

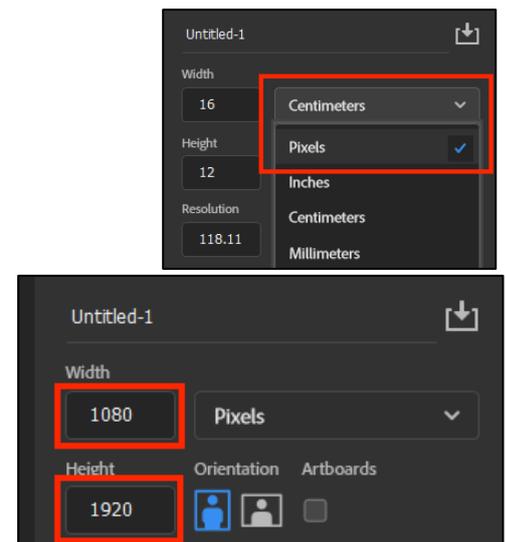
Animated Ducks – a moving duck

So far we've made simple GIFs. But we can also make animated GIFs with movement using a method called Tweening.

Set up the document

This time we need to start from scratch with a new document. I want the perfect size to display on a phone screen so we can use it on something like Instagram

1. **Open** Photoshop
2. At the **top**, click **File > New**
This opens a window
3. At the **top right**, change **Centimeters** to **Pixels**
4. Make the **Width 1080 pixels**
5. Make the **Height 1920 pixels**
6. At the **bottom**, click **Create**
This creates a new image canvas ready for a moving duck



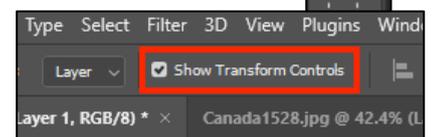
Colour the background

7. On the **left toolbar**, click the **Paint Bucket Tool** – it may be under the **gradient tool**, so click and hold down to find it
8. At the **top right**, change the colour to a suitable background colour
9. **Click once** on the canvas to fill the colour



Add a duck

10. Click **File > Open** > find one of your ducks and open the image. It opens as a new tab at the top
11. At the **top**, click **Select > All**
12. Then at the **top**, click **Edit > Copy**
13. Move to the **other tab** – your new canvas
14. At the **top**, click **Edit > Paste**. You may need to resize it
(**Move Tool** – with **Show Transform Controls** ticked)

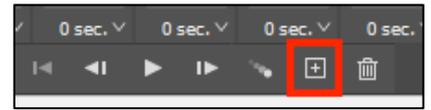


Animate the duck

15. If the Windows Timeline isn't showing at the bottom, click **Windows > Timeline**

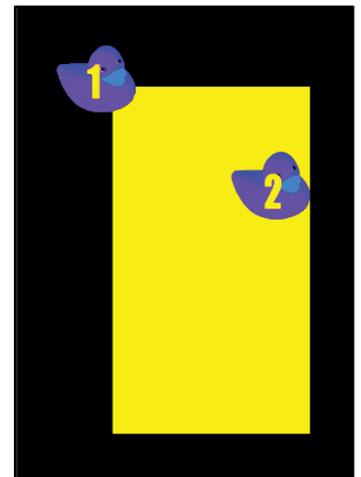
16. Click the **Make Frame Animation** button

17. Right at the bottom, under the frame, find the **+** button. Click it to copy the frame. You should now have two frames



18. Go to **Frame 1** and **move your duck RIGHT TO THE EDGE BUT NOT FULLY OFF THE CANVAS. IMPORTANT:** You need to be able to see a bit of your duck – if you move it fully off the canvas this won't work

19. Go to **Frame 2** and **move your duck** to **position 2** – right on the edge of the canvas



20. Hold **SHIFT** on the keyboard and click on **both frames** to select both at once

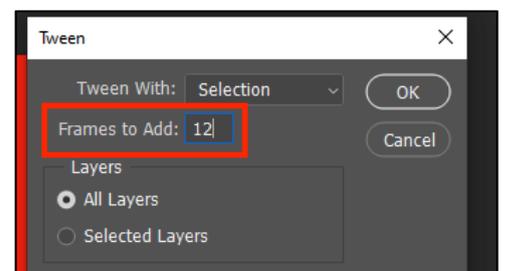
21. Now, click the **button to the left of the + button** – this is the **Tween button**



22. A pop up appears. Change the **Frames to Add** box to **12** – this is going to create 12 new frames

23. Click **OK**

24. **Play** the animation and see what happens



Add more movement

I want to bounce my duck down the screen. I'll need to add two or three more sets of movement

25. Click on the **last frame**. Copy it with the **+** button

26. On the **new frame**, move the duck to the next position

27. Select the **last TWO frames** using **SHIFT** and clicking

28. Press the **Tween button** and add **12** more frames

29. **Keep doing this** until you have a complete animation

30. To finish, **save** and then **export** your animation (**File > Export > Save for web (Legacy)** to export)

