# TIME-BASED WORK: ANIMATING LOOPS

#### ANIMATION

animare, which means 'to give life to'.

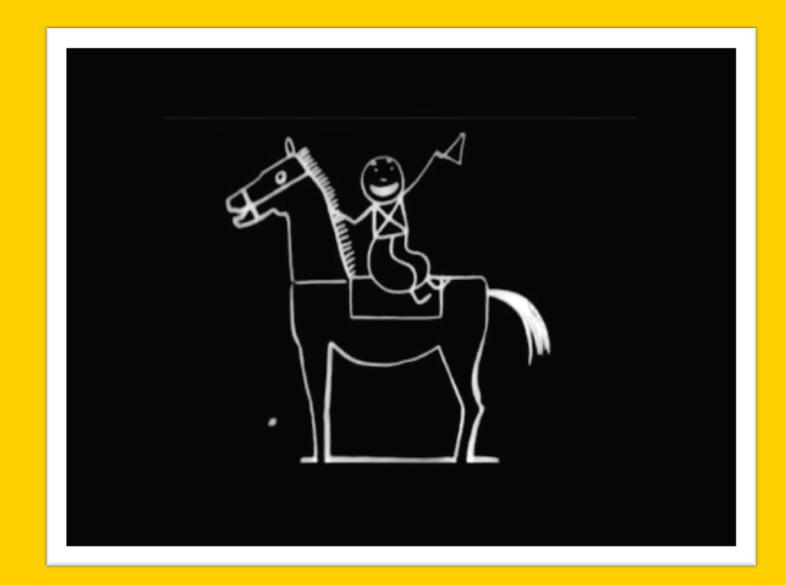
— Wells (1998), Understanding Animation

#### **ANIMATION**

[...] the art of movements that are drawn
— Norman McLaren

(cited in Wells (1998))

EADWEARD MUYBRIDGE (PROTO)ANIMATION (late 1800s)

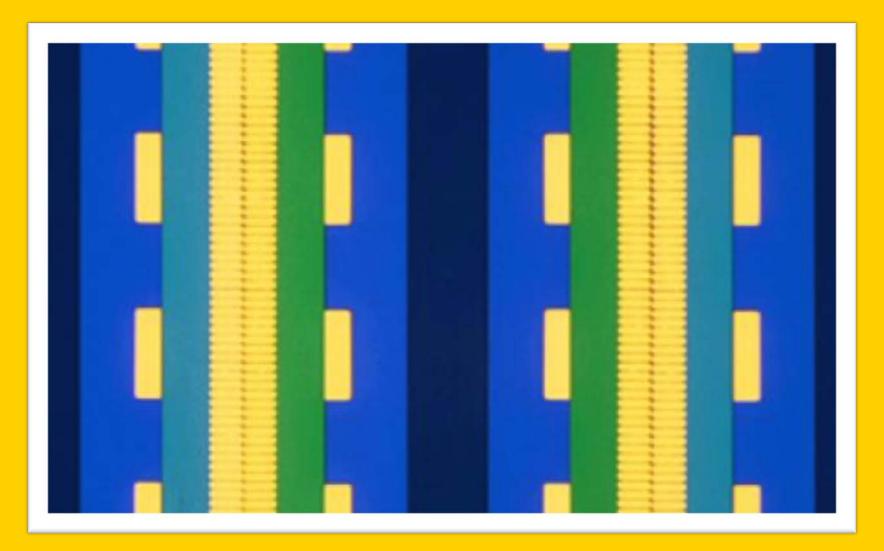


EMILE COHL FANTASMAGORIE (1908)

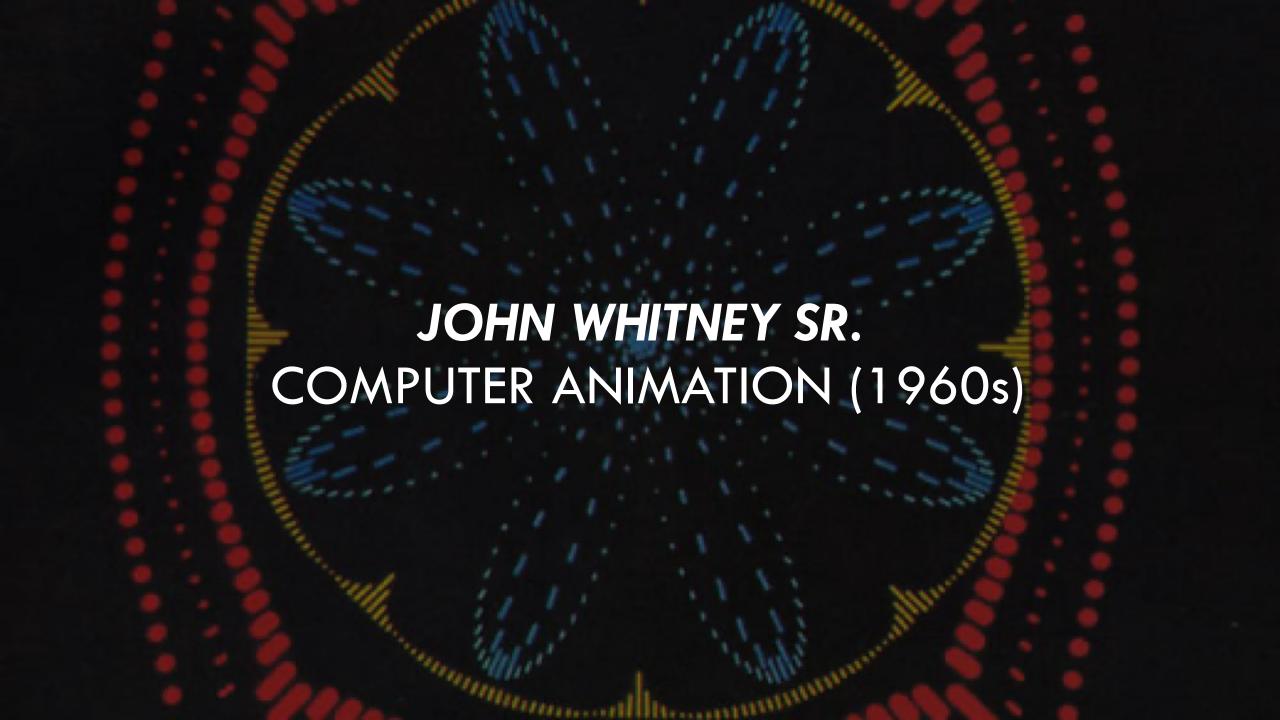


LOTTE REINEGER

THE ADVENTURES OF PRINCE ACHMED
(1926)



NORMAN MCLAREN SYNCHROMY (1971)





### **KEYWORDS**



To create a .GIF file using frame-by-frame animation in PhotoShop: <a href="https://helpx.adobe.com/photoshop/how-to/make-animated-gif.html">https://helpx.adobe.com/photoshop/how-to/make-animated-gif.html</a>

Frames are still images that make up a moving picture piece. When showed sequentially, frames create an illusion of movement.



### **KEYWORDS**

Frames Per Second or Frame Rate is the amount of frames a moving image piece will show in a second. The most common frame rates for video are 24, 25, 30, and 60 fps. Each frame rate is adopted by different industries for several reasons.

- 24 frame-by-frame/traditional animation and film
- 25 UK television
- 30 US Television
- 60 Action or sports videos

For more details on FPS rule of thumbs: <a href="https://www.youtube.com/watch?v=PNGJshMyHXI">https://www.youtube.com/watch?v=PNGJshMyHXI</a>

### **KEYWORDS**

Keyframes are used to set parameters for motion, effects, audio, and many other properties, usually changing them over time. A keyframe marks the point in time where you specify a value for a layer property, such as spatial position, opacity, or audio volume. Values between keyframes are interpolated. When you use keyframes to create a change over time, you typically use at least two keyframes—one for the state at the beginning of the change, and one for the new state at the end of the change.

From: <a href="https://helpx.adobe.com/after-effects/using/setting-selecting-deleting-keyframes.html">https://helpx.adobe.com/after-effects/using/setting-selecting-deleting-keyframes.html</a>

### STYLE - DESIGN PROBLEM I

- In PhotoShop, create a simple seamless loop by rotoscoping over the images from Muybridge's motion study.
- Add visual elements in the style of Lillian Schwartz's Olympiad.
- Export this loop as a high quality GIF.

#### STYLE - DESIGN PROBLEM II

- In After Effects, design a simple pattern with shapes.
- Using the repeat effect in the shape layer, create a simple motion graphic in the style of John Whitney's Matrix III.
- Export this graphic as .png sequence.
- Open this sequence in PhotoShop and create a .GIF.

## TASK 3

- Create a series of gifs using the assets you created from Week 2. You may also create new objects to animate.
- Export these loops as .GIF files and upload them to your blog.