### *Animating in Photoshop*

(Before beginning this tutorial please set up your Photoshop
document as instructed in the "Setting up Photoshop for
Video or Animation" document)

Lock any layers you will not be animating on (such as background elements) by selecting the layer
and pressing the "lock" icon in the layers menu panel. This will prevent you from accidentally draw-
ing on your background layer.
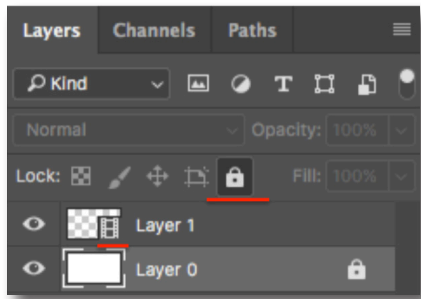
As you can see above, video layers are marked by a filmstrip icon
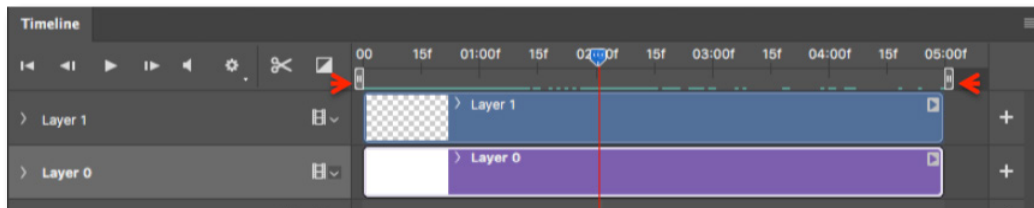
You can use the sliders on the timeline to set the "in" and "out" point (beginning and end) of your
animation. This is your work area. Any work done outside of this range will be saved in your Pho-
toshop document but will not be contained in your final video. The vertical red bar attached to the
blue downward facing arrow is the "play head." This indicates which frame is currently being pre-
viewed and is selected for editing.

The timeline menu has several navigation option located at the top right.
Familiarize yourself with these.

1. Return to beginning
2. Step back one frame
3. Play
4. Step forward one frame
5. Toggle sound on/off
6. Set playback resolution/looping
7. Cut selected layer at the play head
8. Add transition

The "hamburger" icon located at the top right of the timeline menu contains additional options. Here you will locate the "Enable Onion skin" option, as well as the settings for the Onion Skin feature.
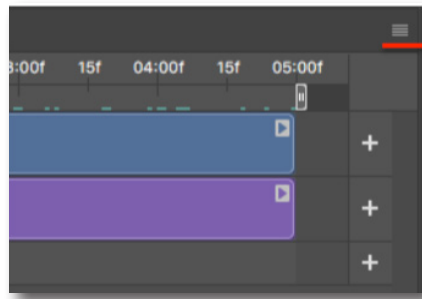
Note: The onion skin allows you to see previous frames as a transparency and is very useful for determining the placement of your next action. The black dot below is being previered with the onion skin enabled. This allows us to see a "ghost" of the frame before. We can now easily line up our dot to continue its movement. The onion skin option, whether enabled or not, will never export with your animation. It is helpful to check your animation with and without onion skin enabled.
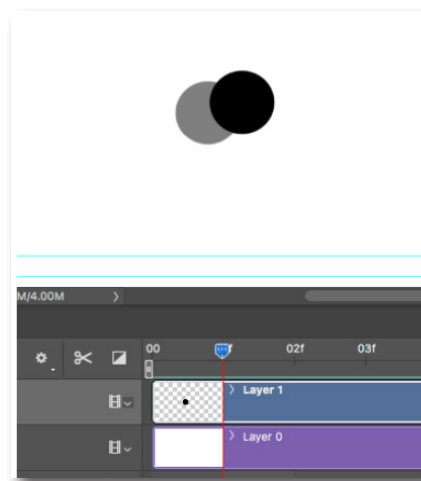
Using the brush tool and other tools you can begin animating by altering frame 1 and using "step forward one frame" to advace. Continue editing and altering frames until you are finished.