

1. Create Walk Cycle in animate CC.

The Walk Cycle

Go through the following steps to construct a walk cycle like.

1. Create a Single Document and Fill its Layers with Animation Frames.

Open a new Photoshop document, in which you will draw your frames using a Wacom drawing tablet, mouse, or scanned images. Do not start with the first frame and draw them sequentially! Start with the four key frames mentioned in the online tutorial and then start drawing the in-between frames. You must draw a minimum of 8 frames. If your animation is not smooth, you must have more frames. A choppy animation with 8 frames will receive a lower score than a smooth animation with 12 frames.

2. Take Advantage of Transparency

While working with your individual layers, it helps to compare with others by toggling their opacity in the Layers palette. Again, look at the images in the online tutorial to see what we mean by this.

3. Resize your document to 500x500 pixels

This step should be self-explanatory.

4. Open the Animation Window (Window > Timeline)

When you are ready to animate your layers, click on Window > Timeline. Make sure that the Timeline Window is visible on your screen. You should then click on the arrow next to Create Video Timeline and choose Create Frame Animation.

5. Understand Your Timeline

You should see a thumbnail icon of your image labeled "1". This is your first frame. Directly beneath the thumbnail it should read "0 sec". This is the time your individual frames will last when played in succession. This duration is easily changed by clicking on the animations number and scrolling through the available times or typing a custom duration (keep in mind that animations may run slower -- depending on how fast your computer is -- in Photoshop than in their ultimate exported form).

6. Create and Edit New Frames.

Create a new frame by clicking the Duplicate Current Frame button on the Animation window. Now simply click the eye beside a layer in the layers palette to turn it off/on, or adjust opacity if you wish for a more gradual change. If you've arranged your layers in sequential order, animating them is as simple as creating new frames one by one and toggling each following layer along the way.

7. Test Your Walk Cycle

Test your animation by clicking the play button on your Animation window. You can set loop counts if you like.

8. Export Your Animation

Once you're satisfied with your animation, export an animated GIF by going to File > Export > Save for Web (Legacy)... Make sure you are exporting an GIF file with looping option of "Forever" and image size of 500x500 pixels.