

## ANIMATION

PROJECT - Make a Quick time movie of a transformation - The objective is to paint one object, then continue to paint it out as you morph it into the other object. Both objects should be in front of you. DUE MAY 25 (Final along with sketch book and any projects not completed)

File size: 600 pixels x 600 pixels at 72 ppi

1. Open Scripts palette under menu>windows>scripts
2. Go to dropdown menu upper right of scripts palette.>SCRIPT OPTIONS
  - Check SAVE INITIAL STATE(if you want the same colors and materials every time. Uncheck if not
  - Uncheck SAVE FRAMES ON PLAYBACK
  - Number of frames should be low for smoother script but this means more memory ,7 is a compromise
3. Get your palettes set up before you start - a custom brush palette will save you time as you won't have to search for them.
4. Push the red radio button at the bottom of the script palette to start recording your script. YOU DON'T HAVE TO HURRY TO PAINT YOUR IMAGE, IT IS BETTER IF YOU DON'T.
5. Push it again to stop of use the commands in the side drop down menu in palette.
6. Name the script (short name) and it will now be listed in the palette choices.
7. You can work on the same script over more than one sitting - just hit the record button before you playback your script, leave the record button on and continue painting, stop when done and replace. You can do this many times. You can also paste frame stacks together ( see making frames below)

### TO PLAY BACK SCRIPT

1. Open a new file THE SAME SIZE AS THE ORIGINAL SCRIPT. VERY IMPORTANT
2. Choose the script in the palette and hit PLAYBACK. The script will playback.

### TO MAKE A MOVIE

1. Open a new file the same size
2. SCRIPT OPTIONS> check RECORD FRAMES ON PLAYBACK (this will give you a frame stack- a flip book)
3. Set # of frames to 7 or 8 ( the lower the number the smoother the movie, but, the bigger the file size.
4. Choose PLAYBACK from palette drop down menu>Choose your script and hit PLAYBACK.
5. Box asks for name and destination of frame stack. Give it a name that includes a reference to frame stacks( ex. NameFS)
6. Choose # of onion skins -3 is good. A FRAME STACK (like a flip book) will be made - you can paint into the frames if you like they are really mini paintings, past stacks together, add frames,etc. If you use layers you need to drop them before moving on to the next frame.
7. FILE>SAVE AS>SAVE MOVIE AS QUICK TIME ( GIF is also an option)- give the movie a name and destination
8. Compression settings box - more frames are better but again a bigger file size.
9. You now have a Quick Time movie that can be emailed or imported to the web. Painter can also open a Quick Time back into a FRAME STACK for further work.