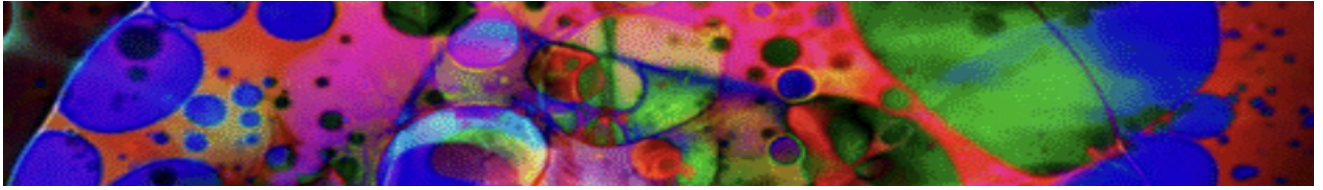


Abstract Photoshop Animation



For this assignment you will create an abstract animation that features a variety of overlapping, fading, filter adjusted images. The project is intended to open the doors of creativity and allow you to demonstrate all the skills you have learned in Photoshop.

For inspiration research 1960 psychedelic projections

Your animation needs to have a minimum time of 20 secs.

Your content is 100% altered images via the use of all the skills that you have ever learned in Photoshop.

Step 1. File > New > 8" x 8" 150 ppi

Step 2. Add a new layer.

Add overlapping images that you have altered via the tools in Photoshop.

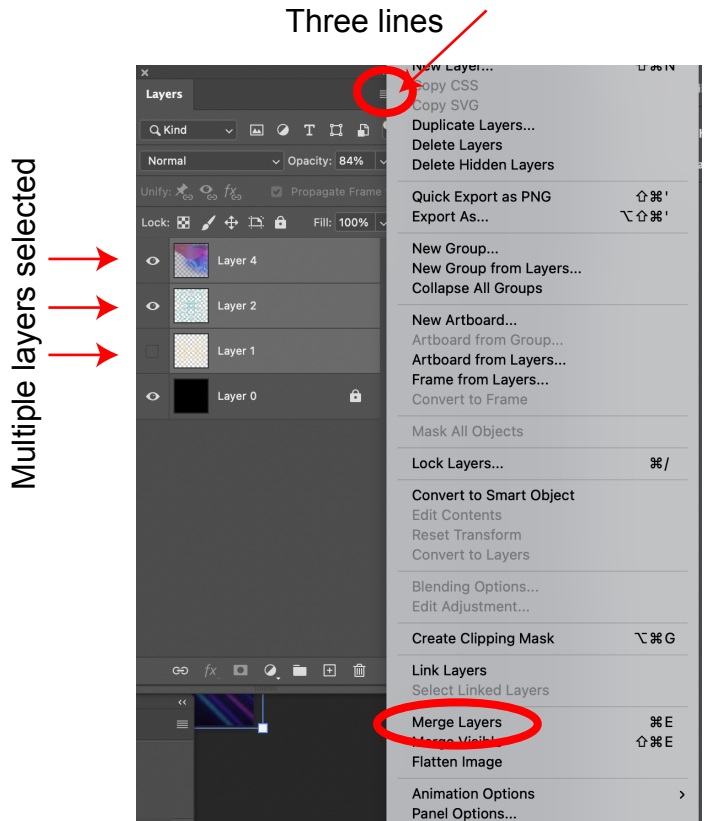
Possible ways to create your content...

1. Gradients
 2. Adjust the opacity.
 3. Use the symmetrical drawing tool.
 4. Trim photographs with an extreme feathered edge to create blended effects.
 5. Apply filters.
 6. Alter interesting images that you find on the Internet.
 7. Explore the brush options and Brush settings.
 8. Explore patterns in Photoshop.
 9. Explore Color.
 10. Explore Image adjustments.
 11. Explore text.
- etc.

There is no limits to what you can do to alter your images to create a simplification or rearrangement of the image.

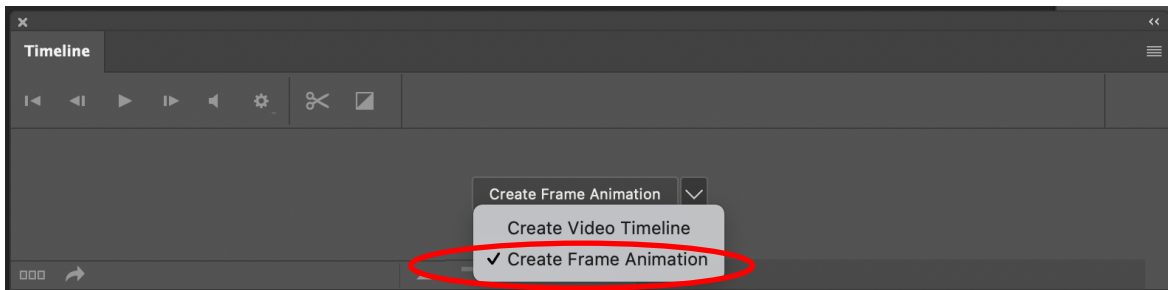
Step 3. Create a minimum of 10 abstract layers. Each layer should be 100% unique.
Do not duplicate layers.

TIP - If you used multiple layers to create overlapping effects you may need to merge the layers before going on. To merge layers go to the layers palette > Select all the layers that you want to be merged together (use the shift key to select multiple layers at the same time.) Use the three lines in the upper right corner to > Merge layers.



Tween Animation - Timeline

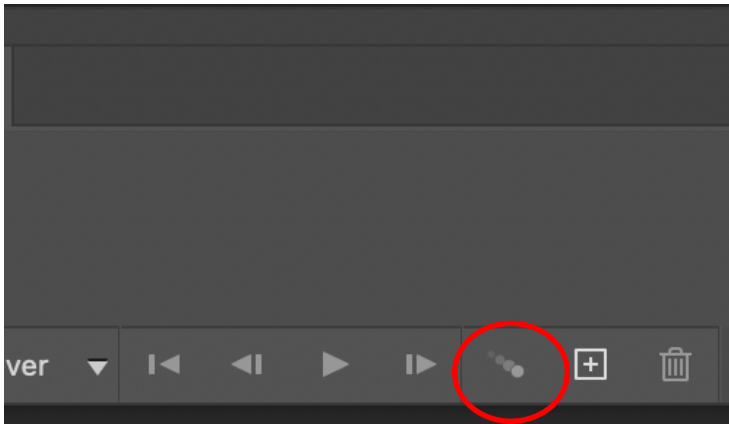
Step 4. Window > Timeline > Frame Animation.



Step 5. Assign frame 1 to the first abstraction idea. It does not need to be the first or bottom layer.

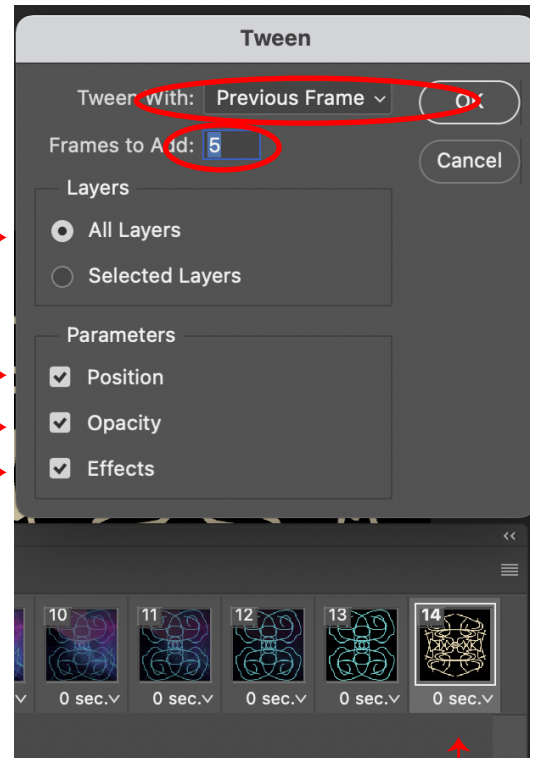
Step 6. Add Frame 2.

At the bottom of the timeline click on the TWEEN button. This is going to add frames in between the selected frames.



Tween
button

Feel free to adjust how many frames to add. As the frames advance they are going to fade out.



Make sure the last frame is selected before hitting the Tween button.

Step 6. Add another frame. You do not need to go in the order of how the layers are stacked. Feel free to jump around.

Select the last frame > Hit the Tween button and set the in between frames.

Abstract animation - Rubric

1 pt.

3 pts.

5 pts.

<p>The animation is too short.</p>	<p>There is evidence that the animation is 10 - 15 seconds long.</p>	<p>There is evidence that the animation is a minimum of 20 seconds long.</p>
<p>The tools that were used did not create abstract visual effects.</p>	<p>There is evidence that the artist applied similar tools and techniques. The effects are mostly repeated from frame to frame.</p> <p>Most of the layers are just one effect.</p>	<p>There is evidence that the artist applied a lot of the different tools and techniques. Please refer to the list under step 2 in the instructions for a list of possible tools and techniques.</p> <p>There is multiple layers of visuals per group. Overlapping layers with opacity changes.</p> <p>The visuals are abstract (not intended to be representational)</p>
<p>There are errors in the timeline.</p>	<p>There is evidence that the artist struggled to assign frames to groups on the timeline.</p>	<p>There is evidence that the artist used tween layers to create a fading/blending animation.</p>
<p>There concept for the abstraction was too simple.</p>	<p>The artist could have used more sources found/created images or textures. The visuals are too similar.</p>	<p>There is evidence that the artist created or altered source images to create very interesting textures and visual effects.</p>
<p>There is little effort to make an assignment.</p>	<p>There is evidence that the artist applied some effort to create an assignment.</p>	<p>There is evidence that the artist applied a lot of effort to create an assignment that they could be very proud of.</p>