##. Let’s get the ball bouncing (15 pts.)

Now that you’ve mastered Photoshop as an image editing tool, let’s delve into animations with Photoshop.

Harding athletics needs something to put on their website. They want a simple animation of a ball bouncing. It doesn’t have to be detailed; it just needs to be a ball bouncing. They want it to loop as a simple logo.

Making animations is a very simple task in Photoshop. Imagine you’re an old animator, and you need to make each frame individually. You can use transparency if needed, but it isn’t part of the assignment. Just make each frame a layer in Photoshop (the bottom layer being your first layer). Go to the **Window** menu, and check the **Timeline** option. A panel will appear that has a button to **create a video timeline**. Ignore that for now. Use the **Ellipse Tool** to create a ball, and use the **Line Tool** to create a horizon. The ball should compress a bit when it hits the horizon. When the frames are done, click the arrow next to **create a video timeline** and select **create frame animation**. It will add a frame for your base layer. Highlight all your layers and hit the three lines in the top right of the timeline panel and hit **Make Frames From Layers**. Add the delays to your preference and voila; you have an animation.

1. There should be at least 5 layers. (5 pts.)
2. There should be a ball and a horizon. (2 pts.)
3. There should be some delay in the frames. (3 pts.)
4. The ball should compress when it hits the horizon. (5 pts.)

Submit the Photoshop file to Canvas.