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Bringing Still Photos to Life Using Animation Techniques

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BRINGING STILL PHOTOS TO LIFE USING ANIMATION TECHNIQUES

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INTRODUCTION

Cameras are a tool used to capture still images. This project examines a way to bring still images to life without using any video components. By studying basic animation principles, and dissecting photos based on subject, background, and foreground Adobe Creative Suite will be utilized to bring still photos to life. Through my research, I discovered the best software for creating moving photos. This project also finds the best way to photograph images, so the dissection of the subject, background, and foreground is seamless and a more streamlined process.

PURPOSE

To discover a way for photographers to create dynamic and living photographs, using animation principles without any video components to create the movement.

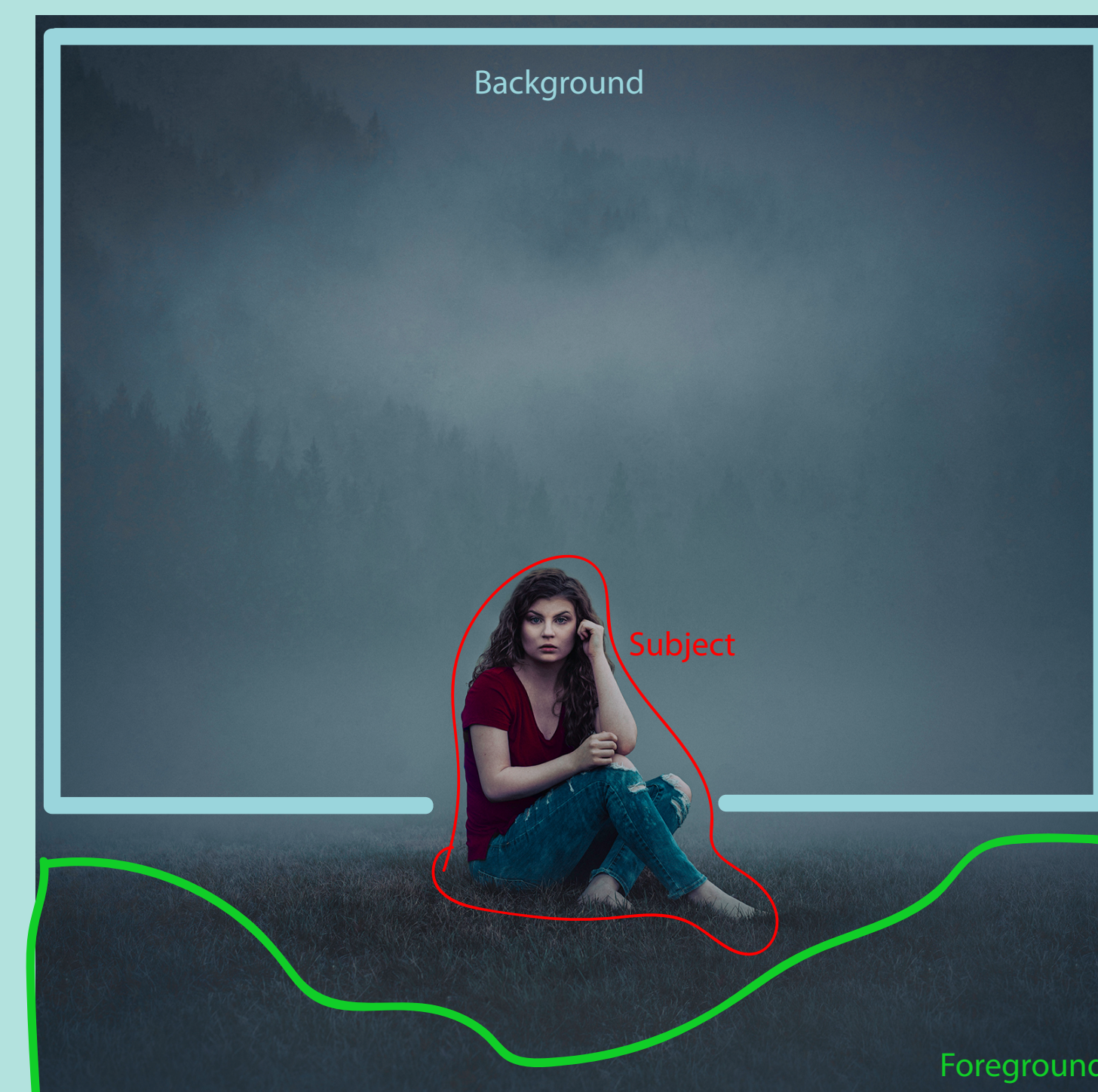
MATERIALS

- Digital Camera
- SD Card
- SD Card Reader
- Computer
- Adobe Photoshop

KEY TAKE AWAYS

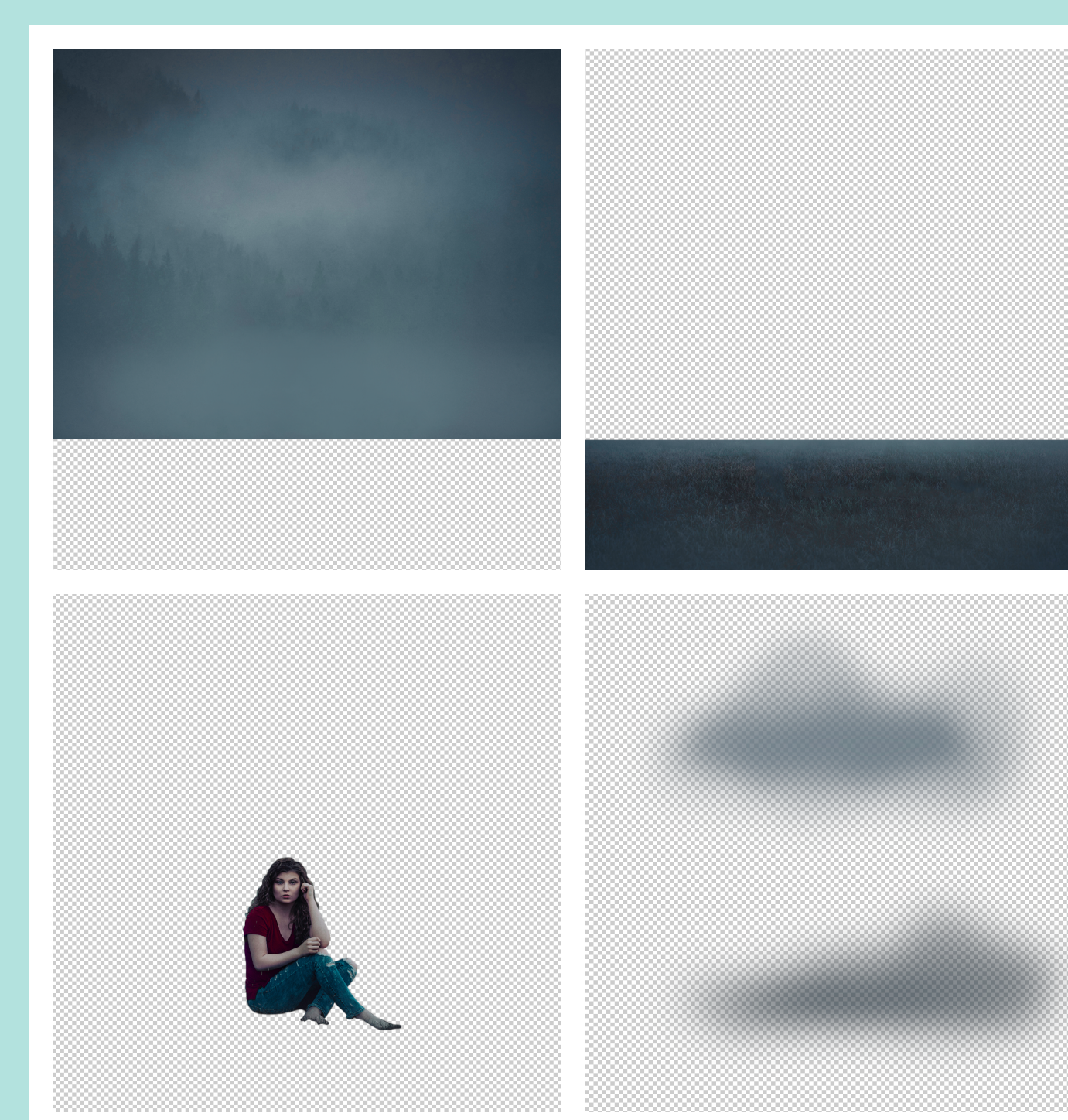
- While After Effects is a more robust program used for animating Photoshop actually works better for this type of work because photographers already have knowledge of the software.
- Shoot with animation in mind, it makes the process easier.
- Lots of little animations are more believable than just a few big animations.

HOW



1 CAPTURE THE IMAGE

Make sure there is a clear distinction between the background and the foreground. This will make it easier to cut out later.



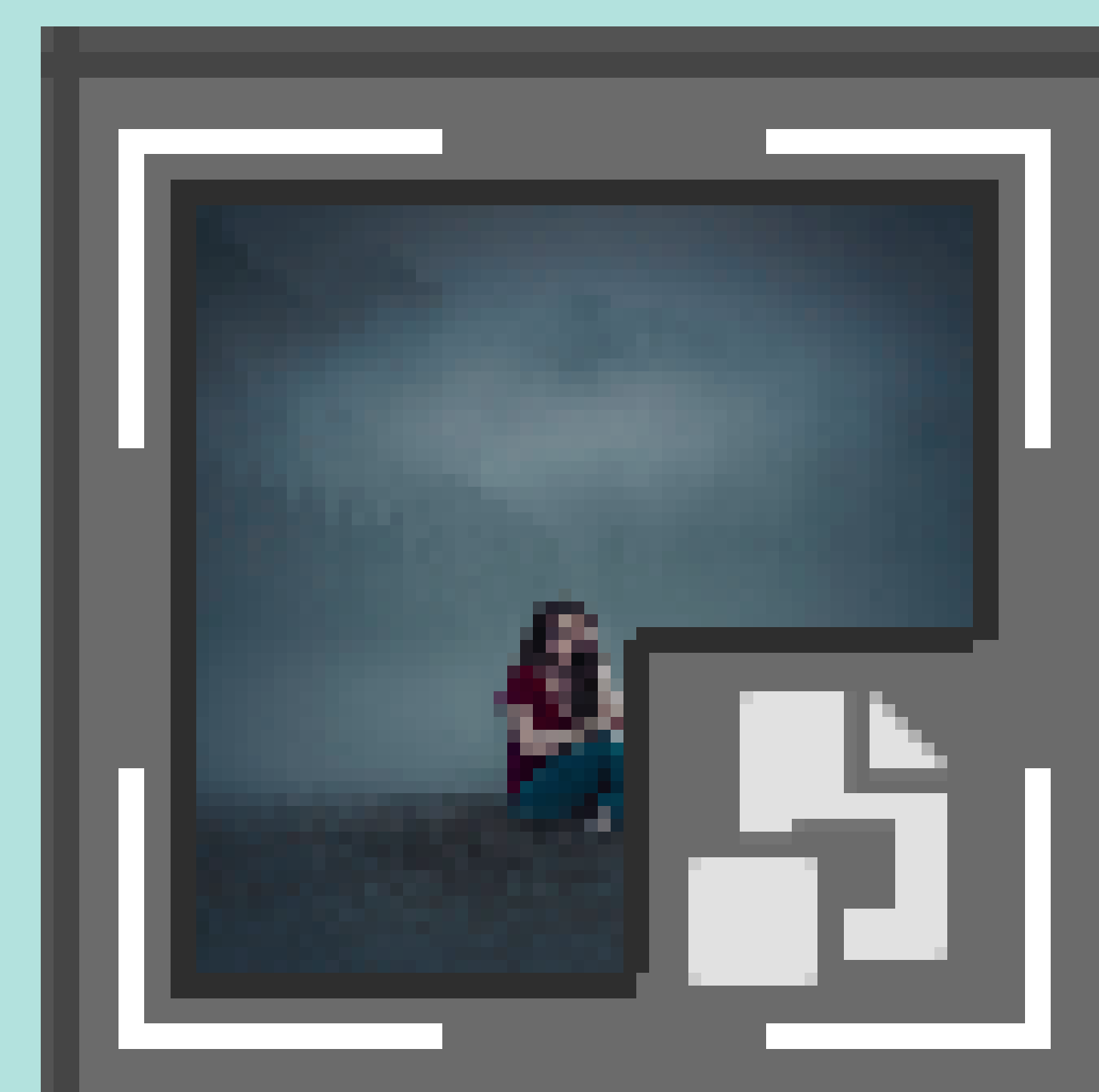
2 BREAK APART

Using layer masks cut out the background, foreground, and subject. This is when you deconstruction the image, so break apart any elements you want to animate.



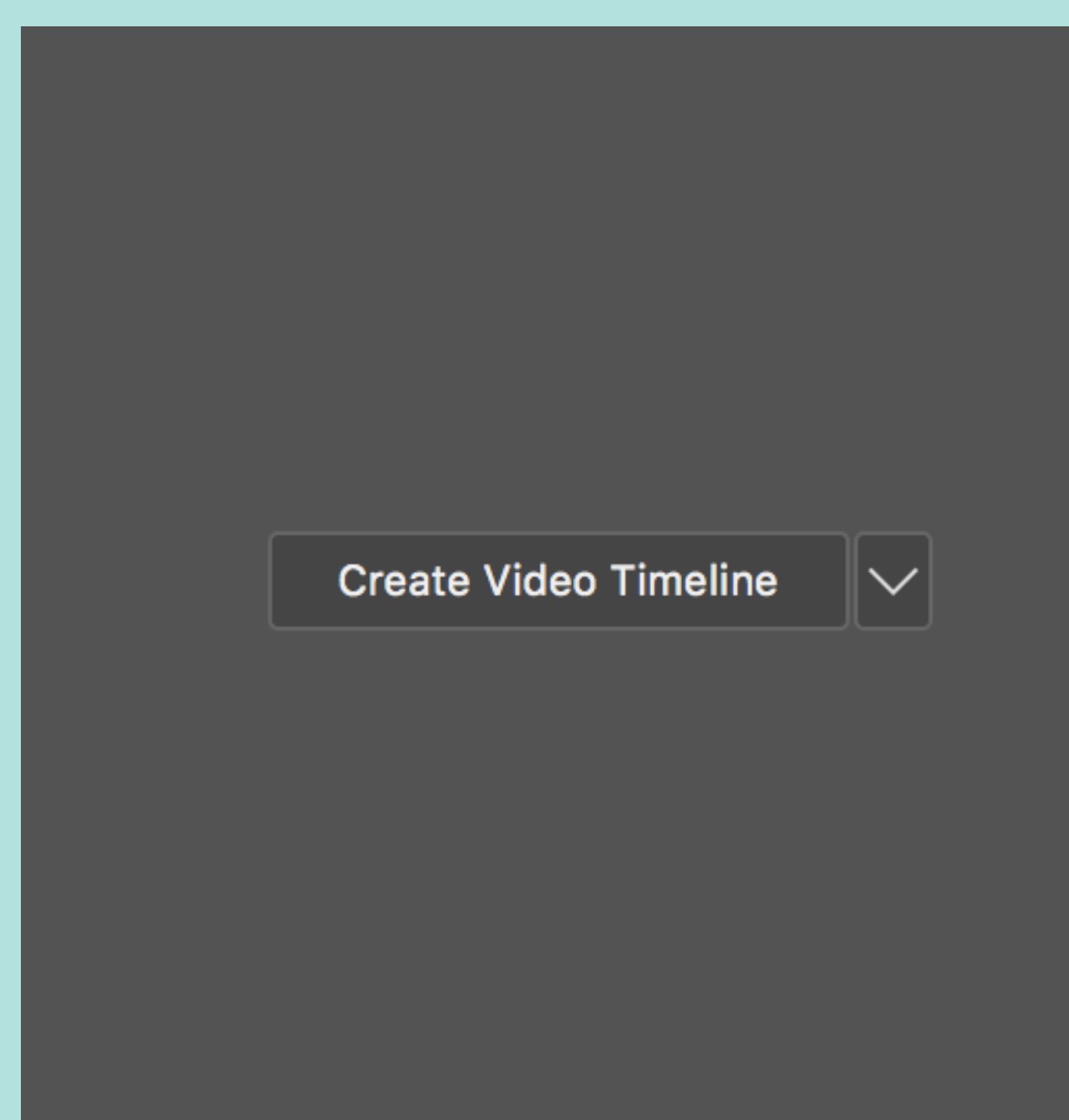
3 FIX THE BACKGROUND

Using the clone stamp tool, content aware fill, and the spot healing brush to patch any gaps made in the background. Make the background look as seamless as possible.



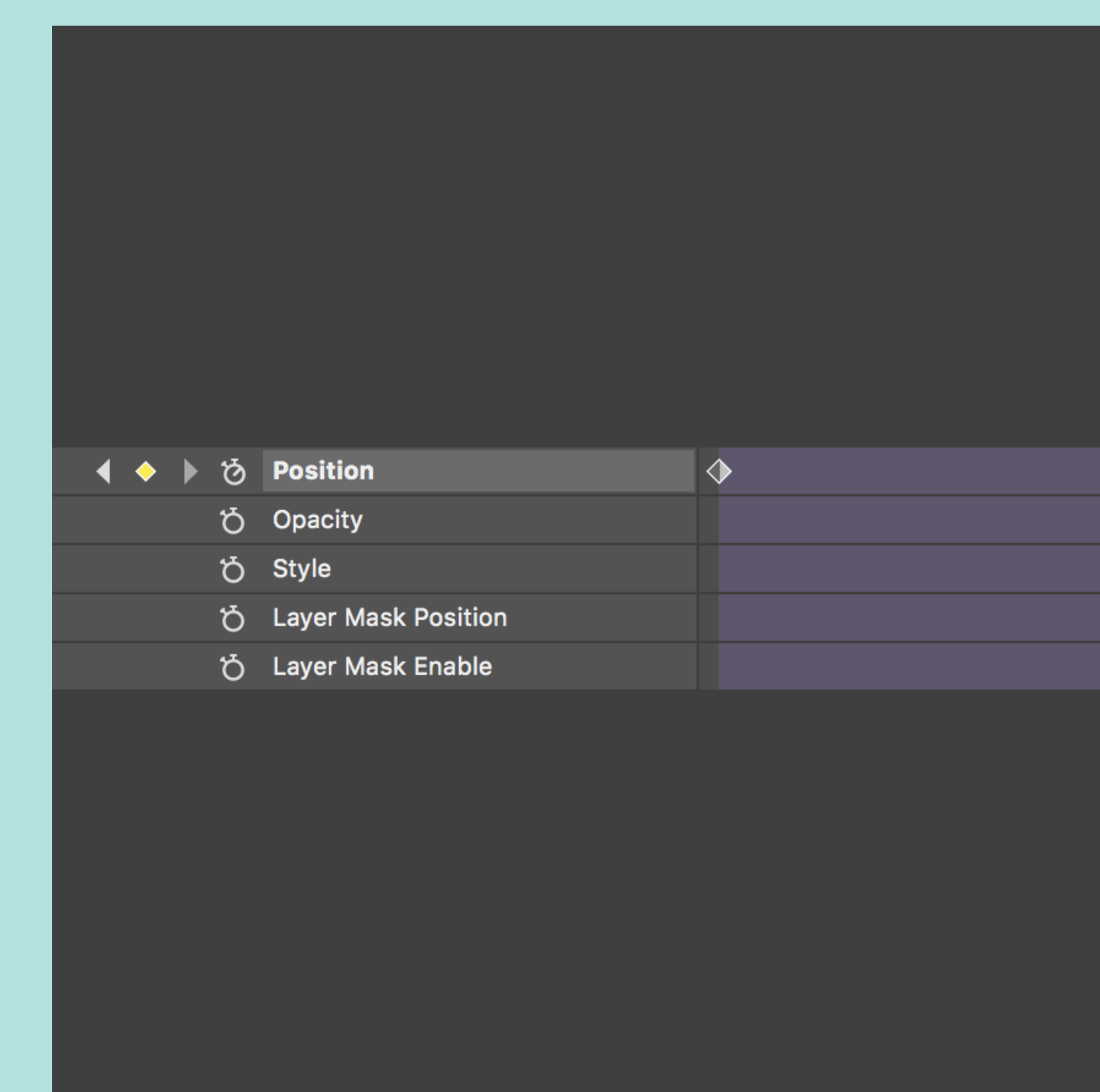
5 MAKE SMART OBJECTS

Convert all layers to smart objects. This is what is going to allow them to be manipulated and moved later on. Animations will not work without doing this step!



6 OPEN TIMELINE

Open the animation time-line by going to WINDOW > TIMELINE. This is what will control animations. Without this open you cannot bring the photos to life.



7 ADD KEY FRAMES

Adding key frames can be done by clicking on the stop watch icon. Key frames are the starting and end points of the transitions, they help make everything look smooth.



8 MANIPULATE POSITIONING

Move and adjust the layers so they size larger and smaller, move them so they pan. The beginning position needs to be on the first key frame and last key frame should be the ending of the animation.