

Animated Ducks – keyframe opacity

Tweening can be used to make a duck fade in and out. But this requires the use of a different type of animation process

Open the images

We need to use **two** images this time – a **duck** with a transparent background and a **pond** image

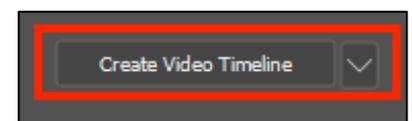
1. Open both images in Photoshop (**File > Open**)
2. **Combine** the two images together so that you have two layers
One way to do this is:
 - a. Go to the **duck image tab** at the top
 - b. **Select > Select All** (Ctrl + A)
 - c. Go to the **pond image tab**
 - d. **Edit > Paste**
3. Use the **Move Tool** to move the duck into the centre of the pond. Don't change it's size

Setup the Animation

We need to use a Video Timeline to set up a keyframe animation

4. Click **Window > Timeline**
5. Choose **Create Video Timeline**

This looks a bit different than before

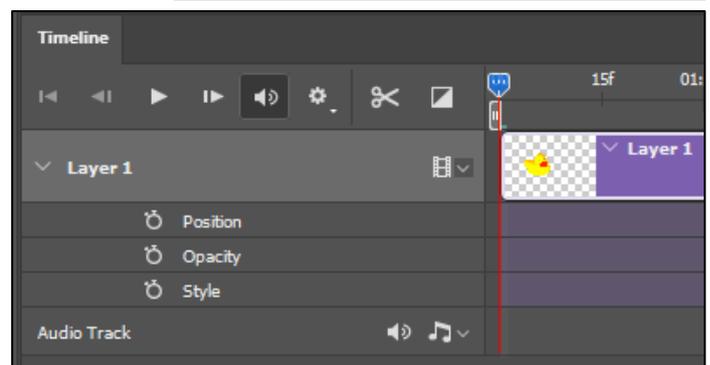
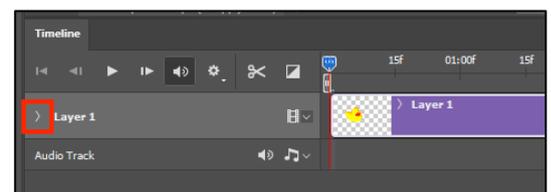


Using the Video Timeline

6. Make sure that you're clicked on the **Duck layer** in the layer stack on the **right**
7. Look at the **Timeline Window**. On the **left**, click on the **arrow next to Layer 1**

You should have three options:

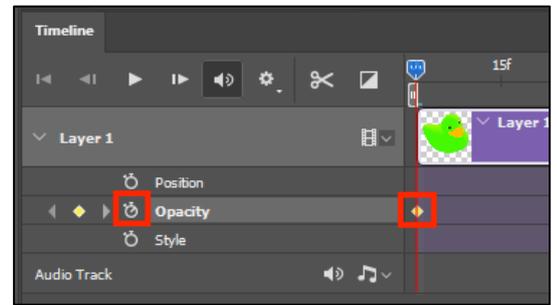
Position, Opacity and **Style**



8. To the **left** of each option is a **tiny stop watch** icon

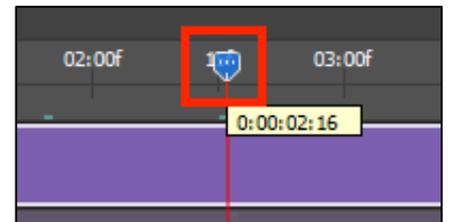
Click on the stop watch to the **left** of the **Opacity row**

This adds a **yellow diamond** to the timeline, right on the left. This is called a **keyframe**

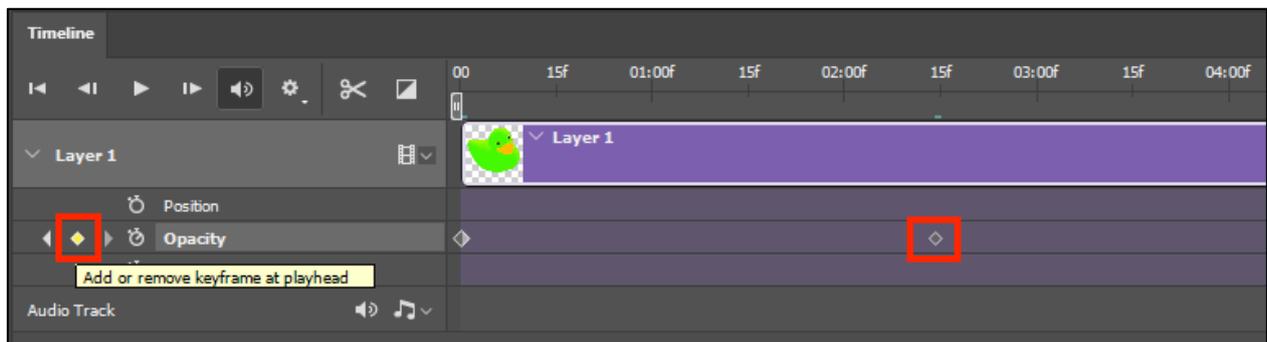


9. At the top of the timeline section is a **blue playhead**.

Drag it **half way** across the timeline

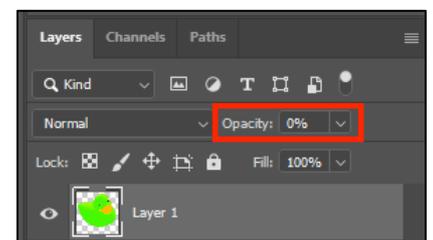


10. Click the **little yellow diamond** to the **left** of the **Opacity stopwatch**. This adds a new keyframe to the animation



11. **Drag** the playhead back to the **start** of the animation timeline – to the first yellow diamond (you actually have to move the playhead, not just click on the diamond)

12. In the layer stack on the **right**, find the **Opacity box** (above the images). Change it to **0%**



13. Play the animation to see what happens

The duck should slowly fade in. This works a bit like

tweening did in the moving ducks frame animation to make this smooth and fill in the bits **inbetween** the two keyframes

14. Add a new keyframe at the **end** of the timeline (yellow diamond to right of the stopwatch) and fade the duck out again (opacity box)
15. **Run** the animation to check

Save and Export

16. **Save** your work as a Photoshop file

17. **Export** your animation: **File > Export > Save for web (legacy)**