

# Timeline Animations

The TIMELINE ANIMATION section of the ANIMATION panel can also be used to create animations.

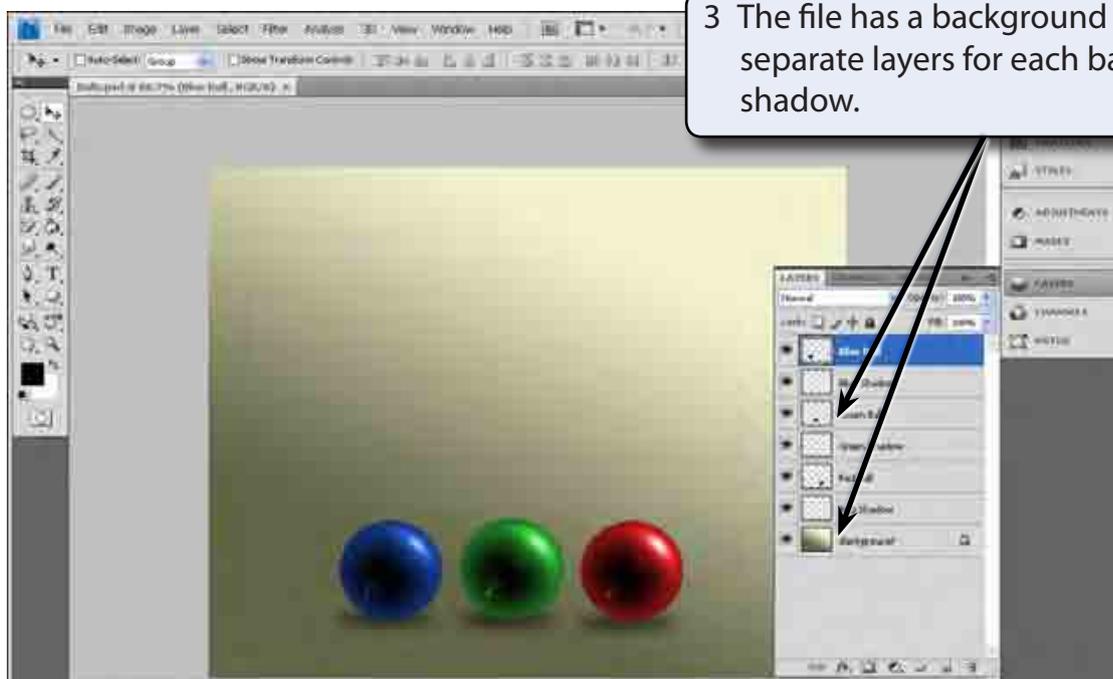
## Creating Bouncing Icons

Let's create some bouncing balls and save them as an animated GIF. This will simulate the icons in the dock of the Macintosh system when a computer application is loaded or when an e-mail is received in programs like Thunderbird.

### A Loading the Prepared file

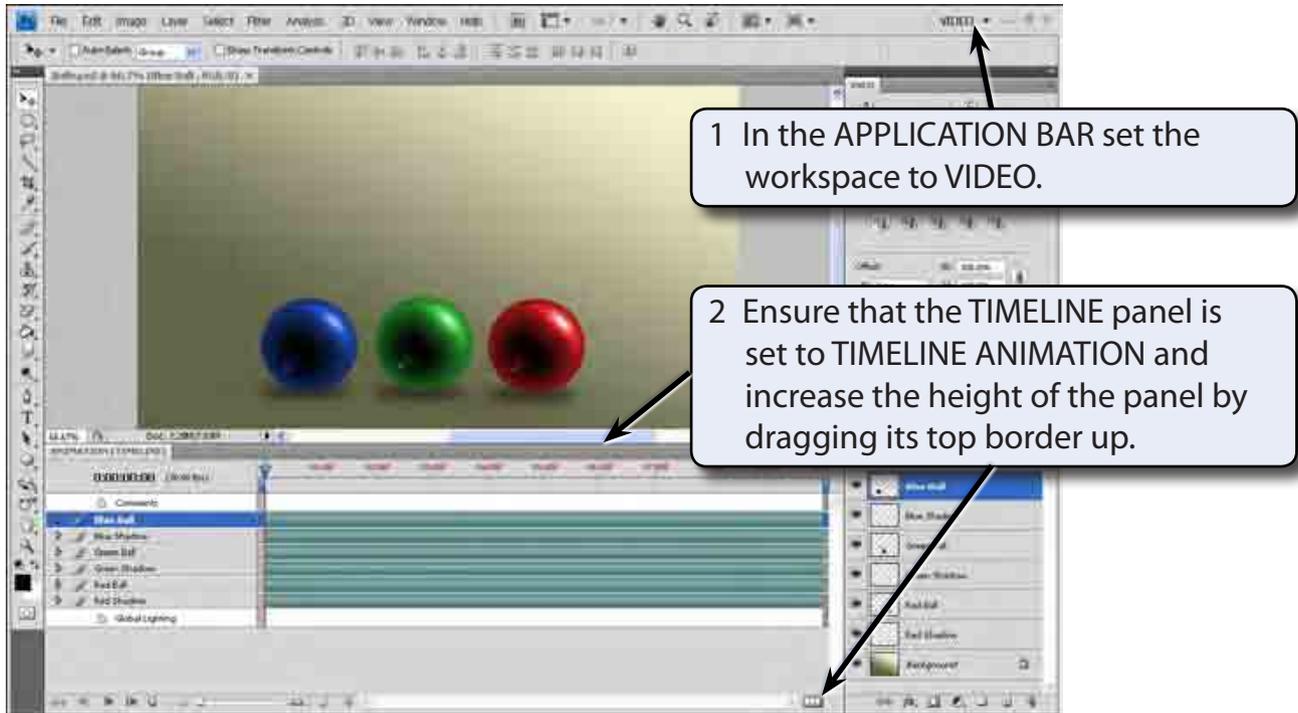
The balls have been prepared for you.

- 1 Load Photoshop or close the current files then display the FILE menu and select OPEN.
- 2 Access the PScs4 SUPPORT FILES, open the CHAPTER 32 folder and load the Balls file.

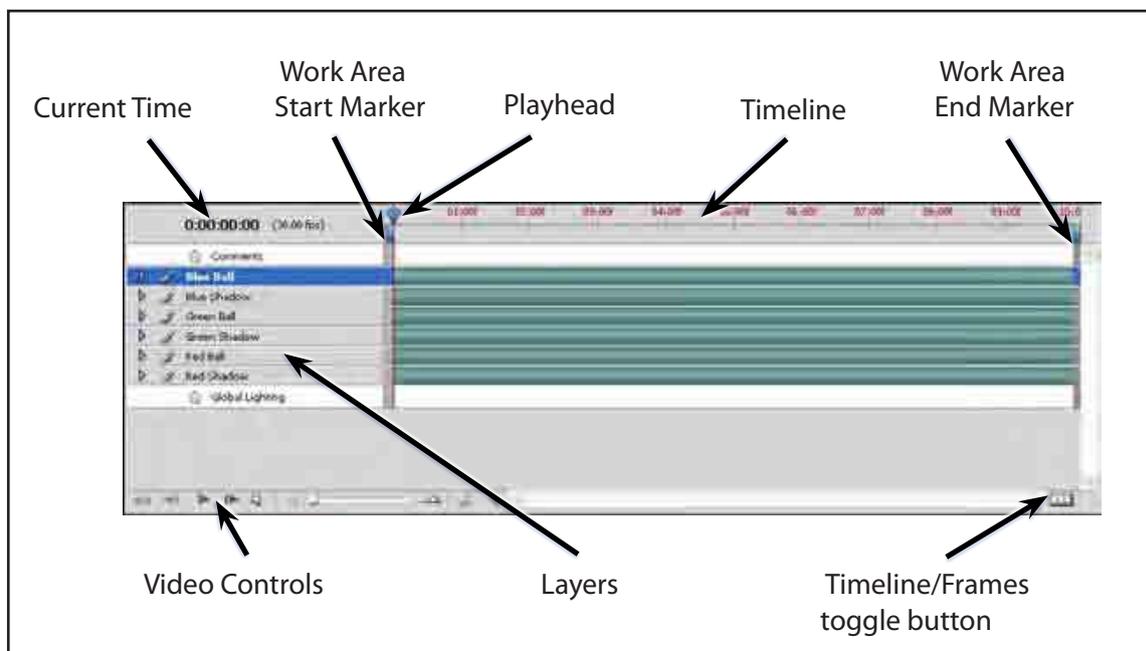


## B Opening the Animation Panel

This time the TIMELINE ANIMATION section of the ANIMATION panel will be used.

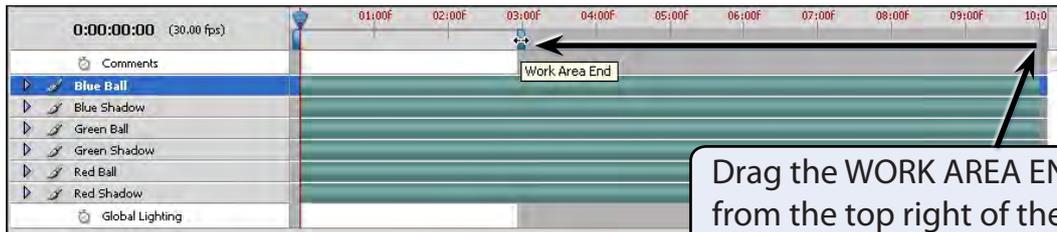


3 The following diagram labels the TIMELINE ANIMATION section of the ANIMATION panel.



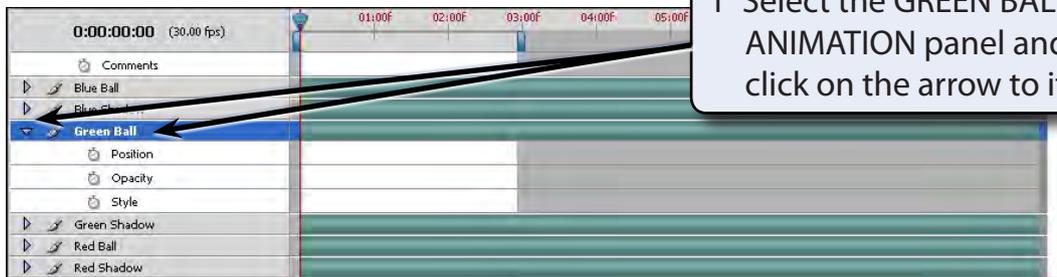
## C Setting the Animation Duration

The WORK AREA markers in the ANIMATION panel are used to set the duration of the animation. In this case a 3 second animation will be created.



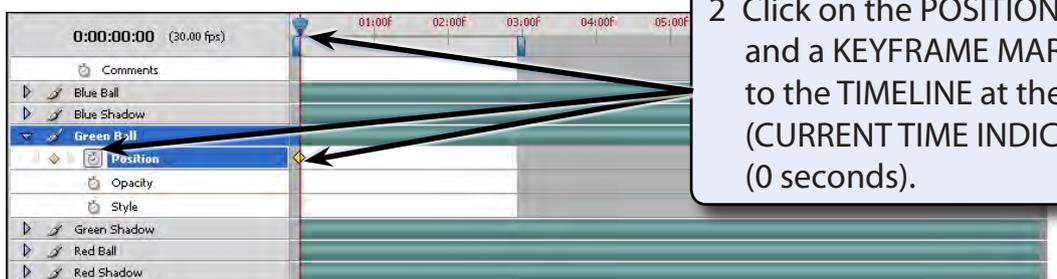
Drag the WORK AREA END MARKER from the top right of the ANIMATION panel to 3 seconds.

## D Animating the Green Ball



1 Select the GREEN BALL layer in the ANIMATION panel and expand it by click on the arrow to its left.

**NOTE:** You can animate the position, opacity or style of the layer.



2 Click on the POSITION thumbnail and a KEYFRAME MARKER is added to the TIMELINE at the PLAYHEAD (CURRENT TIME INDICATOR) position (0 seconds).

**NOTE:** A KEYFRAME is where a significant change occurs in the animation.

