Making a new GIF with GIF Animator

Part 1: Uploading your images

- 1. Download the GIF Animator program (see link)
- 2. Prepare your series of images. These must be in .gif format, and must be the same size to work correctly.
- 3. Load the LAST gif in your animator. This is done by clicking the folder icon _____, and then finding the image. It should now appear in your animator.
- 4. To load the NEXT-TO-LAST picture, click the icon with the white sheet and the plus sign. You will be prompted to select another picture. It will load above (before) the last one.
- 5. Continue using the icon until all your pictures are loaded.

Animation Width:

Animation Height:

Repeat Count:

Repeat Forever

Image Count:

✓ Looping

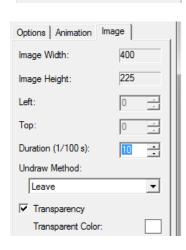
225

Part 2: Looping the Animation

- 1. Switch tabs to "Animation." This is in the grey section on the right.
- 2. The width and height are automatic. The image count is just a count of the number of pics in your animation.
- Most animations are meant to loop forever. Click on "Looping" and "Repeat Forever" unless you want it to stop.

Part 3: Timing the Animation

- 1. Click the tab over to image. The only thing you need to change here is the duration. Default is zero, but this is usually bad.
- 2. Click on the play arrow ▶ to see the timing of your animation.
- Change the duration of EACH PICTURE to reflect the timing of your animation. Timing is done to the hundredths of a second.
 So 10 is a tenth of a second, and 50 is a half second. 200 is two seconds.
- 4. If you desire, you can set one color to be transparent. This often fails, but you can try it by selecting the transparency.



Part 4: Save

1. To save the animation, be sure to click the multi-disc icon and not the single-disc icon. This is "save-as." Name it what you'd like.