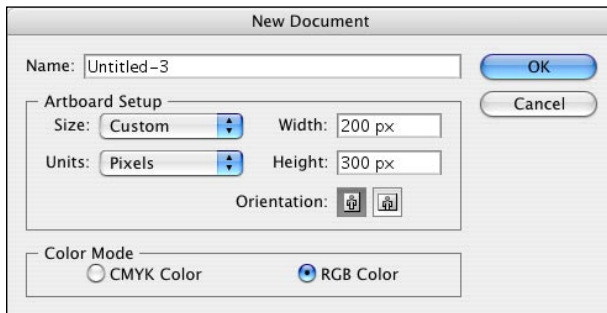


In this exercise you will be creating a GIF animation by exporting layers from Illustrator as a Photoshop format. The layers that you export from Illustrator will be made into frames in Image Ready.

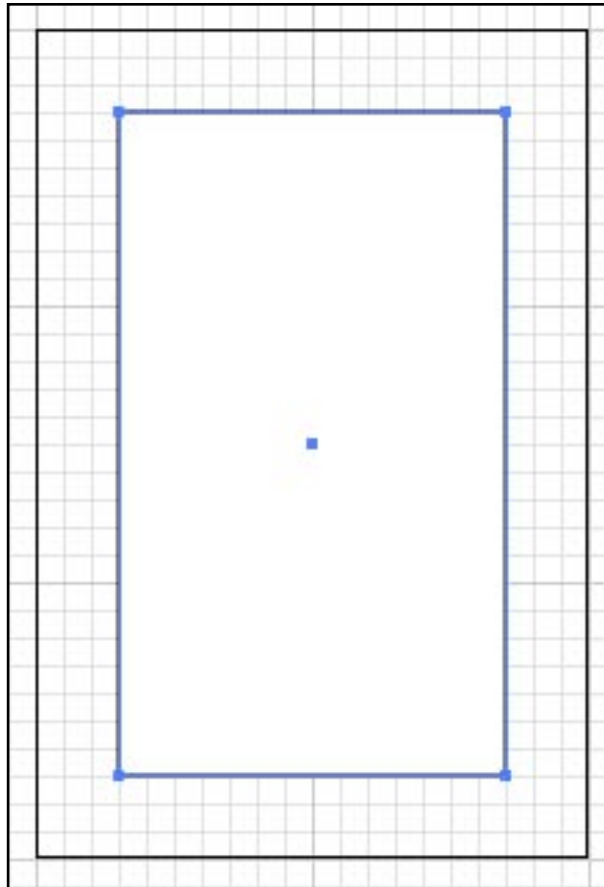
In this exercise you will learn how to duplicate layers in Illustrator, how to export layers to Photoshop and how to create frames from layers in Image Ready.

1. Create a new Illustrator Document, set the units to pixels, set the size to 200 pixels by 300 pixels and the color mode to RGB.



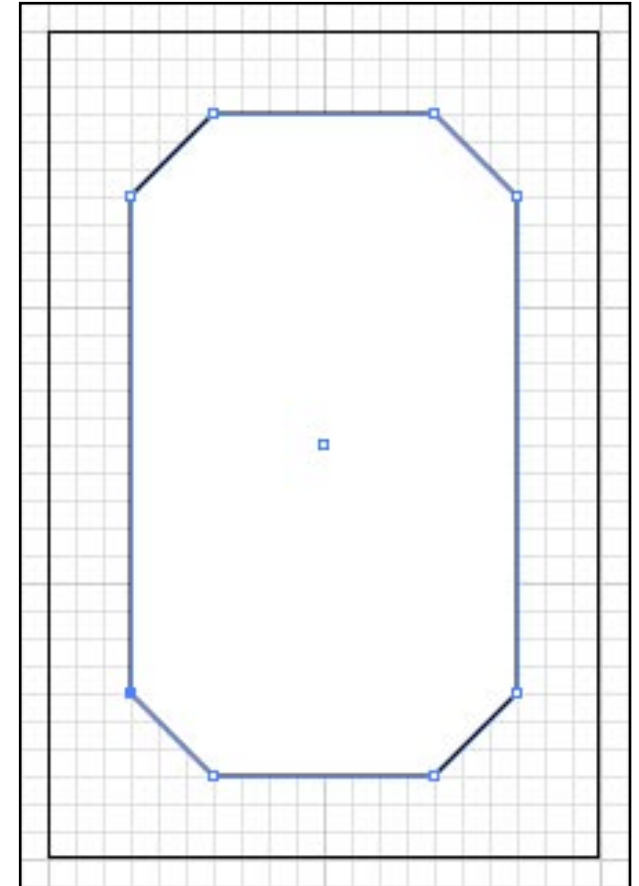
2. Go to View > Show Grid, then go to View > Snap to Grid.

3. Draw a rectangle that is vertical



4. With the rectangle selected, choose the Pen Tool and add points 3 squares in from each corner on both the vertical and horizontal sides. After you have added the points use the Pen Tool to delete the anchor points in the corners of the rectangle. The Pen Tool becomes the Add Anchor Points Tool when it

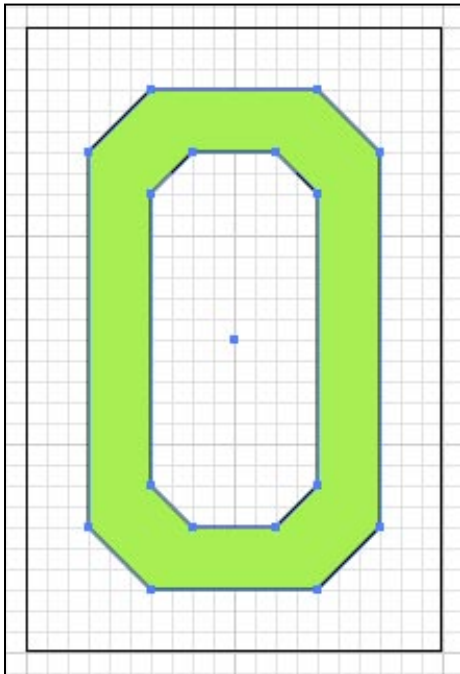
is placed over a selected path and it becomes the Minus Anchor Points Tool when it is placed over a selected point.



5. Once you have the shape shown above, draw the inside shape as well following the directions in steps 3 and 4.

6. Once you have the two shapes add the color that you want to use for the frame.

7. Select both shapes and go to Object > Compound Path > Make to make a hole in the larger shape using the shape of the smaller one.

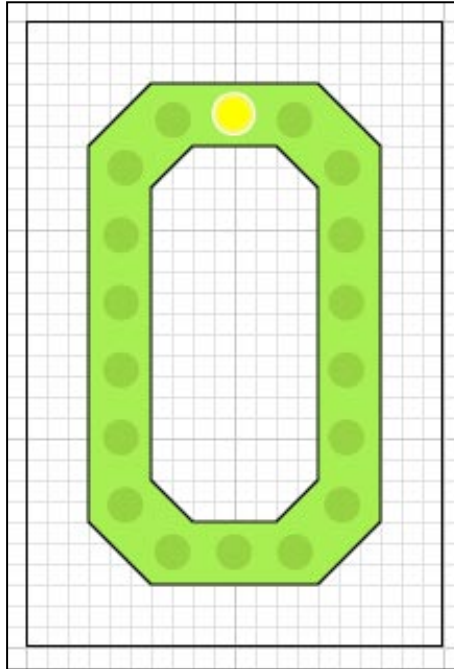


8. Go to View > Snap to Grid to deactivate this feature.

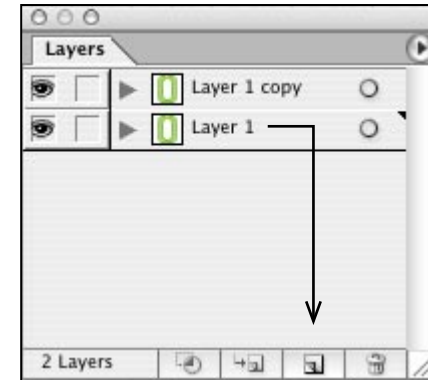
9. Draw a circle with the Ellipse Tool holding shift to constrain it. This circle should go at the top of the “O” shaped frame and be colored a slightly darker version of the color being used for the frame.

10. Duplicate the same circle all the way around the frame, to duplicate a shape in Illustrator hold down the option key and drag.

11. Once you have the circles going all the way around the outside of the frame, select the top one and color it a bright color like white or yellow, this will act as a light.

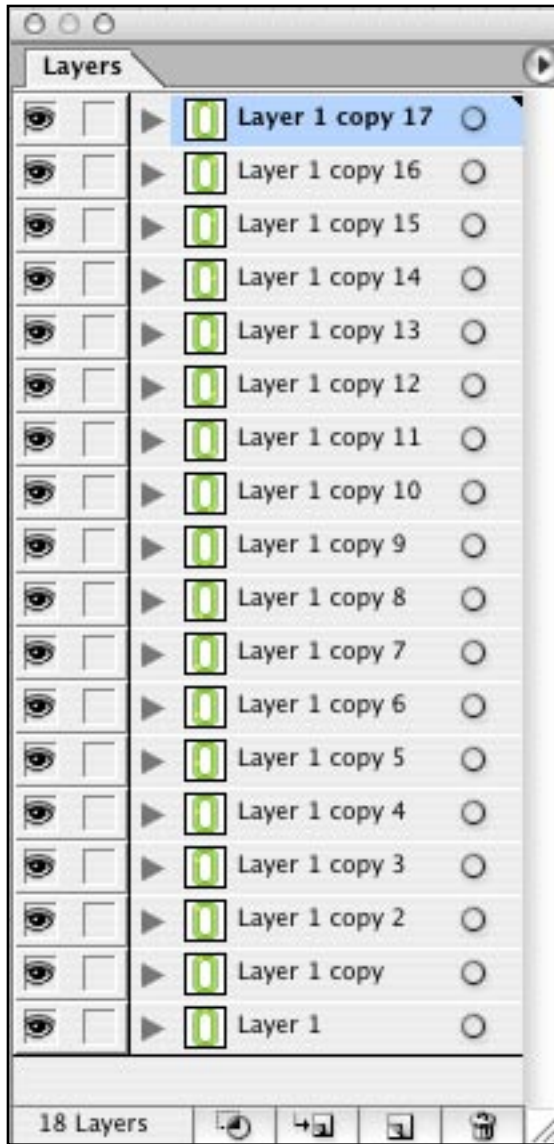


12. At this point you should have only one layer in your document. Duplicate the layer by dragging it to the new layer icon at the bottom of the layers palette.



13. Select the next circle in line around the “O” shaped frame from the one that you colored as a light and with the Eyedropper Tool select the color from the circle that is “lit”. Now hold down (this will give you the last selection tool) and select the original “lit” circle, let go of the command key and eyedropper the original circle color.

14. Go through the same process again from steps 12 and 13 until you have a bunch of layers on each layer the lit circle should move position to the next spot around the frame until you are back at the beginning.



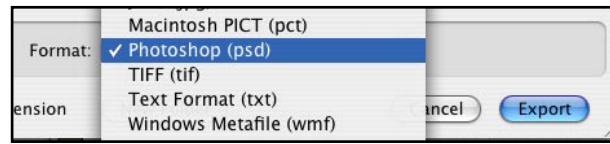
15. Once you have a layer for each light in the frame you are almost ready to export the file to Image Ready as a Photoshop file.

16. Add one more layer that will be used for

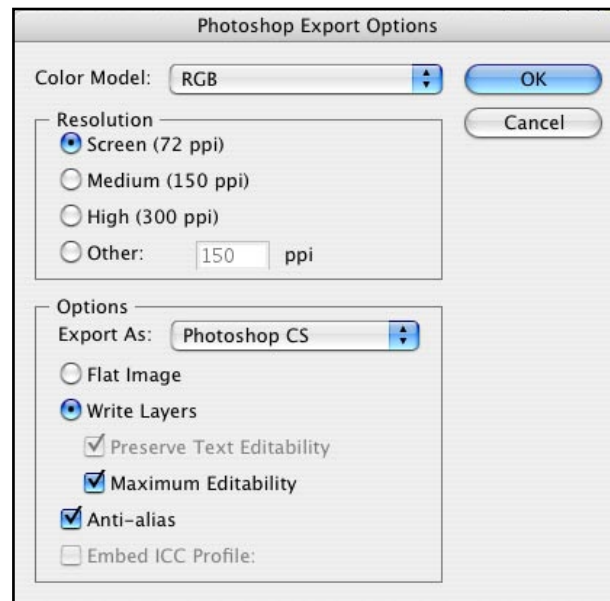
a background color. With the Rectangle Tool create a rectangle that fills the entire document area. Drag this layer to the bottom of the stacking order.

17. Save the file as an Illustrator document called "Lights.ai"

18. Go to File > Export and choose Photoshop as the format.

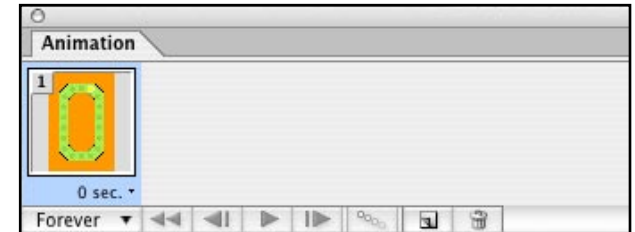


19. In the Export dialog box set the color mode to RGB, resolution to 72 PPI and make sure that Write Layers is checked. Click OK to export the file.

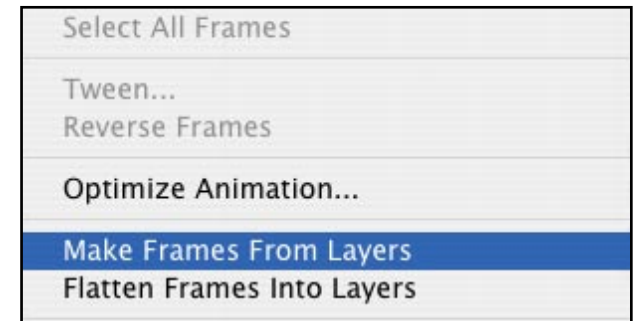


20. Open Image Ready, go to File > Open and open the file you just exported.

21. Image Ready being an Adobe product syncs up with Illustrator, the layers we exported from Illustrator as a Photoshop file should show up in Image Ready also. If it isn't open already go to Window > Animation and open the Animation Palette.

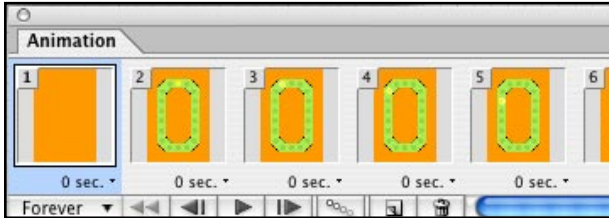


22. At this point there will only be one frame in the Animation Palette. Go to the arrow on the side of the Animation Palette to access the pull down menu and choose Make Frames From Layers.



23. The Layers are now replicated as frames, the first of these frames is the background layer which just contains a flat color. To apply this background color throughout the frames select frame 1 and then hold shift and select

the last frame in the Animation Palette. In the Layers Palette turn the first layer containing the background color off, then turn it on again.

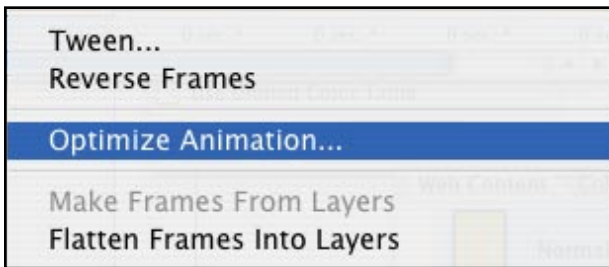


24. All the frames now contain the background color, the first frame only has the background that frame can be deleted, select the frame and then click the trash-can icon in the Animation Palette.

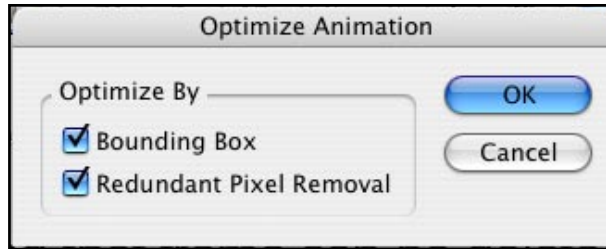


25. Click the play button to see what the animation looks like.

26. Go to the pull down palette on the side of Animation Palette and choose Optimize Animation.



A dialog box comes up, click OK.



27. Go to File > Save Optimized As.



28. Choose HTML and images as the format. Once you have saved your GIF animation open a web browser such as Safari or Internet Explorer and then open the HTML file that you saved.

29. The file tends to run faster in the browser than it does in Image Ready. If you want to slow the animation down go back to Image Ready, select the first frame, hold shift and select the last frame. Under each frame is a pause setting by default this will read as 0 sec., click on one of these settings on anyone of the frames and change the delay to say 0.2 sec. Once you have changed the delay save optimized as again and reopen the file in your browser to see the result.

