

Department of CSE

SSN College of Engineering

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UCS 1712 - Graphics And Multimedia Lab

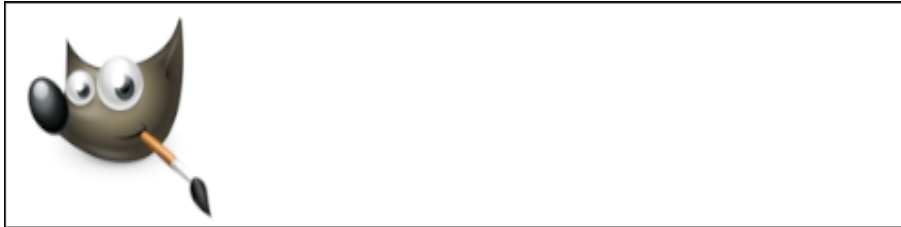
Exercise 12: Creating A 2D Animation

Aim:

1. Using GIMP, include layers and create a simple animation of your choice.

Input: Frame-1

Figure 1: Frame-1.



Input: Frame-2

Figure 2: Frame-2.



Input: Frame-3

Figure 3: Frame-3.



Output:

The frames were animated sequentially and exported as a **GIF** image, with each frame having a delay of 1000ms. The animation was viewed through a GIF Viewer.

Learning Outcome:

- I learnt how to create an empty banner image using GIMP.
- I learnt how to implement a border around the image using another layer.
- I learnt how to type in custom text and color it using the Text tool.
- I learnt how to import an external image as a layer using GIMP.
- I understood how to calculate delays for each frame and implement it in GIMP.
- I learnt how to scale an object while maintaining its aspect ratio using the Scale tool.
- I learnt how to animate the frames using the Filters → Animate filter.
- I learnt how to loop the animation forever and optimize it for a GIF using GIMP.