



COLOR SWATCHES STYLES

R 0
G 0
B 0

ADJUSTMENTS MASKS

Add an adjustment

- Levels Presets
- Curves Presets
- Exposure Presets
- Hue/Saturation Presets
- Black & White Presets
- Channel Mixer Presets
- Selective Color Presets

LAYERS CHANNELS PATHS

Normal Opacity: 100%

Lock: Fill: 100%

Layer 1

ANIMATION (TIMELINE) MEASUREMENT LOG

0:00:00:00 (29.97 fps)

01f 02f 03f 04f 05f 06f 07f 08f 09f 10f 11f 12f 13f 14f 15f 16f 17f 18f 19f 20f 21f

Comments

Layer 1

Global Lighting

1
00:00:05,190 --> 00:00:03,110
this is going to tell you how to make a

2
00:00:07,269 --> 00:00:05,200
cinemagraph which is a looping animated

3
00:00:09,509 --> 00:00:07,279
gif using a very short segment of film

4
00:00:11,270 --> 00:00:09,519
here's my original film segment

5
00:00:13,430 --> 00:00:11,280
i'm going to take this segment of film

6
00:00:16,070 --> 00:00:13,440
and i'm going to open it in final cut

7
00:00:18,470 --> 00:00:16,080
pro lots of film editing software will

8
00:00:20,550 --> 00:00:18,480
allow you to do this this first step

9
00:00:22,310 --> 00:00:20,560
uh we take the large film segment and

10
00:00:24,070 --> 00:00:22,320
we're gonna crop out a very small part

11
00:00:25,029 --> 00:00:24,080
of it so i'm gonna find the bit that i

12
00:00:26,710 --> 00:00:25,039
need

13
00:00:28,630 --> 00:00:26,720

uh it's gonna be something where most of

14

00:00:30,550 --> 00:00:28,640

the image is static and we're just gonna

15

00:00:32,549 --> 00:00:30,560

take the bit that animates which is

16

00:00:35,110 --> 00:00:32,559

going to be the water coming out of the

17

00:00:36,630 --> 00:00:35,120

can so i've narrowed down that one bit

18

00:00:38,470 --> 00:00:36,640

in the middle another thing you can do

19

00:00:40,229 --> 00:00:38,480

here instead of finding a bit to loop is

20

00:00:41,750 --> 00:00:40,239

actually take a short segment and then

21

00:00:45,510 --> 00:00:41,760

play it forwards and backwards so it

22

00:00:48,310 --> 00:00:45,520

ping pongs then it will naturally loop

23

00:00:50,869 --> 00:00:48,320

all right so here i've

24

00:00:52,790 --> 00:00:50,879

got the small segment that i need i'm

25

00:00:54,310 --> 00:00:52,800

going to zoom in on that segment and i'm

26

00:00:56,389 --> 00:00:54,320

going to

27

00:00:59,029 --> 00:00:56,399

cut it in half

28

00:01:01,670 --> 00:00:59,039

i'm going to slice it down the middle

29

00:01:03,590 --> 00:01:01,680

and what we want to do is to make make

30

00:01:05,189 --> 00:01:03,600

it loop and because it doesn't loop

31

00:01:07,510 --> 00:01:05,199

perfectly as is

32

00:01:08,710 --> 00:01:07,520

we move the position where the loop

33

00:01:10,390 --> 00:01:08,720

happens

34

00:01:11,670 --> 00:01:10,400

so it's in the middle of the clip by

35

00:01:13,510 --> 00:01:11,680

taking the second half putting it in the

36

00:01:15,750 --> 00:01:13,520

front then we take a cross dissolve

37

00:01:18,149 --> 00:01:15,760

transition and we stick it over

38

00:01:20,149 --> 00:01:18,159

uh over that transition

39

00:01:22,070 --> 00:01:20,159

uh which should make it loop fairly

40

00:01:24,149 --> 00:01:22,080

seamlessly i'm gonna shrink that

41

00:01:27,510 --> 00:01:24,159

slightly

42

00:01:28,789 --> 00:01:27,520

let's see how that looks

43

00:01:31,030 --> 00:01:28,799

all right it doesn't preview very well

44

00:01:32,710 --> 00:01:31,040

in here but we'll export it

45

00:01:34,469 --> 00:01:32,720

and uh

46

00:01:40,230 --> 00:01:34,479

i'll be able to preview that in the

47

00:01:44,950 --> 00:01:42,469

i'm just going to save it to the desktop

48

00:01:47,109 --> 00:01:44,960

and here it is uh when you look at it in

49

00:01:49,749 --> 00:01:47,119

the quicktime viewer you can have to

50

00:01:54,230 --> 00:01:49,759

turn on the looping to see it working

51
00:01:57,429 --> 00:01:55,749
there you go

52
00:02:00,789 --> 00:01:57,439
all right so now we need to take that

53
00:02:02,230 --> 00:02:00,799
and isolate the uh segment of the image

54
00:02:03,749 --> 00:02:02,240
that we want to animate we don't want to

55
00:02:06,230 --> 00:02:03,759
animate the entire image because that

56
00:02:07,830 --> 00:02:06,240
would be uh it doesn't doesn't give you

57
00:02:09,589 --> 00:02:07,840
the visual effect it also takes up quite

58
00:02:10,550 --> 00:02:09,599
too much space when you save it out as a

59
00:02:12,710 --> 00:02:10,560
gif

60
00:02:14,309 --> 00:02:12,720
so take the uh

61
00:02:16,229 --> 00:02:14,319
the whole movie which is exported and

62
00:02:18,309 --> 00:02:16,239
loaded into photoshop which loads it as

63
00:02:19,910 --> 00:02:18,319

a layer in photoshop

64

00:02:23,750 --> 00:02:19,920

we cut that down to whatever size we

65

00:02:24,790 --> 00:02:23,760

like now i'm going to select the image

66

00:02:26,470 --> 00:02:24,800

i'm going to

67

00:02:28,309 --> 00:02:26,480

make a copy of it which just copies the

68

00:02:29,830 --> 00:02:28,319

first frame and then i'm going to paste

69

00:02:32,070 --> 00:02:29,840

that which will create a new layer that

70

00:02:34,070 --> 00:02:32,080

just has a single static frame which is

71

00:02:37,509 --> 00:02:34,080

the first frame of the movie

72

00:02:38,630 --> 00:02:37,519

uh select that layer and i add a layer

73

00:02:43,030 --> 00:02:38,640

mask

74

00:02:44,710 --> 00:02:43,040

to reveal the bits of the movie beneath

75

00:02:47,110 --> 00:02:44,720

so the only bits of the image that will

76

00:02:49,030 --> 00:02:47,120

animate are the bits that we can see

77

00:02:50,790 --> 00:02:49,040

through this layer mask so i take a

78

00:02:52,949 --> 00:02:50,800

brush a diffuse

79

00:02:55,990 --> 00:02:52,959

soft black brush

80

00:02:57,670 --> 00:02:56,000

and i paint over the layer mask

81

00:03:00,470 --> 00:02:57,680

just paint over the area that you want

82

00:03:03,509 --> 00:03:02,070

it's good to have a soft edged brush

83

00:03:06,309 --> 00:03:03,519

here so it

84

00:03:08,149 --> 00:03:06,319

it smoothly uh fits in with the rest all

85

00:03:09,509 --> 00:03:08,159

right so now when i play that

86

00:03:11,750 --> 00:03:09,519

you can see it's just animating in that

87

00:03:14,470 --> 00:03:11,760

one area and i can just take this image

88

00:03:17,030 --> 00:03:14,480

now and i can export it with the safe

89

00:03:19,110 --> 00:03:17,040

web and devices

90

00:03:21,030 --> 00:03:19,120

because it's only animating that wire it

91

00:03:22,070 --> 00:03:21,040

will automatically optimize the whole

92

00:03:23,589 --> 00:03:22,080

image

93

00:03:26,630 --> 00:03:23,599

and take a very little memory as you can

94

00:03:30,550 --> 00:03:26,640

see it takes about half a megabyte

95

00:03:32,149 --> 00:03:30,560

set the animating to forever and save

96

00:03:34,789 --> 00:03:32,159

that's pretty much it you can now

97

00:03:37,430 --> 00:03:34,799

preview it in a web browser

98

00:03:40,470 --> 00:03:37,440

uh to host this on the web you can have

99

00:03:41,830 --> 00:03:40,480

to upload it somewhere i use an ftp site

100

00:03:43,110 --> 00:03:41,840

uh but you might be able to find

101

00:03:45,430 --> 00:03:43,120

somewhere else that can host gif

102

00:03:47,910 --> 00:03:45,440

animated gifs

103

00:03:49,589 --> 00:03:47,920

here it is in safari and you can see it