

PHOTOSHOP

Adobe Photoshop is a tool that a great number of creative minds are familiar and comfortable with. While it isn't software package that has been built with animation specifically in mind there it has huge potential as an animation tool. The ability to control an aesthetic within the software gives a very hands on feel to the process and endless possibilities for your end result. I hope that this tutorial will help bridge the gap between designer and animator, beginner and professional.

Before you get started you'll need a basic-intermediate understanding of Photoshop, as well as a copy of Photoshop CS6 extended or Creative Cloud

The layout of the tutorial-

Part 1 Getting Started-

All the key features that you'll need to know in order to get animation out of Photoshop. These include an introduction to the animation timeline as well as the steps you can follow to export your animation.

Part 2 Clean-up, Colour and Creating Actions.

A step by step walk through for creating some the actions that will help you speed up your animation workflow – including creating colour layers, effective bucket filling and creating your next frame.

Part 3 Extra Tips and Tricks-

A few extra tips and tricks to help you get started animating in Photoshop. These include using preexisting videos in your animation, better manipulating the timeline and how to export gifs from Photoshop.

What Is 2D Animation?

2D animation creates movement in a two-dimensional artistic space. Work in the field of 2D animation requires both creativity and technological skills. Read on to learn about education and career information related to this artistic practice. Schools offering [Animation degrees](#) can also be found in these popular [choices](#).

2D Animation Defined

2D animation focuses on creating characters, storyboards, and backgrounds in two-dimensional environments. Often thought of as traditional animation, the figures can move up and down, left, and right. They do not appear to move toward or away from the viewer, as they would in 3D animation. 2D animation uses bitmap and vector graphics to create and edit the animated images and is created using computers and software programs, such as Adobe Photoshop, Flash, After Effects,

and Encore. These animations may be used in advertisements, films, television shows, computer games, or websites

Important Information About This Occupation 2D Animation Training

Students seeking to learn more about 2D animation could enroll in certificate, associate's or bachelor's programs related to animation. While some programs specifically in 2D animation do exist, classes can also be found in general animation, computer graphics, or art programs. 2D animation programs often include both artistic and technical classes in topics such as:

- Character design
- Life drawing techniques
- Digital animation
- Digital video
- Stop motion animation
- Web animation

Additional courses may cover storyboards, acting, and character development. Many programs also include a course where students can create a marketable portfolio.

Career Information

After completing an animation training program, you may be able to seek a job as an animator. An animator's job is to study scripts and get into the character's frame of mind to design a believable character. More specifically, 2D animators can:

- Develop storyboards
- Design characters
- Arrange characters and items in a scene
- Use computers to create graphics, motion and animation
- Edit animations based on feedback from a director or client

According to the U.S. Bureau of Labor Statistics (BLS), employment of all animators and multimedia artists (including those working in 2D animation) is expected to increase by six percent from 2014-2024, which is slower than the national average for all careers. Although there is expected to be an increase in demand for animations and visual effects for movies, mobile devices, video games and television, jobs are often outsourced overseas, which slows the growth potential. The BLS also reported that these workers earned an average salary of \$69,410 as of May 2014.

What is 3D Animation?

3D computer graphics are graphics that use a three-dimensional representation of geometric data that is stored in the computer for the purposes of performing calculations and rendering 2D images. Such images may be stored for viewing later or displayed in real-time.

Despite these differences, 3D computer graphics rely on many of the same algorithms as 2D computer vector graphics in the wire-frame model and 2D computer raster graphics in the final rendered display. In computer graphics software, the distinction between 2D and 3D is occasionally blurred; 2D applications may use 3D techniques to achieve effects such as lighting, and 3D may use 2D rendering techniques.

3D computer graphics are often referred to as 3D models. Apart from the rendered graphic, the model is contained within the graphical data file. However, there are differences. A 3D model is the mathematical representation of any three-dimensional object. A model is not technically a graphic until it is displayed. Due to 3D printing, 3D models are not confined to virtual space. A model can be displayed visually as a two-dimensional image through a process called 3D rendering, or used in non-graphical computer simulations and calculations.

GRAPHIC DESIGNING

Module 1: Special Creative Graphics Classes

- Basics of Computers
- Design Principles
- Understanding your audience
- Past and future of design
- Vector vs. Raster
- Color Modes
- Color Meanings and Importance
- Hierarchy, Alignment and Design Balance
- Typography
- Case Studies
- Gestalt theory of Psychology Design

Module 2: Shaping Illustration and Design

- Creative Visualization
- Concept Development

- Scribbling Layouts
- Icon and Logo Design
- Landscapes Illustration
- All Print Media Design
- Cartooning Illustration
- Information Graphics
- Brochure, Catalogue and Stationery Designs
- Designing Presentations
- Vector Brush Art

Module 3: Image Manipulation and Effects

- Advance Raster Techniques
- Vectoring and Retouching
- Creating Collages and masks
- Image handling and Control
- Special Effects
- Color Correction
- Photo-restoration technique
- Brush art work
- Matt and Digital painting
- All Masking Techniques

Module 4: Pre and Post Press Know how

- All types of Printing Techniques
- Graphics File Format
- Resolution LPI vs. DPI
- Color Separation and Special Colors
- Page Assembly Publishing
- Impositions
- How Advertising Agency works
- Managing Fonts in PC's and MAC

- Preparing Files for Service Bureau
- Color Bars, Cutting and Crop Marks
- Margins, Bleed and Slug areas
- PDF for Media files
- Trapping and Overprinting
- Types of Papers and their Sizes
- Print Media Cost Estimation
- Unit Relations and Measurements
- Scanning Tips

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