Animated Ducks – changing size

Changing the size of an image in an animated GIF isn't straightforward. But it can be done

Open the images

We need to use **two** images again– a duck and the pond. You need to **start again** for this – don't try and change an animation you already have working

1. Open both images in Photoshop (**File** > **Open**)
2. **Combine** the two images together so that you have two layers
    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
4. With the **Move Tool** chosen, tick the **Show Transform Controls** box at the <u>top</u>. This will let you change the size of the duck
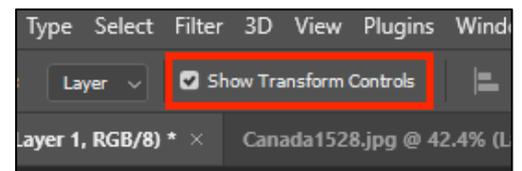
Setup the Animation

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

5. Click **Window** > **Timeline**
6. Choose **Create Video Timeline**
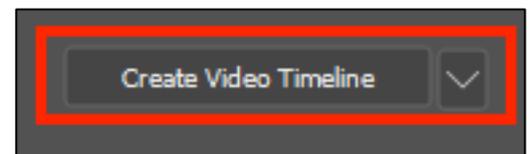
Try to change the size

7. Look at the **Timeline Window**. On the <u>left</u>, click on the **arrow next to Layer 1** You should have three options: Position, Opacity and Style
8. You can try to use keyframes on the Position row to change the size of the duck, but it just won't work. Changing size requires something else…

Convert to a Smart Object

9. Make sure you're clicked on the duck layer in the layer stack
10. Click **Layer** > **Smart Objects** > **Convert to Smart Object**

11. Look at the **Timeline Window**: the Position row just changed to **Transform**
There are things you can do with Smart Objects that you can't do with standard layers. But you can't edit Smart Objects as easily either

And animate

12. To the <u>left</u> of each option in the Timeline Window is a **tiny stop watch** icon
Click on the stop watch to the <u>left</u> of the **Transform row**
This adds a **keyframe** to the timeline

13. At the top of the timeline, drag the **blue playhead** nearly to the **end** of the timeline

14. Click the **little yellow diamond** to the <u>left</u> of the **Transform stopwatch** to add a new keyframe
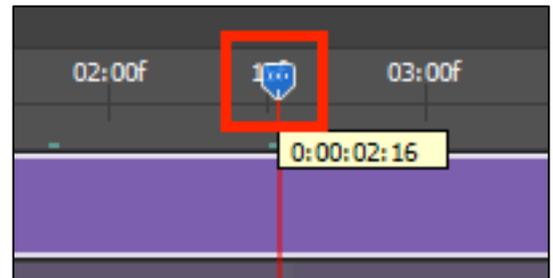
15. **Drag** the playhead back to the **start** of the animation timeline – to the first yellow diamond (you actually have to move the playhead, not just click on the diamond)

16. Make sure the **Move Tool** is selected on the <u>left toolbar</u>

17. **Change the size** of the duck to be **really small**. Try and centre the duck on the pond if you can
If you can't change the size, make sure **Show Transform Controls** is ticked at the <u>top</u>

18. **IMPORTANT:** at the <u>top</u> **click the tick** to confirm the change

19. **Play** the animation to see what happens
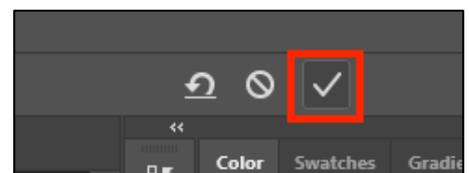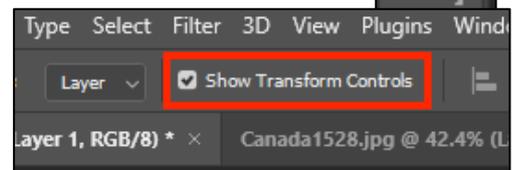
Save and Export

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

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