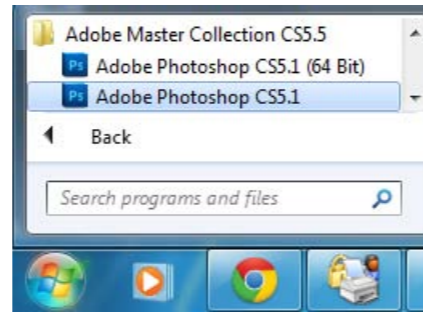


Cinemagraphs are still images which feature a limited area of movement, often looping. They are usually viewed online as .gif files.

You need to start with a video file that is compatible with Photoshop, preferably steadied by a tripod. The Totton College FujiFilm cameras work fine, others may need to be processed through a specialist package such as Adobe Premiere or Apple's Final Cut Pro. You can import YouTube clips.

On Windows you have to run the **32 Bit** version of Photoshop CS5.5. The 64 bit version will prompt you to switch to the 32 bit version which is the one that isn't 64 Bit in the list of Adobe Master Collection CS5.5 applications! You also need Apple's Quicktime installed.

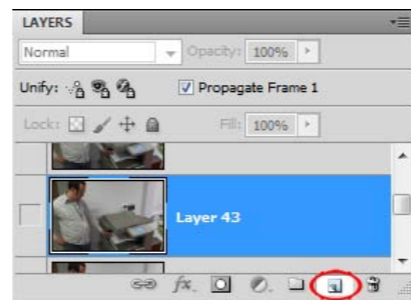
From the **File** menu choose **Import > Video Frames to Layers...** and then choose the range of frames that you want - the less frames you import the smaller your final filesize will be.



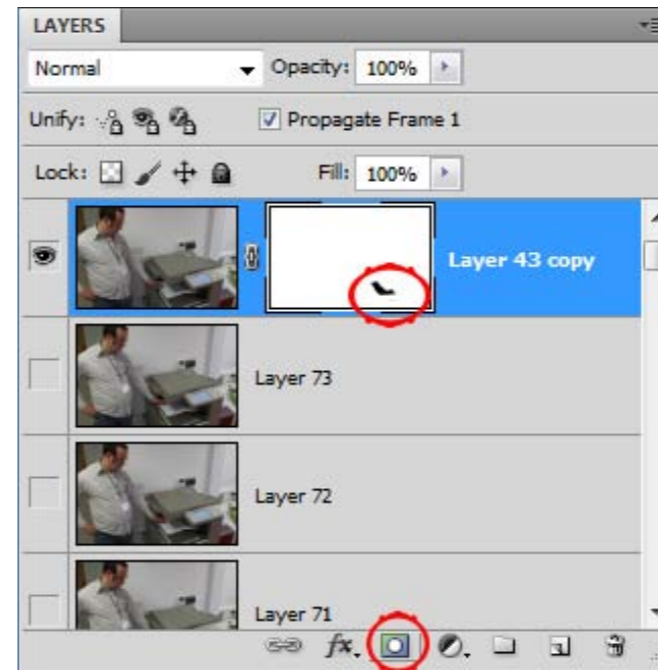
That said, import a few more than enough because once imported you can fine tune your selection by selecting individual frames, or a range of frames by shift-clicking and choosing **Delete Frames** from the drop down menu at the top right of the **Animation** palette (circled Red in the screenshot on the right).



Next choose the layer that you want as your still image and duplicate it by dragging it down to the **New Layer** icon next to the trash can at the bottom of the Layers palette.

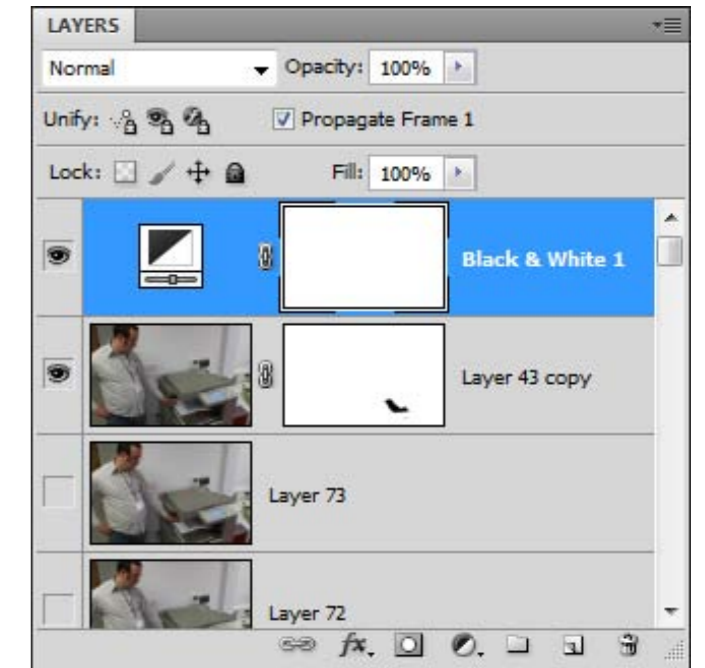


Drag this copied layer up to the top of the **Layers** palette.



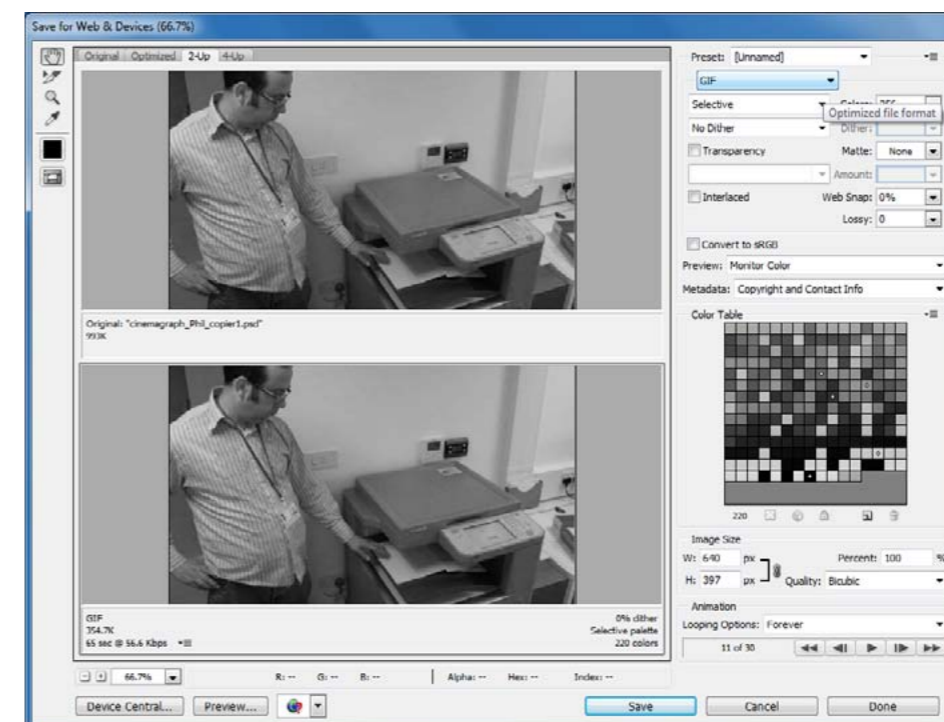
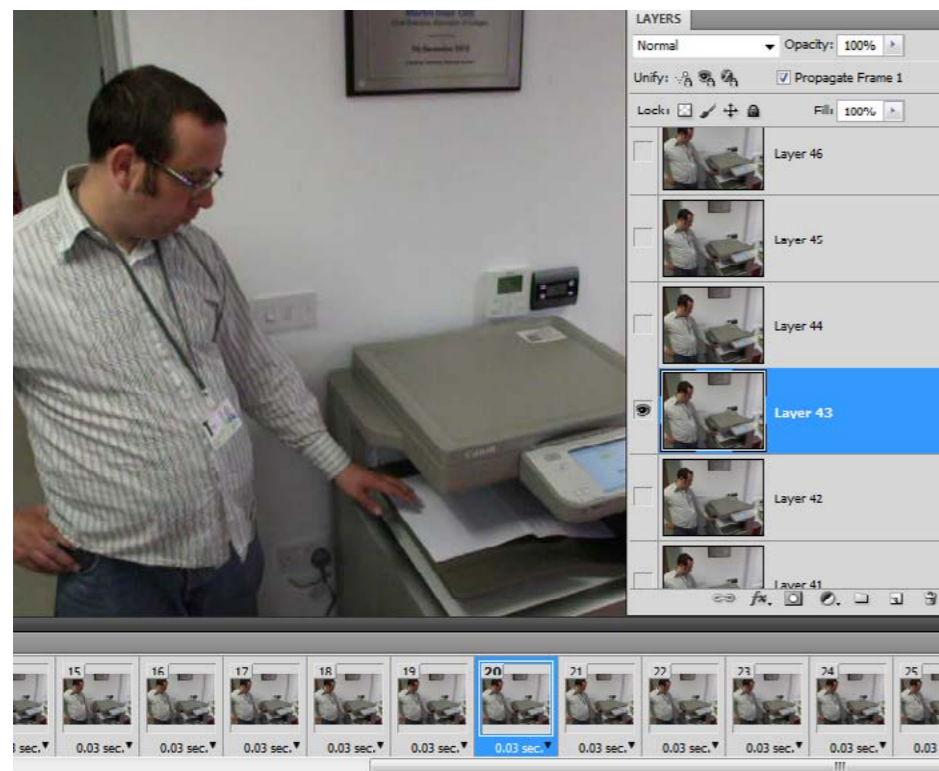
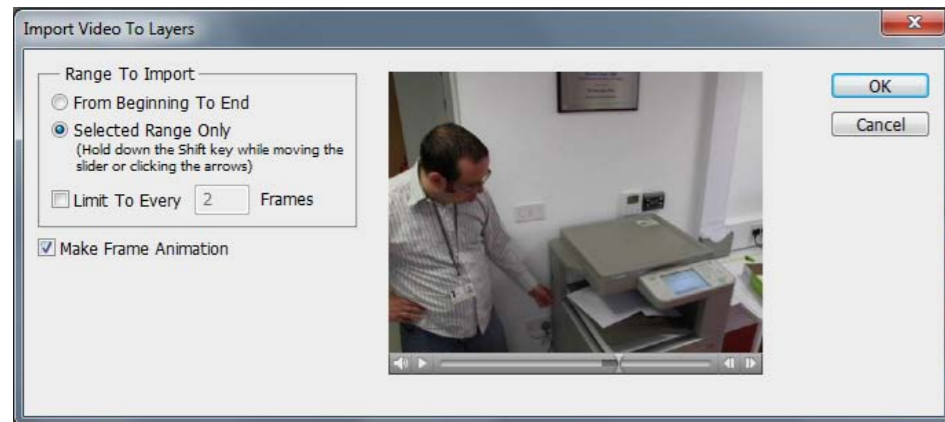
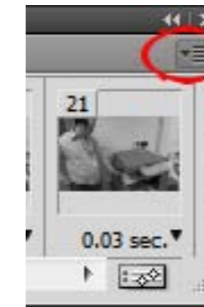
Add a layer mask to your top layer and paint black over the area that is to move. This has the effect of cutting a hole in it for the animated section to show through. (If you paint too much then simply switch to white or press Ctrl-X to paint it over. Paint grey for translucency to create a soft edge if needed.)

Select all frames and click the eye next to your top layer with the layer mask to make the top layer visible on every frame. Test play your animation from the Play triangle under the Animation palette.



To emphasise the grey monotony of waiting for the copier to finish I added a Black and White adjustment layer as shown right.

If your animation does not loop neatly, one solution might be to copy your frames, paste them after your last frame and reverse them - all options from the drop down on the top right of the animation palette.



To ready your image for display on the Web choose **File > Save for Web & Devices** and select **GIF** (Graphics Interchange Format) as this is the only file type available that supports animation.

Choose your output Image Size and how many times you want your animation to loop (I chose **Forever**) and **Save** the file to a folder in your Site Root Folder. It can be added to a Web page in Dreamweaver in the same way that you add a jpeg image.

To see the finished result and more examples go to www.jednet.co.uk/cinemagraphs