

Gimp Animation

- 1) Open Gimp.
- 2) Go to File- New.
- 3) Choose the Template 640x480.
- 4) Open the Layers Window by going to Windows-Dockable Dialogs-Layers.
- 5) Fill the background with the color you want. Use the paint bucket tool.
- 6) Put in the stuff that you want to be consistent in every frame.



- 7) Go to Layer- Duplicate Layer.
- 8) Repeat step 7 until you have 4 layers in your Layers window.
- 9) In the Layers Window you can click on the Eyes to show or hide a layer. (The layer you see is always the top layer in the Layers Window with an Eye.)
- 10) Hide the top 3 layers.
- 11) Click on the bottom layer in the Layers Window and add the first frame of your animation.
- 12) Click on the 2nd layer from the bottom and add the second frame of your animation. (Remember the Eyes will show you which layer you are looking at.)
- 13) Click on the 3rd layer from the bottom and add the third frame of your animation.
- 14) Click on the 4th layer from the bottom and add the fourth frame of your animation.
- 15) Go to File- Save as. Save as file type gimp xcf.
- 16) Go to Filters- Animation- Playback.
- 17) Click Play/Stop to view what you have, then Close that window.
- 18) In the Layers Window double click on each layer and add (250ms) after the name of the layer. No spaces. This will make each layer play for 250 milliseconds.
- 19) Go back to Filters- Animation- Playback. See what it looks like.
- 20) Change anything you want to change.
- 21) Go to File- Save as. Save as file type .gif.