

GIMP Practice 5

Introduction: Animations in GIMP are frame-based. Each image of the animation is placed in its own frame. An animation is basically a series of still images that appear in quick succession, giving the illusion of motion. Animations are easier than ever to create using GIMP. These projects will demonstrate how to make a simple, frame-based animation, and animated text.

Refer to the Animations and Imagemaps slideshow for help with this practice.

Download the GIMP5.zip file from the GIMP Practice 5 folder. Extract the GIMP5 folder.

Animations using Layers and Frames in GIMP

Step 1. Open the FishBackground.png document from the Images folder in GIMP.

Step 2. **Open as Layer** the Fish1.png.

Select the Move Tool in the toolbox and make sure the Move the current layer is selected in the options area.

Click on the Fish image to select it and move it half off the left edge of the background.

Duplicate the Fish layer.

Move the Fish image to the left edge of the background and up a bit.

Keep duplicating the Fish image layer and move the fish across until they are at the right edge of the background.

Move the Fish up and down a bit as you want for these layers.

Duplicate the Fish image layer. Click on the Fish image and use

Layers=>Transform=>Flip Horizontally to flip the Fish image.

Move this flipped image half off the right edge of the background.

Duplicate this layer and move the Fish image to the right edge of the background.

Keep duplicating the Fish image layer and move the fish across until they are again at the left edge of the background.

Move the Fish up and down a bit as you want for these layers.

Step 2. Next step is to give each layer a background.

Duplicate the background layer.

Select the first Fish image layer. Using the Layers=>**Merge Down** option, merge the background copy with this layer.

Keep duplicating the background layer, move it just below the next Fish layer. Using the Layers=>Merge Down option, merge each of these layers with the background copy.

Repeat until each layer has its own background.

Now you may delete the original background layer.

Step 3. Test your animation using the Filters=>Animation=>Playback.

Hit the Play button to see how your animation runs.

The timing may be a bit fast for each frame, but this will be modified later.

- Step 4.** Save the animation as a GIF file.
Name the file as FishAnimation.gif
Click the **Save as Animation** option.
Click the Export button.
In the next screen, keep Loop Forever checked.
Set Frame disposal where unspecified as: One frame per layer (replace).
Click OK.
You may want to save it in its native XCF GIMP format as FishAnimation.xcf
Close the image you were creating.
- Step 5.** Open the **FishAnimation.gif** file in GIMP.
Make sure the Layer dialog is opened.
Notice each frame has a time (100ms) set and (replace) for transforming each frame.
You can modify some of the Fish frames to increase the time to make the swimming look less even.
Double-click on the frame name. Change the 100ms to be 150ms or 75ms.
Change the time for as many of the frames as you want.
Test the animation with the playback player using
Filters=>Animation=>Playback.
Save your animation and replace the one you just opened.

Animating Text in GIMP

- Step1.** Open the Gimp.xcf file in GIMP
This image already has some text on a layer and a background layer.
Make sure the **Layers** panel is showing.
- Step 2.** Create a **duplicate** layer of the text layer.
Work in the new duplicated layer.
Using the selection rectangle, draw a rectangle around the P in GIMP.
Cut the P and paste it back onto the layer.
Using the Move Tool click in the selection until you get the cross.
Use your mouse to move the P down a bit.
Click in the P selection using Ctrl H, to finish the move.
- Step 3.** Create a duplicate layer of the layer you just modified.
Work in the new duplicated layer.
Using the selection rectangle, draw a rectangle around the MP in GIMP.
Cut and paste the MP back onto the layer.
Using the Move Tool click in the selection until you get the cross.
Use your mouse to move the MP down about a bit.
Click in the MP selection using Ctrl H, to finish the move.

- Step 4.** Create a duplicate layer of the layer you just modified.
Work in the new duplicated layer.
Using the selection rectangle, draw a rectangle around the IMP in GIMP.
Cut and paste the selection back onto the layer.
Using the Move Tool click in the selection until you get the cross.
Use your mouse to move the IMP down a bit.
Click in the IMP selection using Ctrl H, to finish the move.
- Step 5.** Create a duplicate layer of the layer you just modified.
Work in the new duplicated layer.
Using the selection rectangle, draw a rectangle around the GIMP in GIMP.
Cut and paste the selection back onto the layer.
Using the Move Tool click in the selection until you get the cross.
Use the mouse to move the GIMP down a bit.
Click in the GIMP selection using Ctrl H, to finish the move.
- Step 6.** Create a duplicate layer of the layer you just modified.
Work in the new duplicated layer.
Using the selection rectangle, draw a rectangle around the GIMP in GIMP.
Cut and paste the selection back onto the layer.
Using the Move Tool click in the selection until you get the cross.
Use the mouse to move the GIMP down more and almost off the screen.
Click in the GIMP selection using Ctrl H, to finish the move.
Repeat this step until the GIMP is no longer in the selected area.
- Step 7.** Now we will give each layer (frame) its own background.
Duplicate the background layer.
Select the bottom most text layer.
Using the Layers=>**MergeDown**, merge the background copy with the text layer.
Duplicate the background layer again.
Move this layer just below the next text layer.
Repeat the Merge Down step to merge the background copy with the text layer.
Continue duplicating the background layer, moving the background copy below the next text layer and doing a Merge Down until each layer has its own background.
At this point you can delete the background layer.
- Step 8.** Test the Animation using the Filters=>Animation=>Playback option.
If you want you can Step through the animation.
You can go back and modify any of the layers.
When ready, save the file as a GIF with the Animation radio button selected.
- Step 9.** Save the file in its Native GIMP format as GIMPText.xcf.
Now Save As a GIF file: GIMPText.gif
Select the **Save as Animation**.
Click the Export button.

Change the frame delay to be 200ms.
Frame disposal where unspecified, choose **One frame per layer (replace)**.
Click the OK button.

Conclusion: Use animations to add interest and information to your projects. Even if you are not artistically gifted, you can create interesting animations. Vary the frame delay for some frames to make the animation look more realistic. Use the transform features to modify the images in your animation. Make the background transparent if you want your animations to look like they overlay the background on your web pages. Walt Disney watch out!!!