

**Objective: Students will understand and work with layers**

1. Open Logo1 .psd from Digital Imaging folder.
  - Teacher will do this with the class
  - Create your own animated .gif using the letters in your name. **Turn in your animated .gif using Edmodo.**
2. Open blender .psd from Digital Imaging folder.
  - Teacher will do this with the class.
  - Create your own animated gif in Adobe ImageReady using clipart.
1. Find 2 clip art images from PowerPoint or the internet from which you can make an animation in Adobe ImageReady. Use 2 separate clip art layers to make it easy on yourself. Examples: 1. Sun and Rainbow 2. Baseball bat, and a baseball...etc
2. It is possible to use 1 clip art image and separate it into two layers in Photoshop. Using 2 separate images to start is the best option in my opinion.
3. Save each separate clip art image to your Z drive.
4. Open a new ImageReady file; image size 120-150 pixels, transparent, RGB, and resolution of 72 (your images will have a resolution of 72 from the internet). Remember – clip art – no photos. Drag each clip art into the new file that you have opened.
5. Each image should be on its own separate layer in Image Ready. **NAME YOUR LAYERS.**
6. Also any part of the image that will move independently of the rest of the image should be on its own layer. For instance, if you have a soccer player kicking the ball, the ball would be on one layer, the player on one layer, and the kicking leg would be on its own layer.
7. **Create your animations from the different layers you have created.** Reminders: tweening, making new layers for rotations (remember the drop from the blender).
8. \*Save—Optimized As
9. **\*Turn your animation in to Edmodo for a grade—50 pts.**