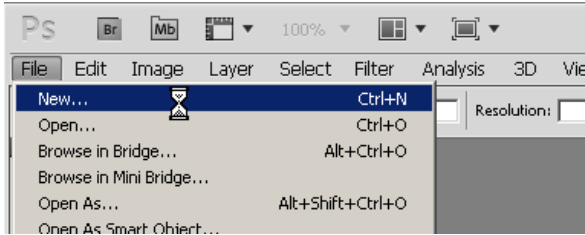
After you have saved the image, close the image.



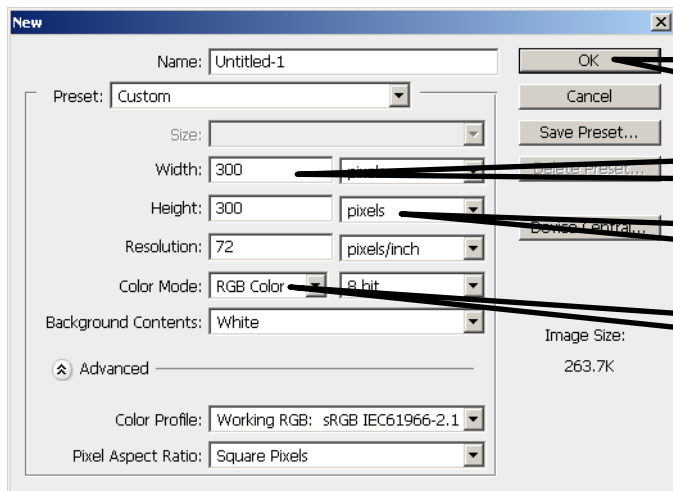
You then need to do the same steps for each image you have selected. You now have all the images you need for the fader!

Setting up

Go to File and then New (or press Ctrl+N).



Create a new image using the below attributes. Then press “OK”.



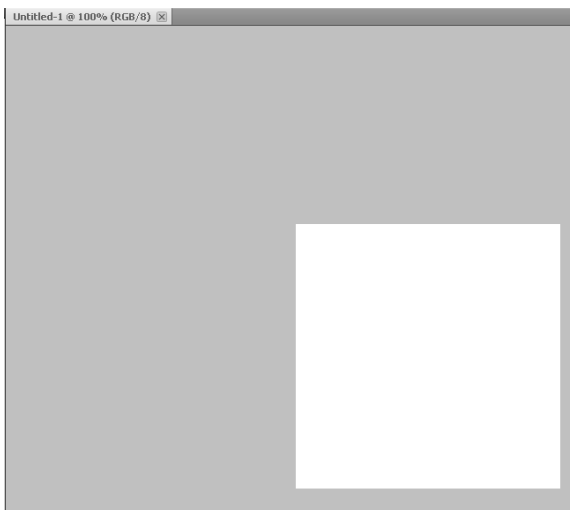
When you're done, click "OK"

Width and height both need to be set to 300.

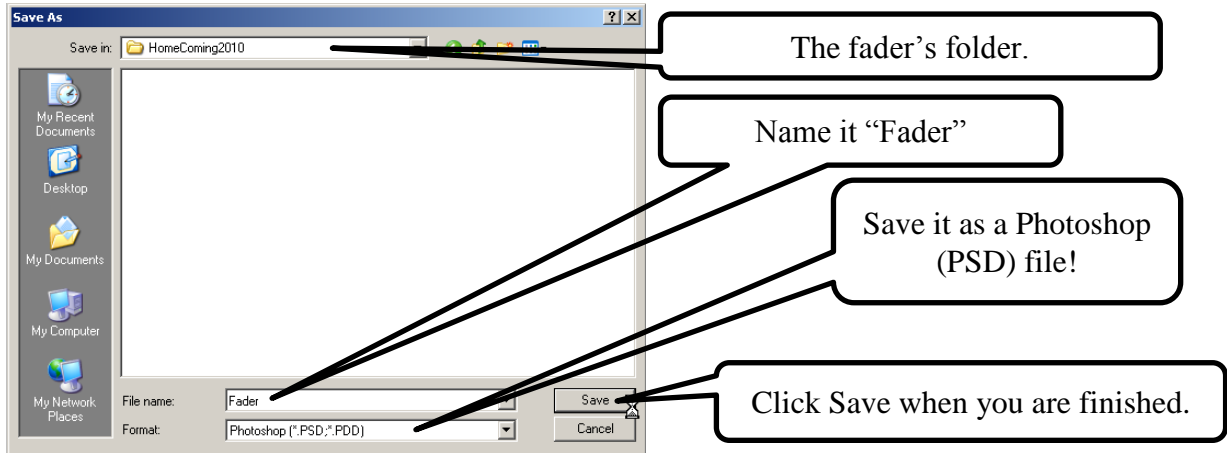
Set the dimension type to pixels

Color mode is RGB Color

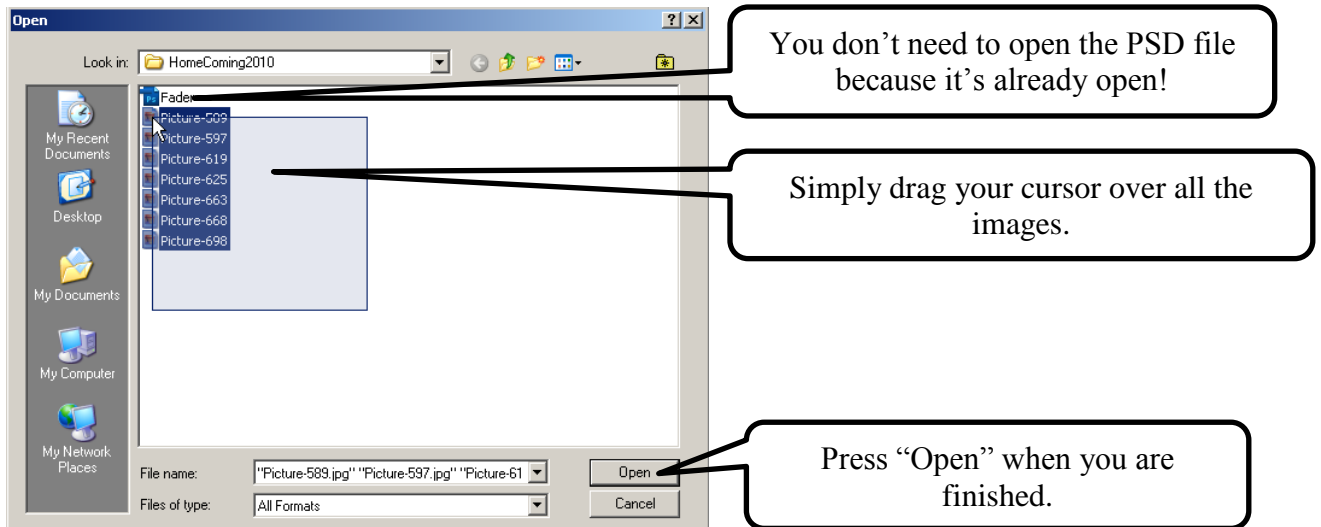
Your image should look like this:



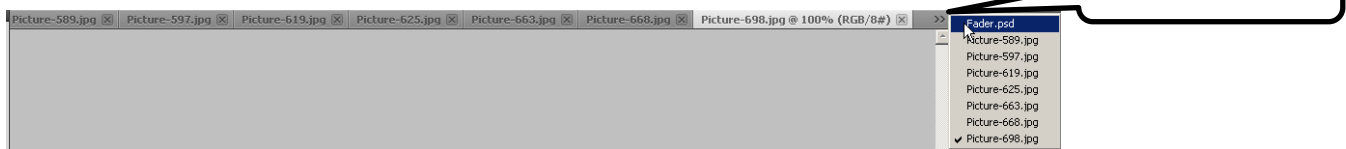
Next, you need to save this image (Ctrl+S or File then Save) as “Fader” under your fader’s folder. Be sure it is saved as a “PSD”! Then press “Save”.



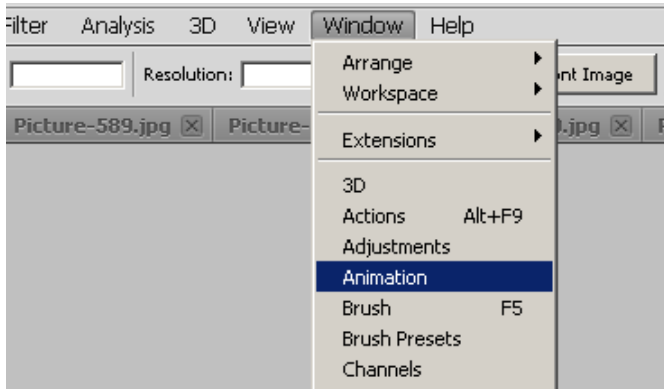
Now, you need all the image you had just previously saved. So, open up the fader’s folder (File and then open or Ctrl+O) and select all the JPEG images (You can do this by either dragging your cursor over all of them, or by selecting the first one then pressing “Shift” and selecting the last one.), then press “Open”.



You should now have multiple images open at a time again. Navigation back to your fader image by pressing on the double arrows and selecting it:

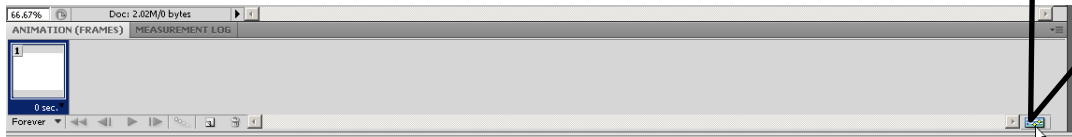


Now, you need to open the animation window. Do this by going to “Window” then “Animation”.

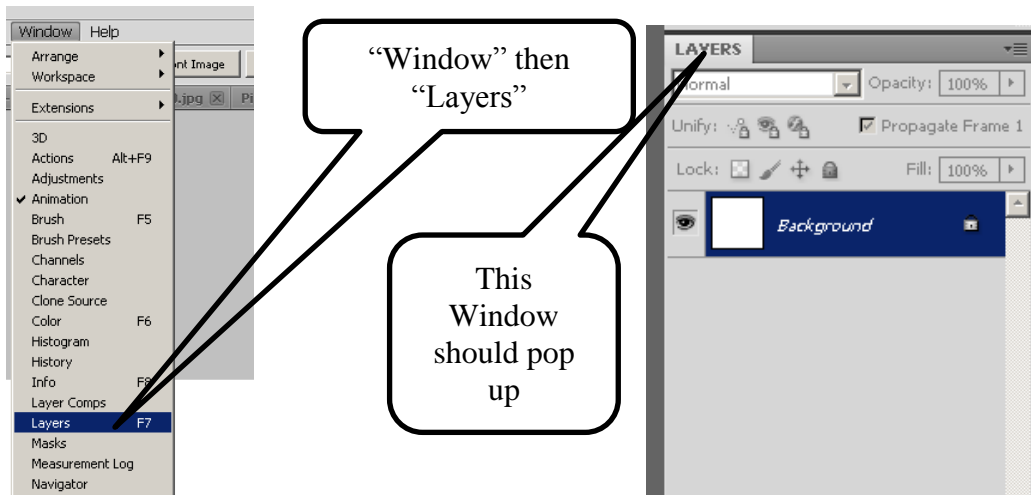


Note: If the box doesn't look like this, click on the rectangle at the bottom.

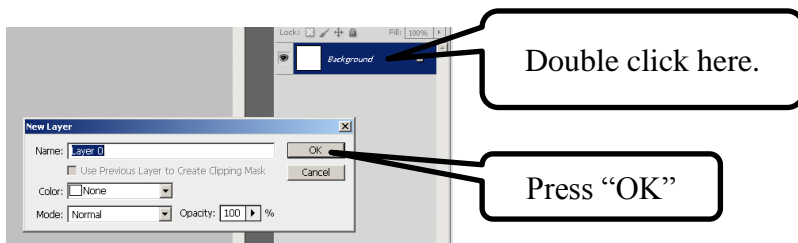
This box should now appear at the bottom of your screen:



The second window you need open is the layers tab. Go to “Window” then “Layers”.

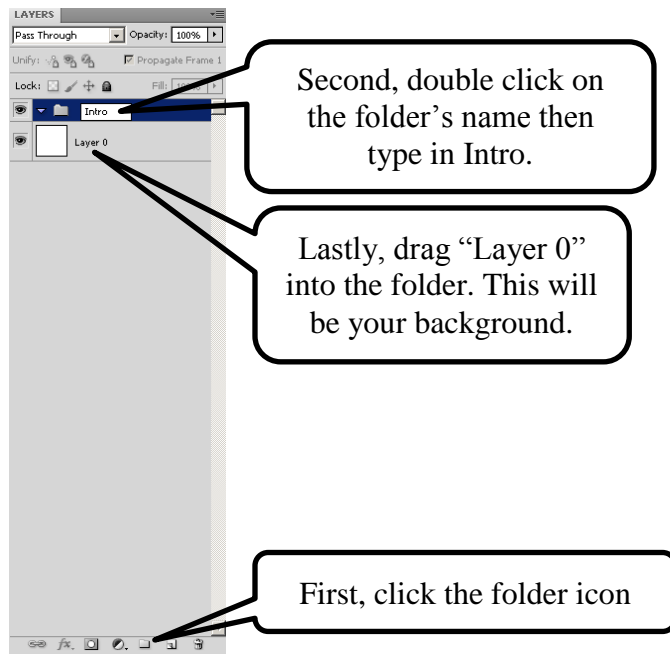


As you can see the “Background” layer is locked. In order to unlock it, you need to double click it then press “OK”

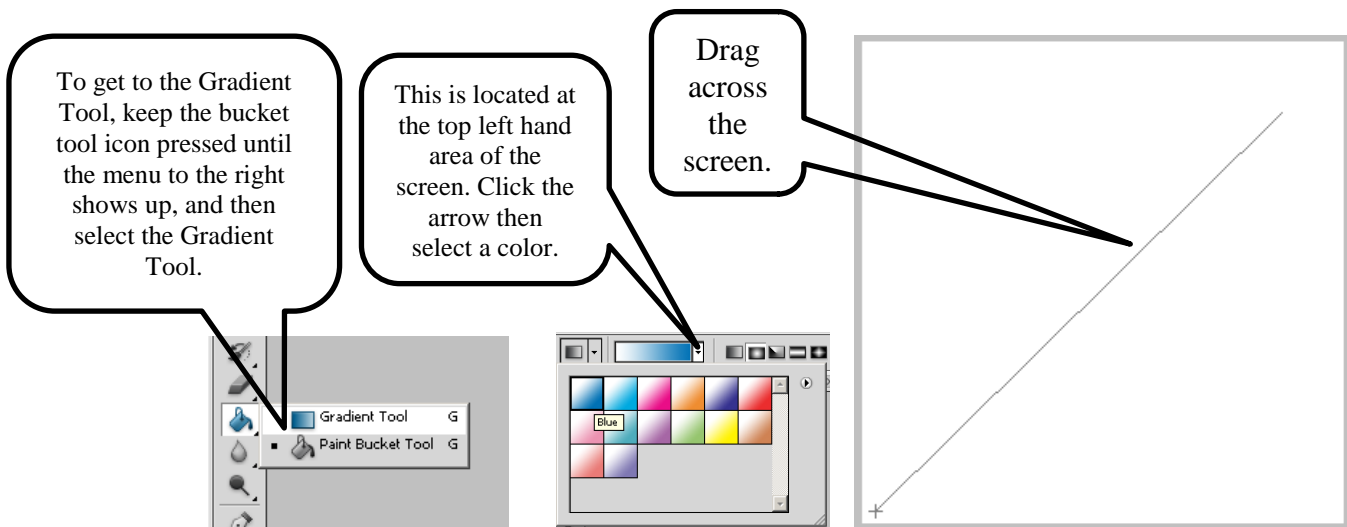


Creating the Introduction

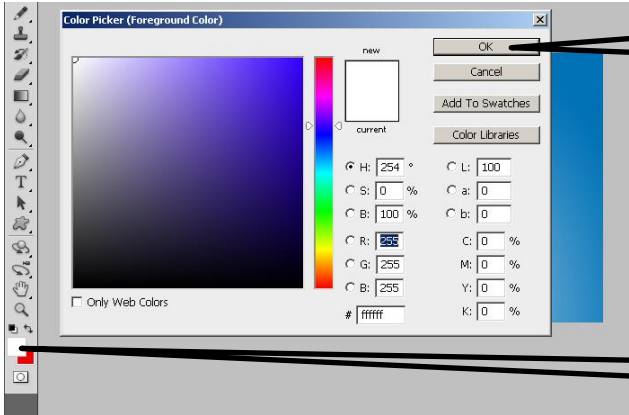
First, you need to create the fader's introduction. Create a new folder and name it "Intro" by click on the folder icon then double clicking the folder's name and typing in "Intro". Then drag your "Layer 0" into the folder.



To create a background, you can basically do whatever you want. I usually use a gradient then decorate with some shapes. Go to the gradient tool, select a gradient then drag it across the stage. Like so:



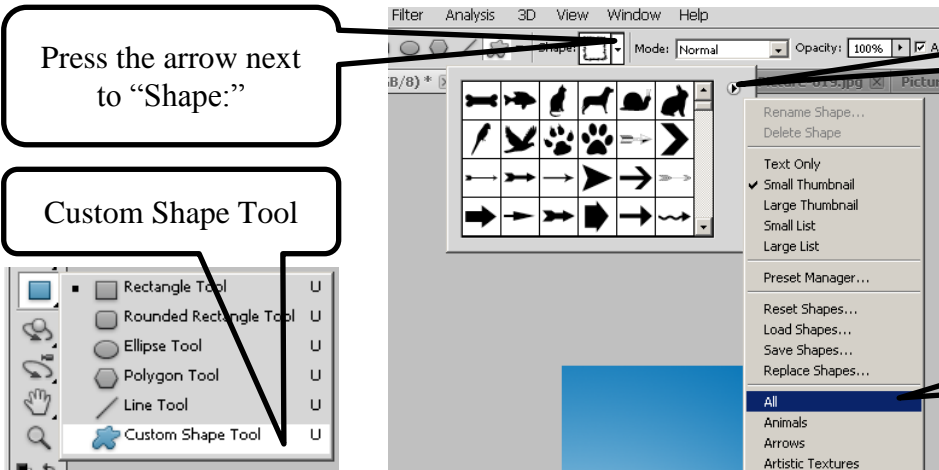
To add shapes, first select the color:



Select the color you want then click "OK"

Click here to open the Color Picker.

Then keep the shapes tool pressed until the menu shows up at the right and then select "Custom Shape Tool". Go to the top of your screen and press the arrow next to "Shape:" To see all the custom shapes, go to the circular arrow, and select "All".



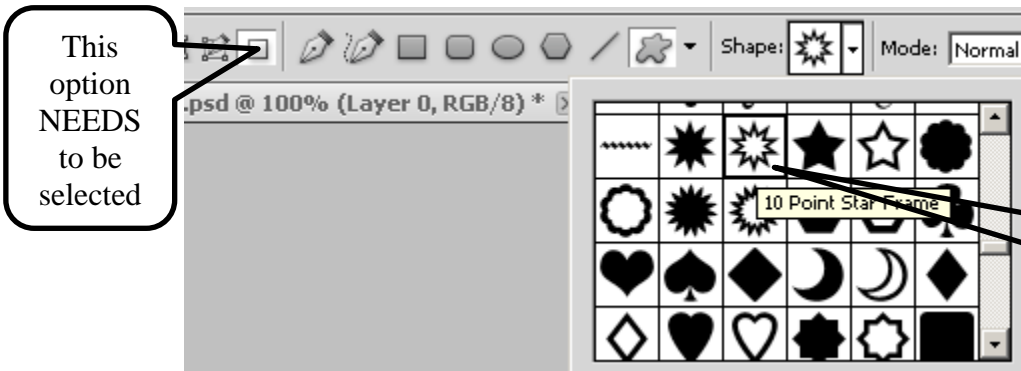
Press the arrow next to "Shape:"

Custom Shape Tool

Circular arrow

Select "All"

Now, click on the desired shape and make sure the below option on the top left side of the screen is selected.

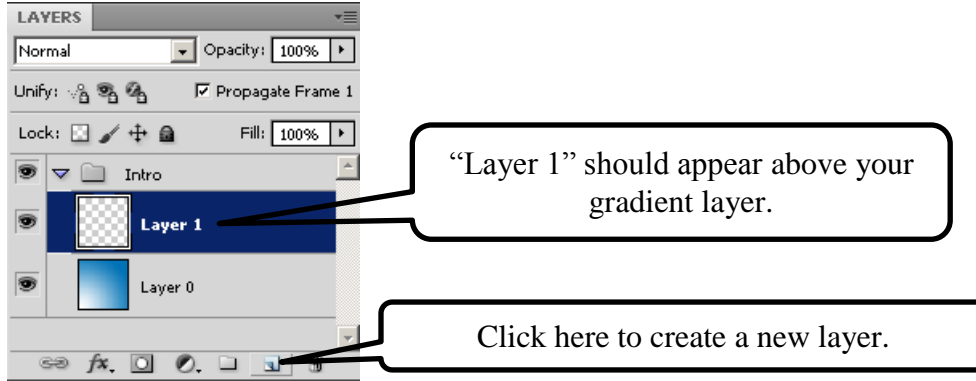


This option NEEDS to be selected

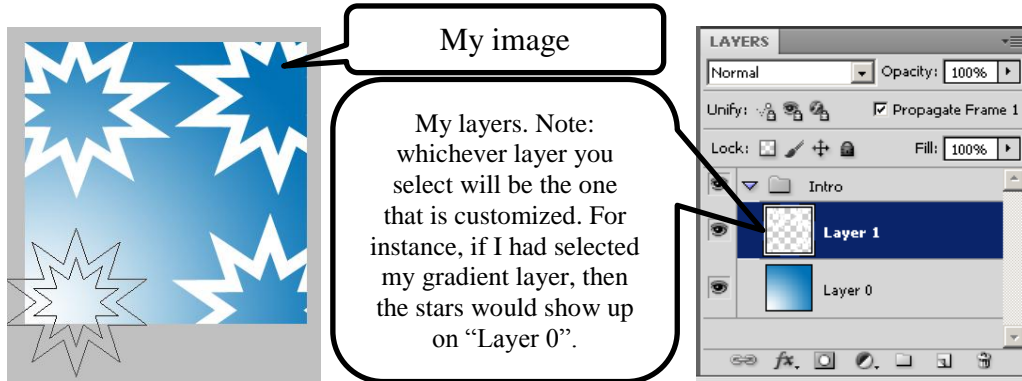
I selected the "10 Point Star".

Next, you need to make a new layer:

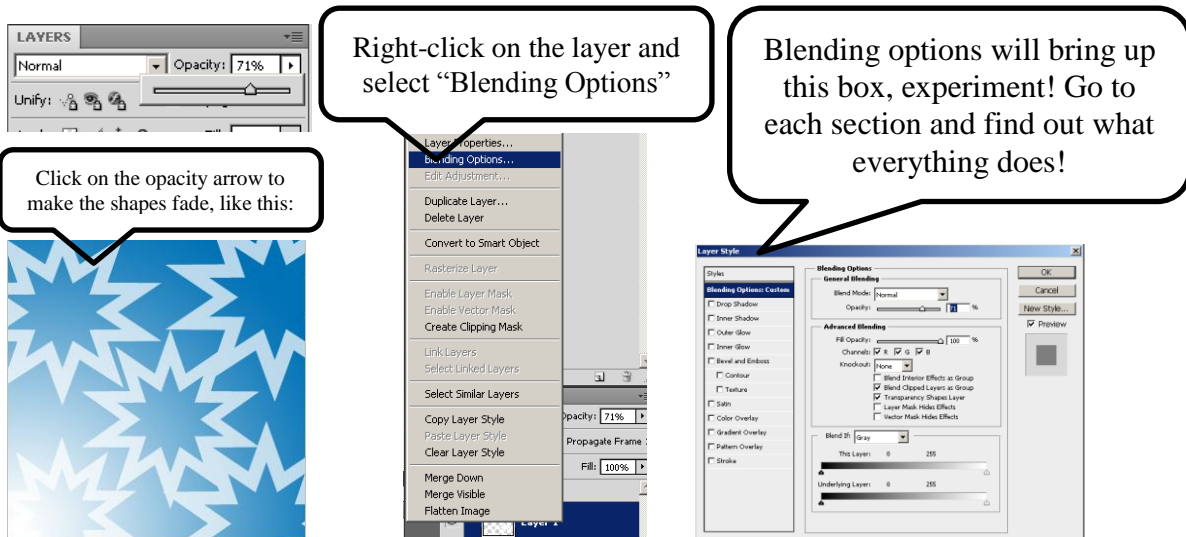
You will need to create a new layer so that your shapes will not affect your gradient.



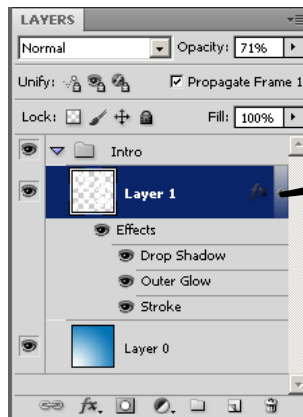
Now, simply drag some shapes across your screen to make the background look cool. This is what my image and layer box looks like now:



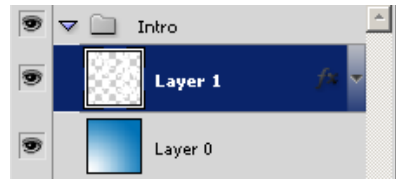
Next, you can customize your shapes even further by these different options:



I have customized my shapes and came up with this design and layers box:



Note: to avoid clutter, you can press the arrow next to the layer name to hide the blending

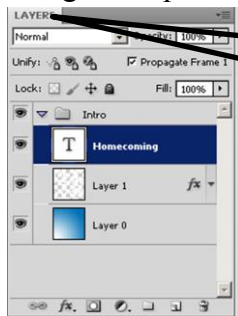


Next, you need to create your text for the animation. My text will be "Homecoming". First, select the "Text" tool from the tool box on the left of the screen then click anywhere on your image and type in "Homecoming" then press the button on the top right corner of the screen.



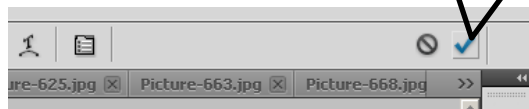
Text Tool

Type in your title



Layers View when you are done.

Press the check at the top of the screen.

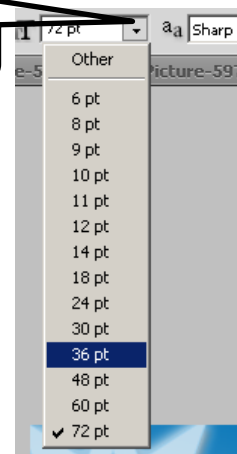
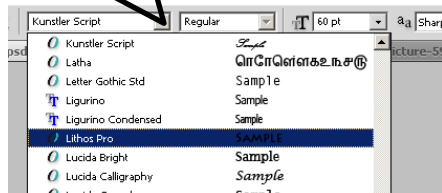


Your text needs to be customized! Double click on your text to highlight it then go to the top of your screen and select a font and font size.

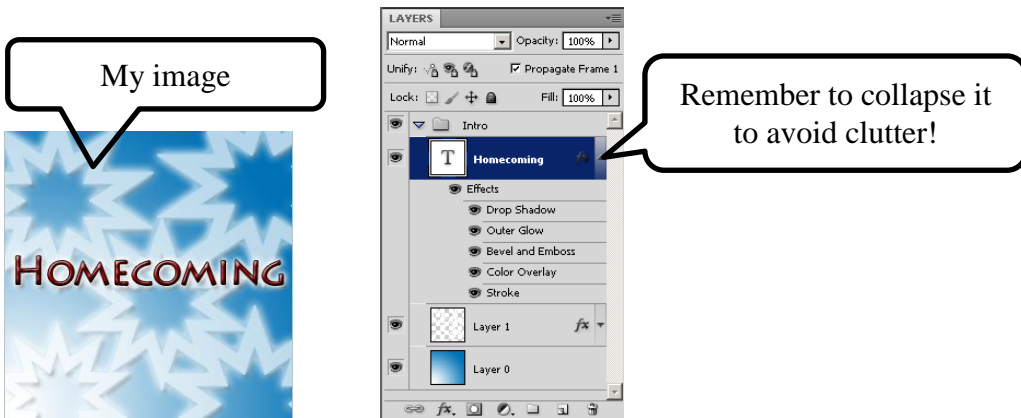
Click this arrow to select a size.

Click this arrow to select a font.

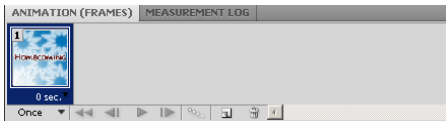
Double click your text to customize it.



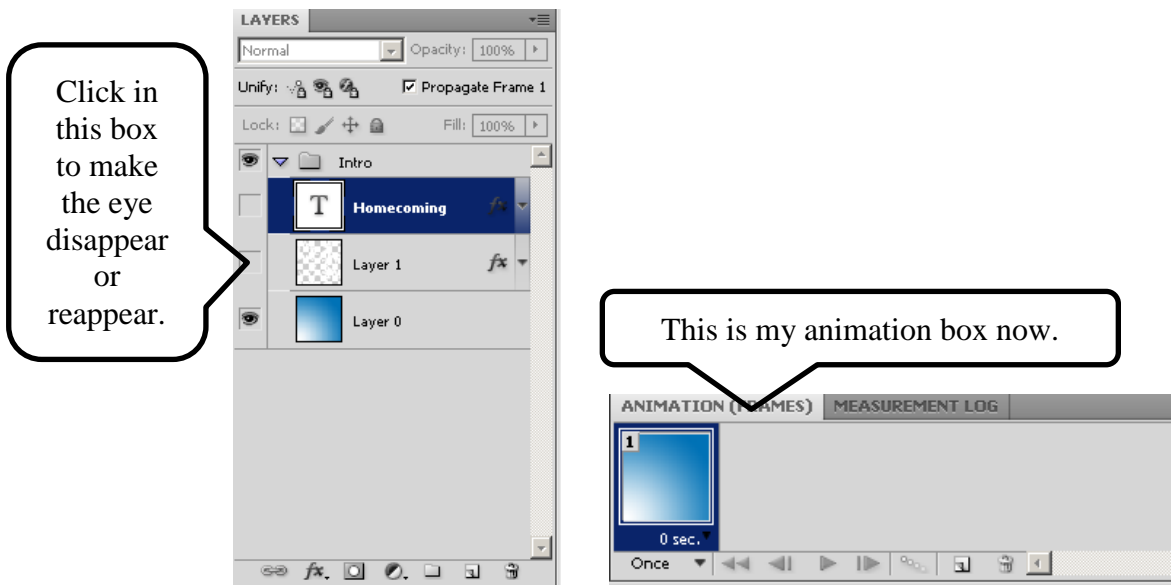
Press the button again when you are done with selecting the font and size. Now, you can customize the text using blending options, just like you did with the shapes. Experiment! My image and layers now looks like this:




Now, we will add animation to the introduction. First, go down to your animation box. It should look like this right now:



You are going to make all layers except for your gradient invisible. This is so that on the first frame, only the gradient is going to show. To make a layer invisible, press on the next to each layer.

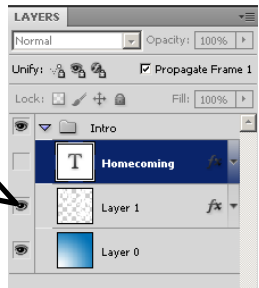


Now, create a new frame in your animation by clicking the  button:



Click here to create a new frame.


As you can see, the second layer only has the gradient on it. To make the shapes appear, press the box where the eye used to be in the layers panel. Now, see what happens:

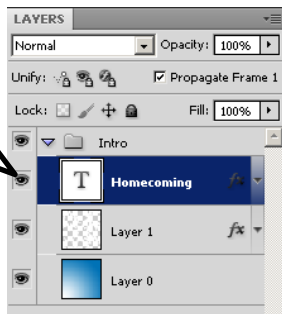


The shapes are now visible.



And the shapes are now visible in the second frame, but not the first.

For my animation, I am going to make it so my title flies in from the left, I will still be on the second frame, so what I am going to do is make the title visible and move it off to the side using my  tool. Don't worry; it will all make sense in the end. Observe:



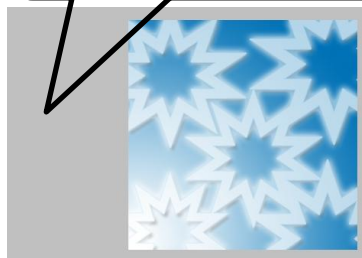
The title is now visible

The whole intro can now be viewed in the second frame.

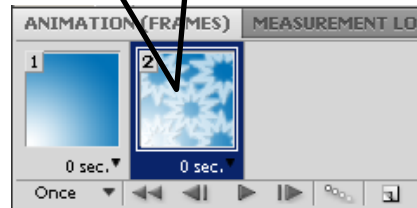



Select this tool

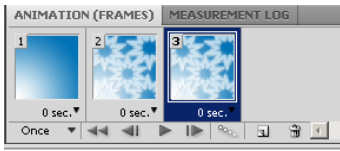
Drag the title off into the gray area to the left of your image



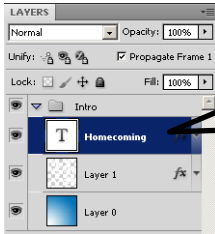
The title is no longer visible in the second frame.




Next you will create a new frame (). So, your frames should look like this:

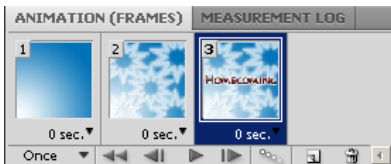



Be sure the title is selected in your layers panel, like so:

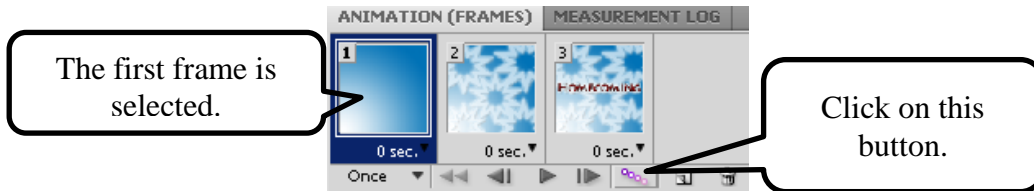


The title is selected!

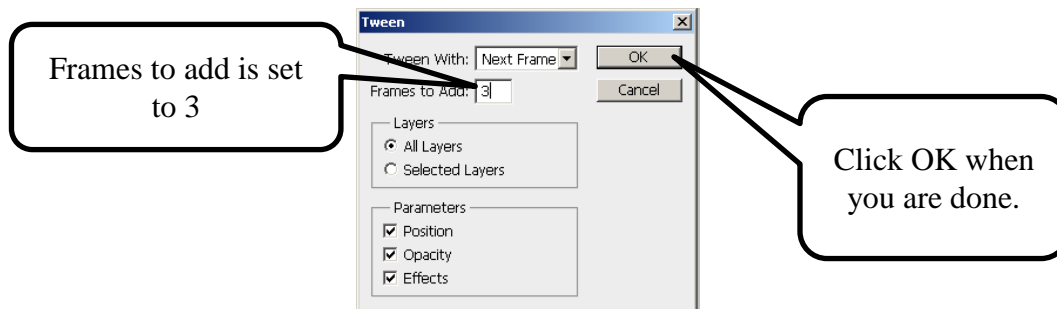
Then, go back to your move tool () and move your title back into the center of your image. My animation now looks like this:



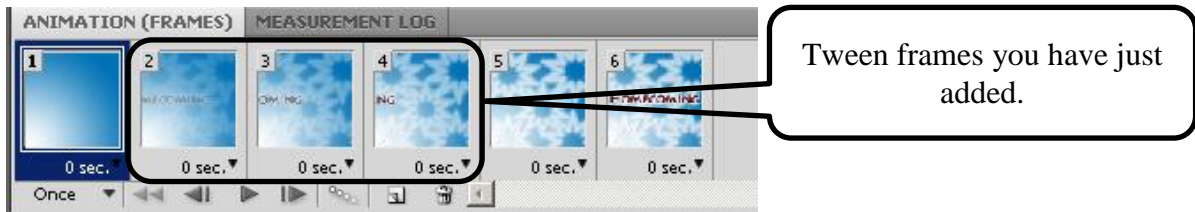
The only thing left to do now is make it come alive! Select your first frame then click on the  button:



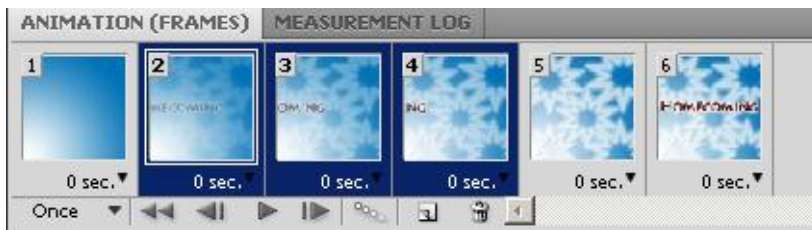
When the dialogue box pops up, set the “Frames to Add” to 3. Then press “OK”.



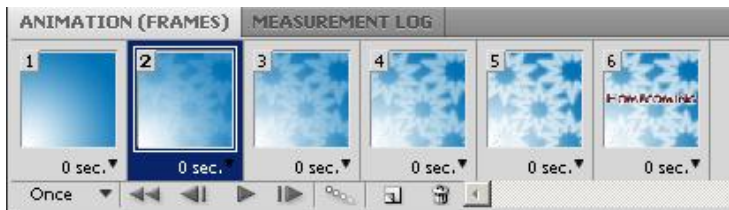
You have just added a tween to your animation. This means that the image will slowly transition from one frame to the next. The animation box should now look like this:



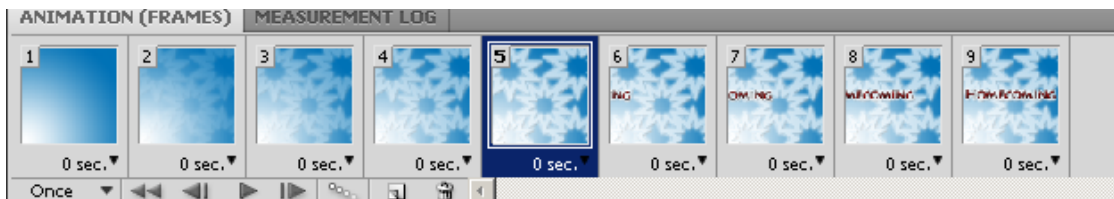
However, there seems to be a problem. In this tween, you want to simply transition from a gradient background to a gradient background with shapes on it. However, Photoshop has added the title to it. If you press the play button, you will notice this. Why does it do this? Remember how the title is still visible on the second frame, it's just moved to the gray area? That's why! Photoshop is making the title visible because it is visible in the second frame. To fix this, simply click on the first frame of the tween (frame two) then press shift while pressing on the last frame of the tween (frame 4).




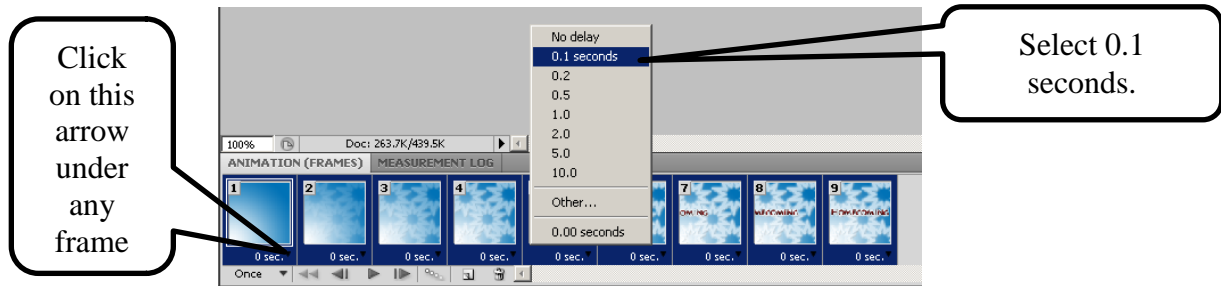
Then go over to your layer box and make the title invisible. New animation box view:



Now, move over to frame 5 and make a tween between frame 5 and frame 6. Your animation box should now look something like this:




Press the  button and watch the intro. You just need to do one last step to complete this section of the animation. Select all the frames (so click frame 1 then press shift while clicking frame 9) then press the arrow to the right of “0 sec.” (under any frame) and select “0.1 seconds”

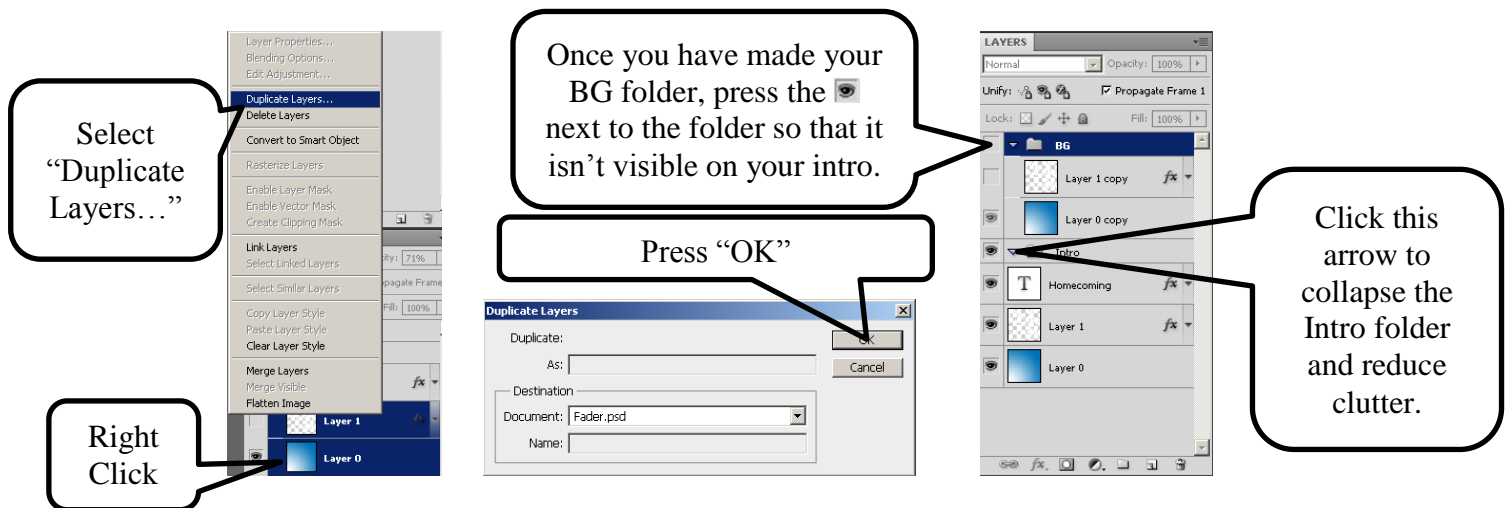


This option makes each frame show for just a little bit longer. You can change this to anything you think looks best. Also, be sure to change the very last frame (Frame 9) to a setting like 2.0 seconds, this way, the intro will play for longer and viewers have a chance to see what the fader is about. You have now finished the intro!

Creating the Actual Animation

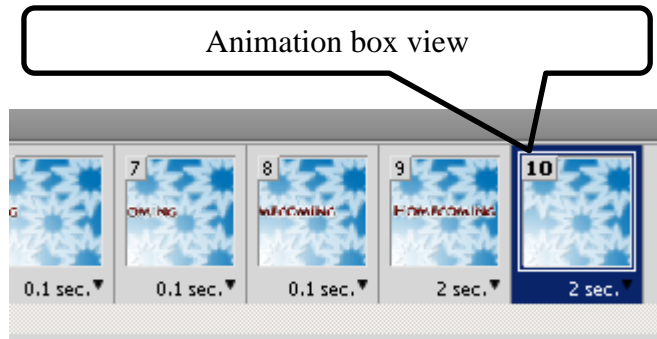
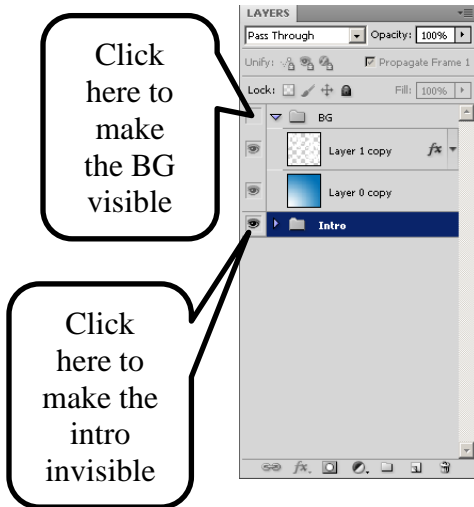
Since you should have the basics down, this part should be a little easier than the introduction. First, you need to create a folder () above the intro folder and name it “BG”. This is so that you can have a separate background for your pictures and text than for your introduction. If you want, you can use the same background, if you want to do this, follow these directions, if you want to make a new background, simply repeat what you did to create the intro’s background.

First, you will open the intro folder and select the two layers you used to for the background (the gradient and the shapes). Next, you right click on either layer and select “Duplicate Layers...”. Then simply drag the new layers under your “BG” folder.

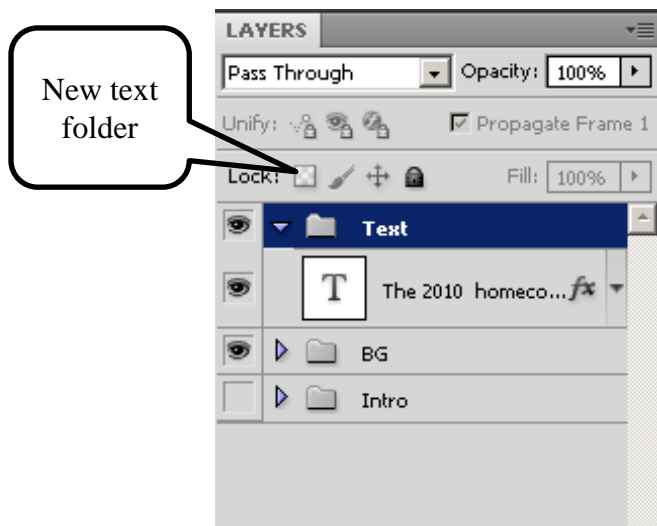


You now have your background for the rest of the fader.

Now, go down to your animation box and create a new frame. It should look just like the intro frame because the same layers are visible. To make the background visible and not the intro, simply click the eye for the intro folder and click the square next to the BG folder.



This frame is where you may want to add some text. Create another folder above the BG folder and name it "Text". This is where all the text for the fader will go in. Now, you can create a text box on the image, type in whatever you want and then customize it however you want.



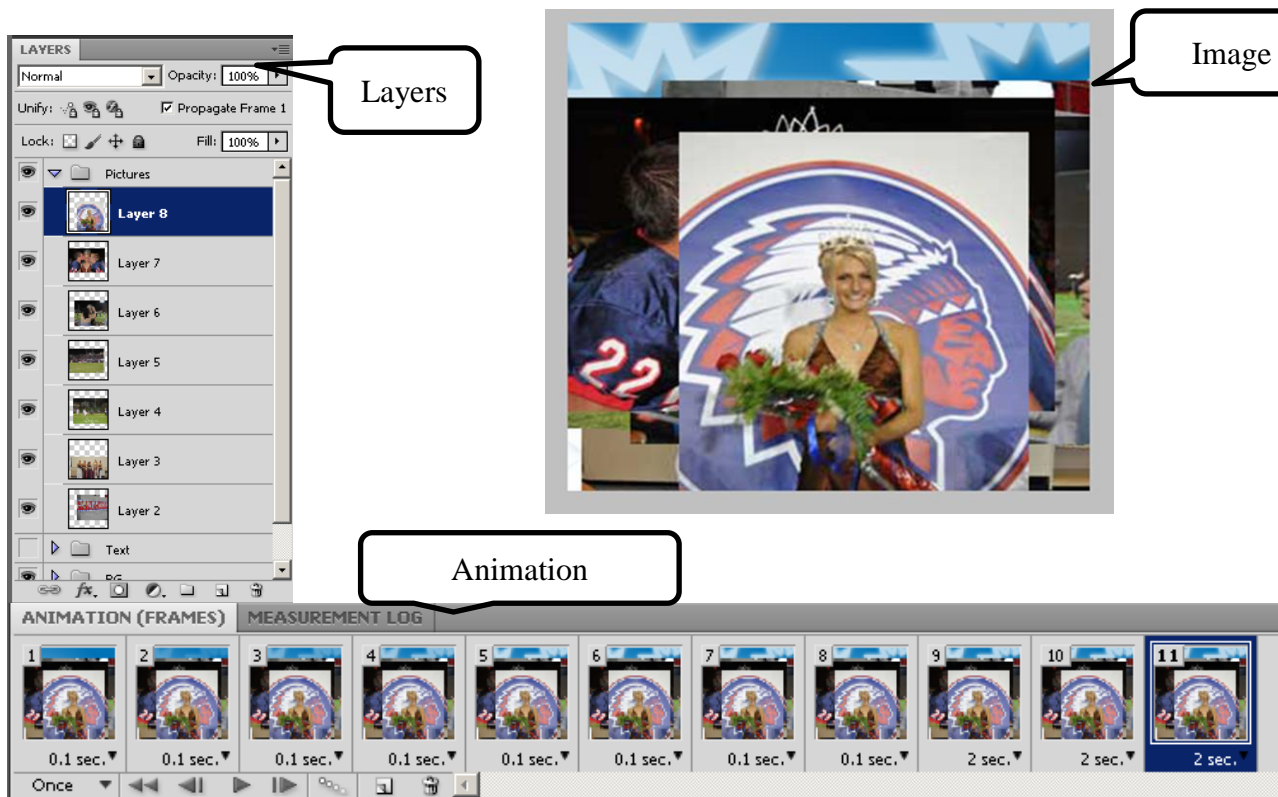
Animation box. Note: as you can see, the text from the text folder showed up in the introduction. To fix this, select all the intro frames and then make the text folder invisible.



Create a new frame. Make the “Text” folder invisible. Make a new folder named “Pictures”. You will finally use all those pictures you have open. Drag each picture into the image. You should now have a whole bunch of pictures in your “Pictures” folder. Again, you may not use them all. Once they are all moved, you can close them out.

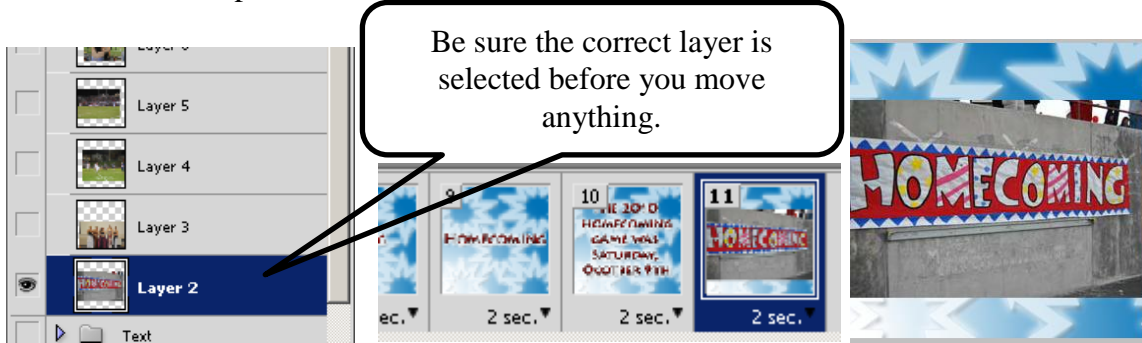


It doesn't matter if the pictures are centered or not, we will take care of that later. My windows now look like this:



Do what you did when you were making the text earlier, and make the pictures folder invisible during the intro. Now, you only want one picture to show in this one frame.

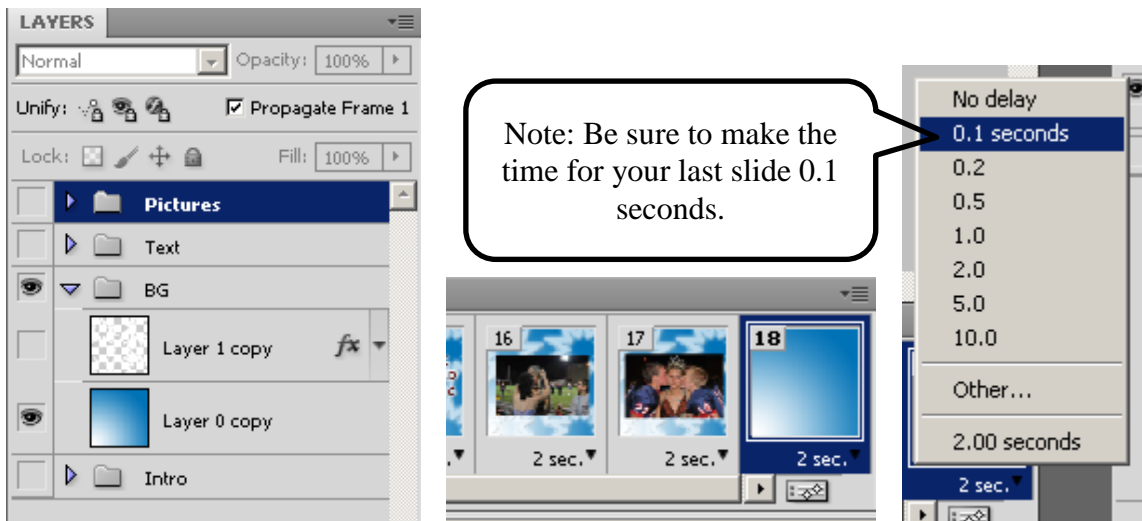
Make all pictures that you do not want to show invisible. Then use the moving tool (⌘+V) to center that one picture.



To resize an image, press Ctrl and T.



Now that you know basically how to add text and pictures, simply repeat the last few steps whenever you want to add one. When you are done with that, make the very last frame your very first frame. To do this, only make the gradient in your background visible.



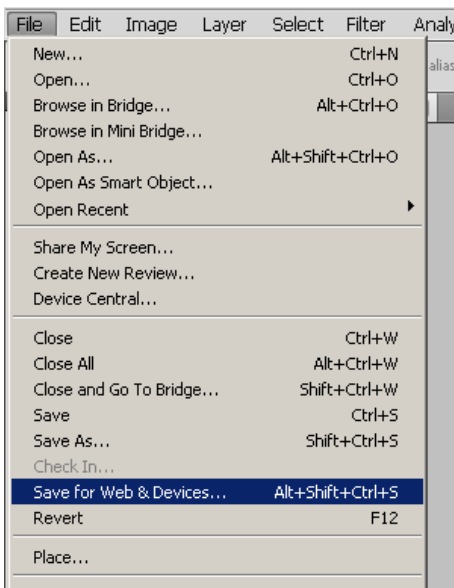
Next, you will make a tween () in between each frame. Remember to make anything that doesn't look right invisible. Also, be sure that each main frame is more than or equal to 2.0 seconds and each tween frame is 0.1 seconds. Use your judgment here on how many seconds each frame should go for.



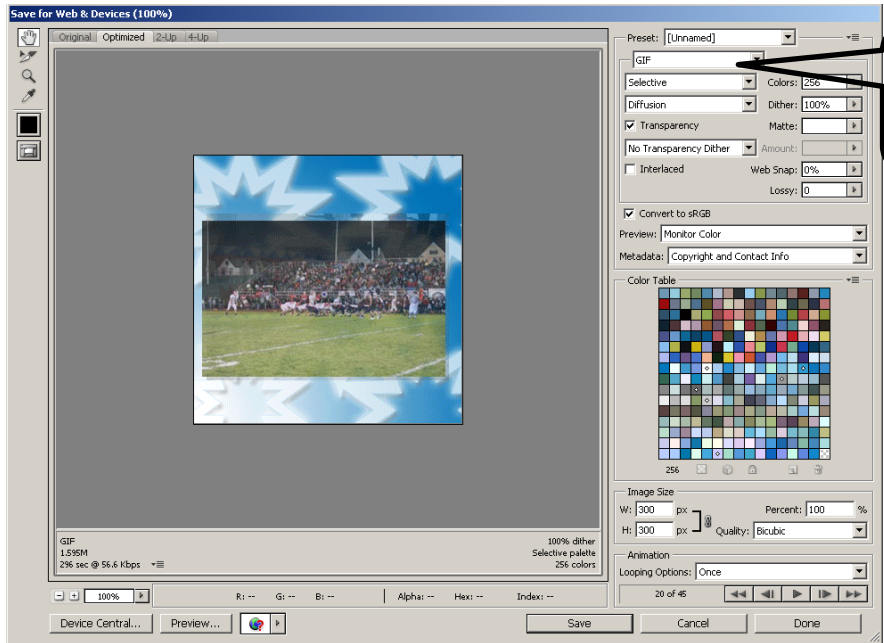
Each section that is circled is a tween. Make sure there is one between every single main frame. I ended up with 45 frames. When making a fader, remember to experiment a lot. There's an endless amount of things you can do with it.

Save for Web

Once complete with the above steps – you are now ready to save your animation in the web format (using the save for the web feature). This takes the animation created in Photoshop and puts it into a format that can be rendered by web browsers. First, go to “File” then “Save for Web and Devices” (or press ctrl+shift+alt+s)

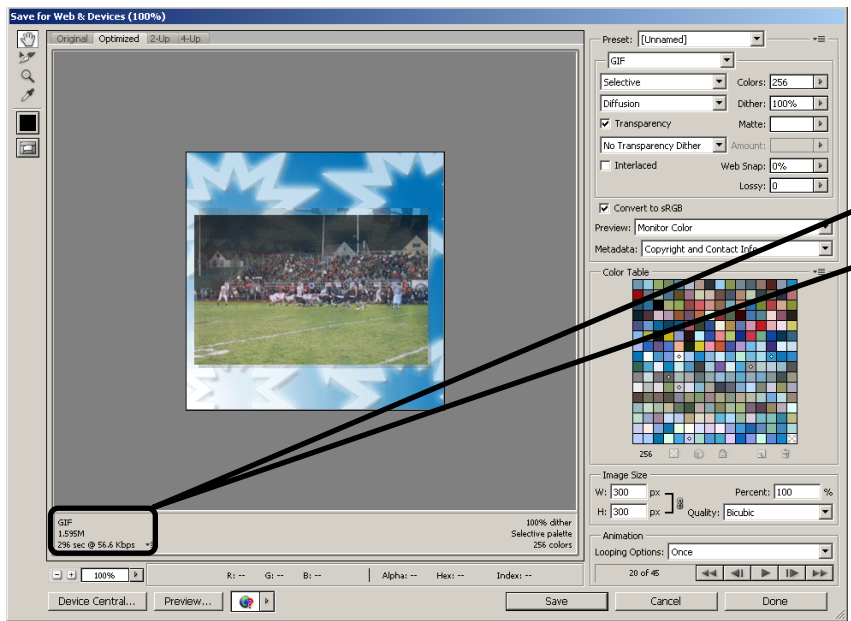


Now, the following window will pop up; change the settings to what I have below



Be sure it is saved as a "GIF" file.

Look at the bottom left portion of your window, it tells how big the image is.



GIF
1.595M
296 sec @ 56.6 Kbps

This image is 1.595 megabytes. As a rule of thumb, always make sure your fader images are less than 1 megabyte. To do this, we will need to tweak some of the settings. A few settings that will reduce the size of this image are showed below

I reduced the number of colors

I also reduced the dither

GIF
1002K
182 sec @ 56.6 Kbps

The image size is now less than 1 megabyte. You can save it under your fader folder and you are now finally finished!