GIF Animation Basics
# Adobe ImageReady

When we talk about animation, there are different technologies and styles out there. The basic principles, however, remain the same. ImageReady has a strong suite of tools to enable you to create an animation in Quicktime or Animated GIF format. We will start with animated GIF files.

Animated GIF files are nothing more than "layers" of an image that contain a script: when to display each frame, and how much time between each frame, for pause. Most animated GIF files loop, and the animation repeats.

This concept is based upon "frames." A frame is a single instance in time of a picture. A flipbook is an old-fashioned device. Each page of the book was a different frame of animation. As you flipped through the book, using your thumb, you will see the frames "move," as each frame changes a slight bit.

Here's the view of the animation palette in ImageReady:
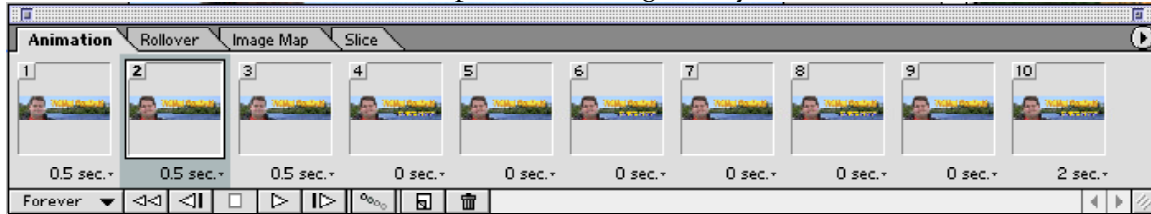
Notice at the bottom of each frame is the amount of time, or "pause" that frame gets. You can set a different pause time for each frame to slow, or quicken, the rate of playback.

Also notice, in the lower-left corner is the word "forever." This indicates how many times the entire animation repeats.

Next, take a look at the palette's menu:
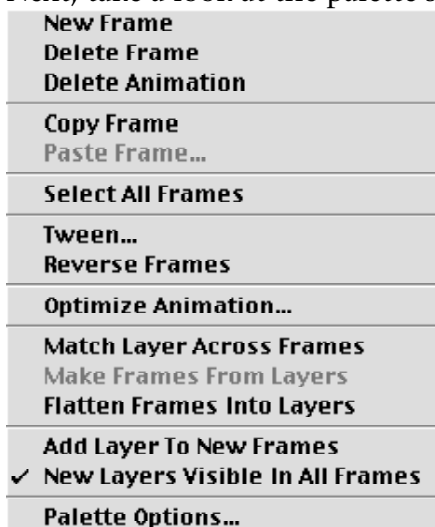
Define the following terms that deal with animation:

Layers	

Frames	
Tweening	
Animated GIF	
Color depth	
Resolution	
Flip Book	
File Size	