



# UPES

## Graphics and Animation Tools

ACADEMIC SESSION 2020-21

B.Tech CSE –Open Source and Open Standards

Sem VII

### **PRACTICAL WORK FILE**

EXPERIMENT 4

[\[LINK TO OUTPUT FILES\]](#)

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# EXPERIMENT 4 : Animation using GIMP

## Objective:

Design your own animation using GIMP

## Requirements:

A Ubuntu 18.04 10 running system with 6 GB RAM was used to carry out the experiment.

## Theory:

Unlike its default composite function, using GIMP as an animation package requires you to think of every layer as an animation frame.

## Steps to Design your own animation using GIMP

1. Run GIMP on the system using GUI options or CLI command “gimp”
2. Create a new image of appropriate size for the logo using **File->New**
3. Open first frame with **File->Open**
4. Open All Other Frames with **File->Open Layers**
5. Specify the desired Width and Height for the Image.
6. Click on layers and add a layer mask
7. Navigate to **Filters->Animation->Playback** and Preview the animation
8. Navigate to **Filters->Animation->Ripple** to get the animation effects
9. Export the logo and save the file as GIF. (Check export as animation at the time of export)

## SNAPSHOTS









