

# Adobe Photoshop

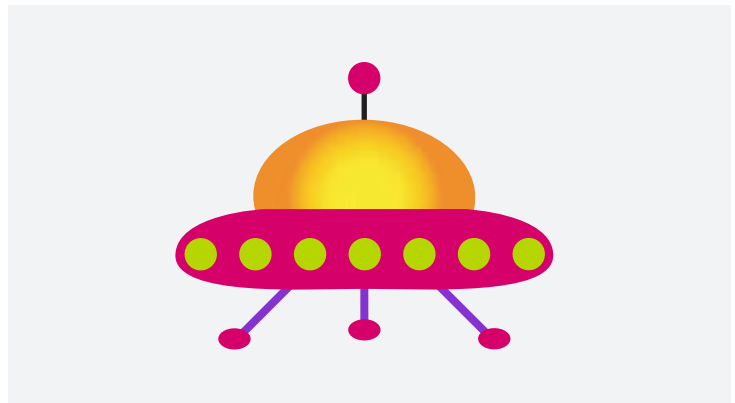
**Animating brushes in Illustrator/Photoshop with Julieanne Kost**

*Software needed Adobe Illustrator 8.0 and ImageReady 1.0 or later*

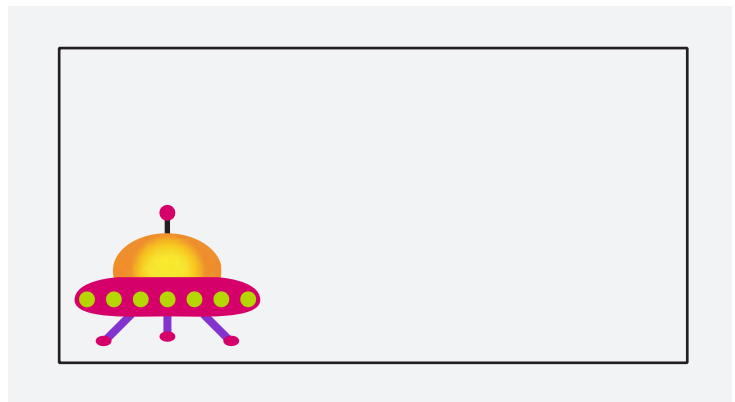


Who would have thought that making an object animate along a path could be so easy! The technique demonstrates how to create a brush in Illustrator, apply it to a path and then export it to ImageReady to make a perfect animation.

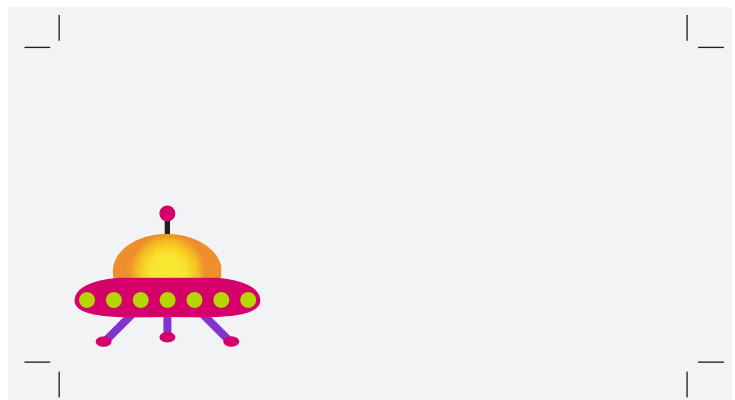
**Open Illustrator.** In Illustrator, open the object to be animated and select Object > Group to group all of the pieces of the object together.



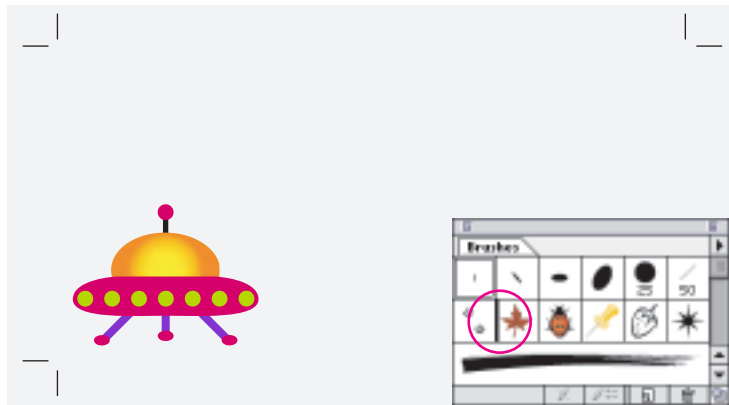
**Create a rectangle.** From the tool palette, select the Rectangle tool and click in the image area. In the Rectangle dialog box enter the Width and Height of the area that the animation will occur in. Click OK. *Note: entering the Height and Width in points (pt) will allow a direct conversion to pixels when rasterizing the file later in the technique.*



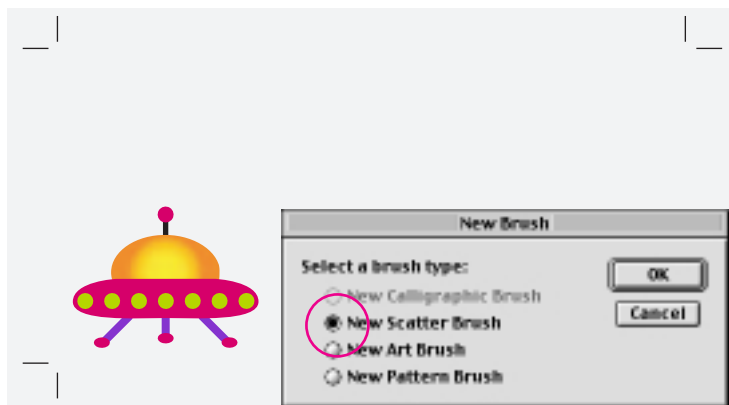
**Define the animation area.** Select Object > Crop Marks > Make. Creating crop marks from the rectangle defines the area that will be part of the animation.



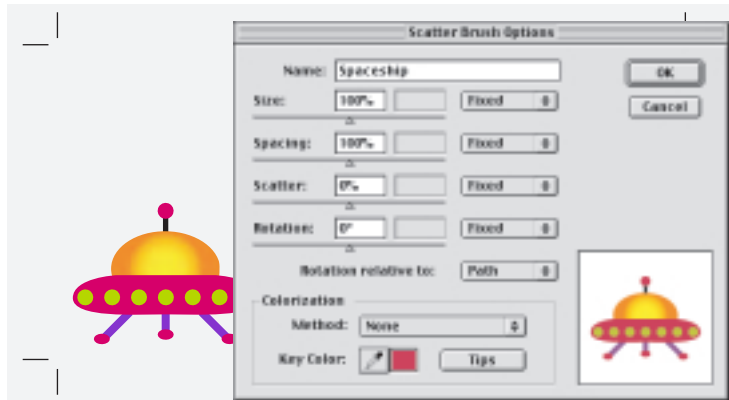
**Make a brush.** From the tool box, choose the Selection tool and select the object to animate. Drag the object into the brushes palette. *Note: positioning an object over the Brushes palette, highlights the edge of a brush.* Release the object when the palette highlights.



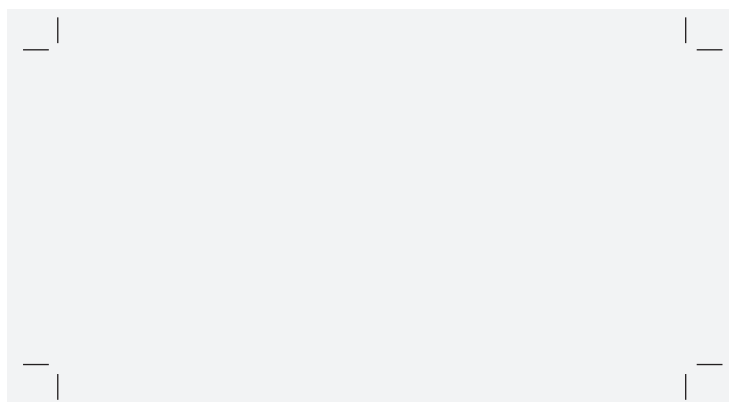
**Select a brush type.** In the New Brush dialog box, select New Scatter Brush as the brush type, and click OK. *If the brush contains blends or gradient mesh objects, they need to be expanded before they can be used as a brush.* Select Object > Expand. In the Expand dialog box, check the Object, Fill, and Stroke. Click OK, then drag the object to the Brushes palette again.



**Set the Brush parameters.** In the Scatter Brush Options dialog box, set the Size, Spacing, Scatter, and Rotation to Fixed. If needed, change the Size and Spacing of the brush, but set the Scatter and Rotation to 0%. Set the Rotation relative to: Path and click OK. In the Brushes palette, the object appears as a brush.



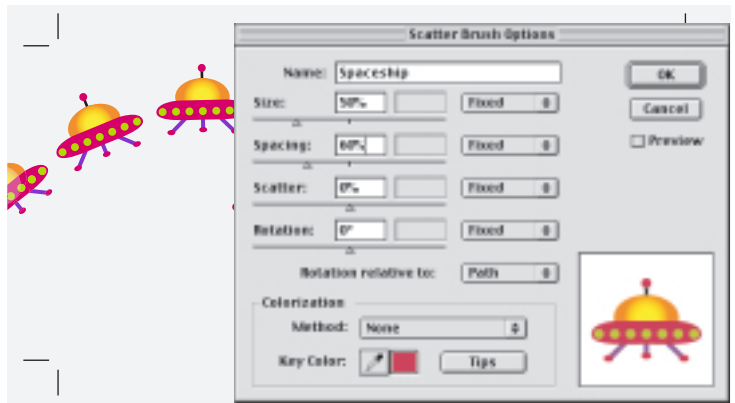
**Delete the Object.** From the tool box, choose the Selection tool and select the object. Because it is a brush, we no longer need it in the image. To delete the object, hit the delete key.



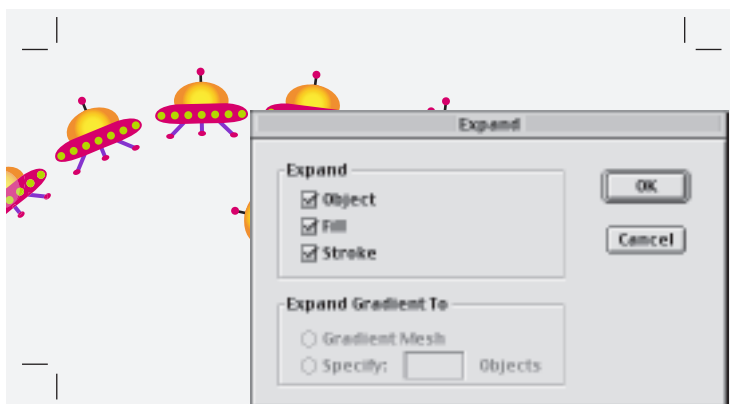
**Create the path.** From the tool box, select the Paintbrush and set the fill to none. Drag a stroke in the shape that you want the object to animate along. Because the brush is selected in the Brushes palette, the stroke displays the scatter brush.



**Modifying the brush.** To change the object's size or spacing, in the Brushes palette, double click on the brush and increase or decrease the size and spacing as necessary. To view the changes, check the Preview button. When finished, click OK. A warning dialog box appears asking if Illustrator should change the strokes. Select Apply to Strokes.



**Release the objects.** In order to place each of the objects on their own layer, they need to be expanded. *Note: once objects are expanded, they are no longer associated with the path, so if changes need to be made to the path, make them before expanding.* Select Object > Expand. In the Expand dialog box, check the Object, Fill, and Stroke. Click OK.



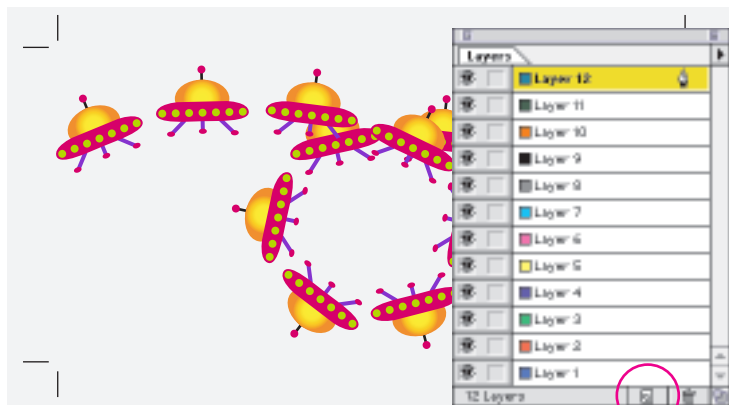
**Ungroup the objects.** When objects are expanded, Illustrator automatically groups them. To ungroup the objects, select Object > Ungroup. The path is no longer needed so choose the Selection tool from the tool box and click outside the objects to deselect them. Then, select the path and delete it by hitting the Delete key.



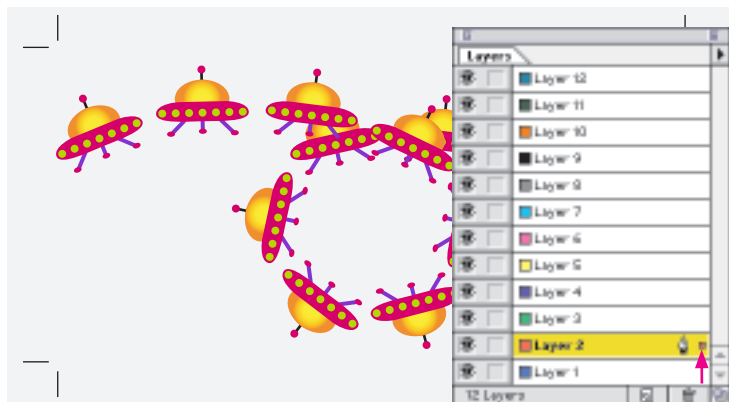
**Delete extra objects.** If there are any extra objects that are not going to be included in the animation, select and delete them. In this example, one of the spaceships was so near the edge that I deleted it.



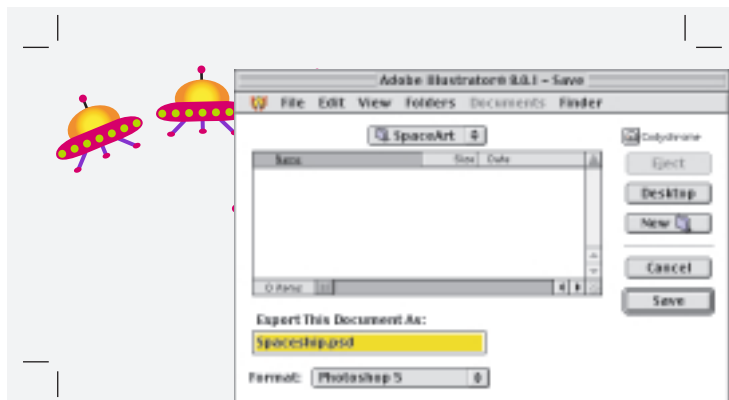
**Create layers.** Count the number of objects that are going to be in the animation. Then, in the Layers palette, create as many layers as there are objects by clicking on the Create New Layer icon. In this example there are 12 objects, so 11 more layers are needed.



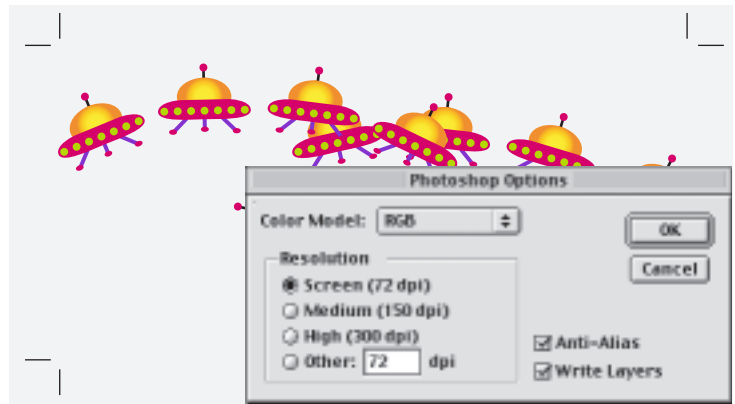
**Distribute the objects.** Select the second object in the animation. On the Layers palette, click and drag the square icon to the next layer above. Continue selecting objects and placing them on their own layer in sequential order until all of the objects are on their own layers. *Note: if you lose track of what objects are on what layers, in the Layers Palette, option (Mac/alt(Win) click on the eyeball icon to hide and show individual layers.*



**Export the file.** Select File > Export. In the Export dialog box, name the file and select Photoshop as the File Format. If you are on a Macintosh and are going to share this file across platforms, add the .psd extension after the name. Click OK.



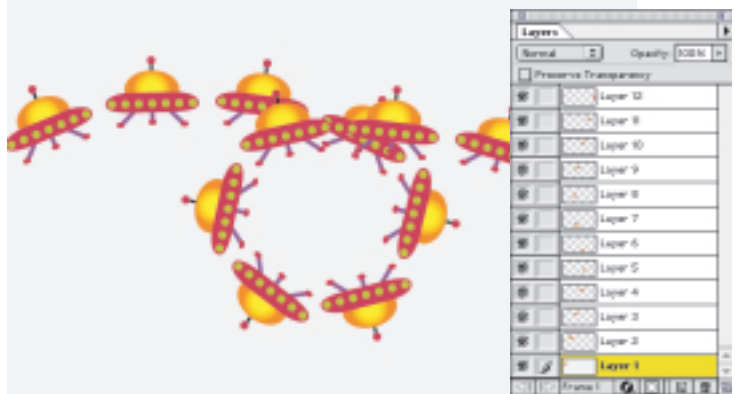
**Retaining Illustrator's layers.** In the Photoshop Options dialog box, check Write Layers. This enables ImageReady (or Photoshop) to open the graphic while retaining its layers. Check the Anti-Alias box to create smooth edges. For Color Model select RGB and for Resolution select Screen. *Note: this graphic will end up on the web, so we'll leave it at 72 ppi.*



**Open ImageReady.** In ImageReady, open the graphic exported from Illustrator. In the Layers palette, notice that the layers were retained and that each object is on its own layer.



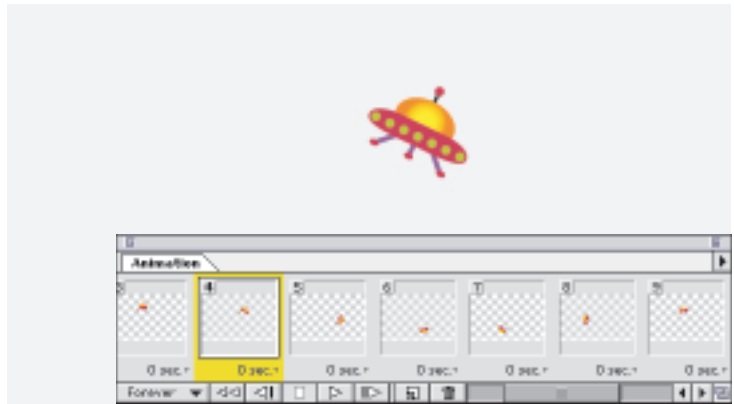
**Delete the Background.** In the Layers palette, select the Background and drag it to the trash. *Note: ImageReady creates a Background layer when opening Illustrator files but the layer is not needed for this animation.*



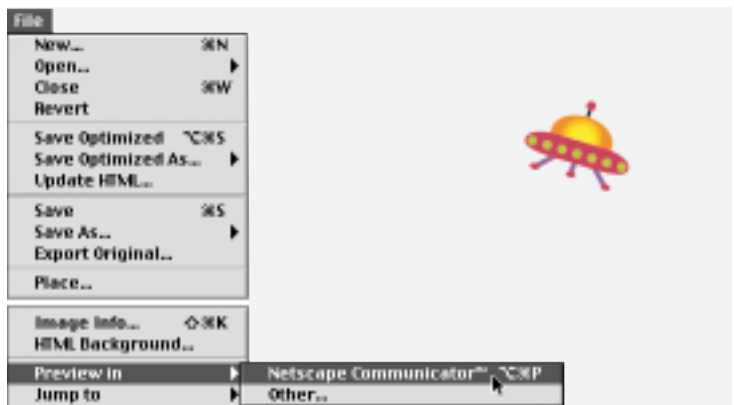
**Create the animation.** In the Animation palette, click the black triangle and select Make Frames from Layers. (If the animation palette is not showing choose Window > Show Animation.) ImageReady automatically creates the frames in the animation to move the object across the screen.



**Play the animation.** On the bottom of the Animation palette, click the Play button to play the animation.



**Preview the animation.** To preview the animation in a browser, Select File > Preview In and choose a browser.



**Set a delay.** If the animation plays too fast, return to ImageReady. In the Animation palette, click on the black triangle and choose Select All Frames. With all of the frames selected, click on the number under the frame (0 sec. by default) and select another time delay.



**Save the animation.** In the Optimize Palette, make sure that the compression settings is set to GIF. Juggle the numbers of colors in the image with the file size until satisfied. Select File > Save Optimized As, name the animation and click Save.

