

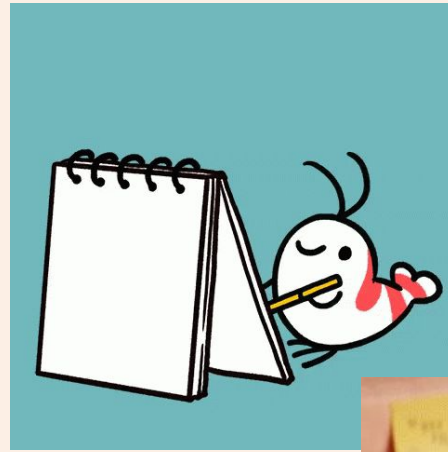
# bit.ly/GArts DoNow

Graphic Arts, Monday  
March 10, 2025

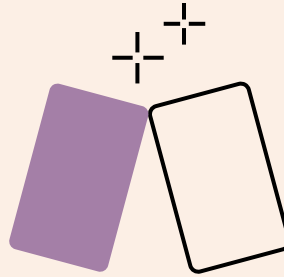
03:00



Students will be able to create a Rough Draft of their GIF by translating their concept plan into the creation of a digital work.



# Agenda



## Introduction: GIF: Rough Draft

- ★ Objectives and Expectations
- ★ Materials Overview

## Demonstration: Pixlr

- ★ Adding Image Layers
- ★ Adding Animation to Layers
- ★ Saving and Exporting as a looped GIF

## Work Period: GIF: Rough Draft

- ★ Work Period: Rough Draft
- ★ Brain Break
- ★ Mini Crit

# Open the **GIF:** **Rough Draft** Document in Schoology

Click here  
to upload to big chungus



Upload your own GIFs

**Standard:** Creating

**Unit:** 3

**Assignment** GIF: Rough Draft

### **Objective:**

Students will be able to create a Rough Draft of their GIF by translating their concept plan into the creation of a digital work.

### **Essential Questions:**

- How do media artists generate ideas?
- How can ideas for media arts productions be formed and developed to be effective and original?
- How do media artists organize and develop ideas and models into process structures to achieve the desired end product?

### **Assignment Description:**

This assignment will provide students the opportunity to translate their concept plan into a Rough Draft for peer feedback. This assignment will allow students to experiment with putting together their images into a looping GIF using Pixlr.

**Example**

# Open the **GIF:** **Rough Draft** **Instructional** **Document** in Schoology

GIF: Rough Draft  
Instructional Document

Student: Creating  
Unit: 3  
Assignment: GIF: Practice

**Objective:**  
Students will be able to practice the process of creating a GIF using still images and exploring the animation menu in iPhoto before moving into the timeline and planning for an original GIF.

**Essential Question:**  
How do media artists generate ideas?

**Directions:**

- 1) Open iPhoto ----> [CLICK HERE](#)
- 2) Click on **Open file**.



- 3) **Select your first image.** When the pop up menu appears for the Pre-noise image, select **Full HD**. Click **Apply**.



Read through and  
be prepared to  
**answer questions...**

## Table 8:

How many steps are in this process?

## Table 7:

What program will we be using?

## Table 6:

What are the five tabs in our program?

## Table 5:

What tab do we use to put in pictures?

GIH: Hough Unett  
Instructional Document

Student: Creating  
Unit: 3  
Assignment: GIF: Practice

**Objective:**  
Students will be able to practice the process of creating a GIF using still images and exploring the animation menu in iPhoto before moving into the timeline and planning for an original GIF.

**Essential Question:**  
How do media artists generate ideas?

**Directions:**

- 1) Open iPhoto ----> [CLICK HERE](#)
- 2) Click on **Open File**.



- 3) **Select your first image.** When the pop up menu appears for the first image, select Full HD. Click **Apply**.



## Table 4:

In the Animate tab, what are the two options?

Table 3: What are the three times we can animate a picture?

## Table 2:

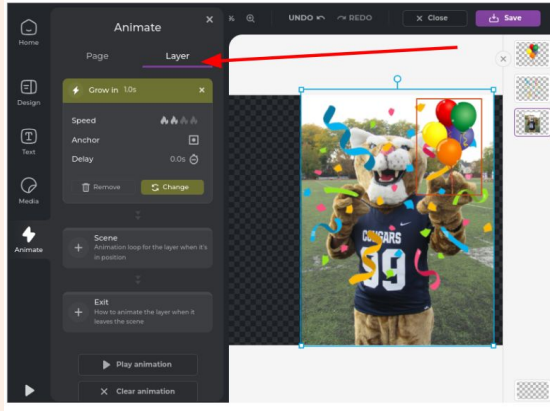
Tell us 6 animations we can use

## Table 1:

How can we save our GIF? Size and speed?

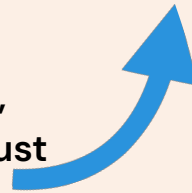
# Introduction: GIF Rough Draft Objectives & Expectations

Photos from Concept Plan  
Found in Class Folder from  
Thursday



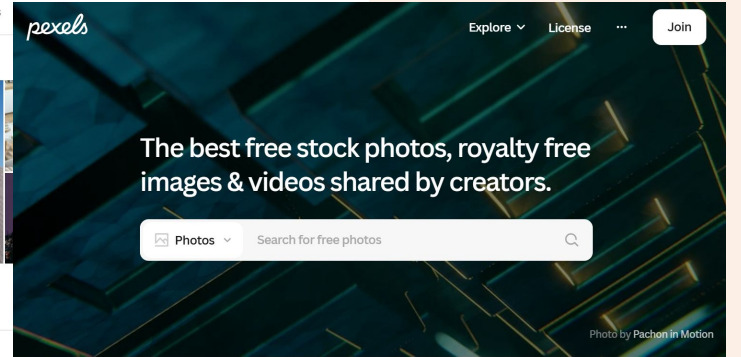
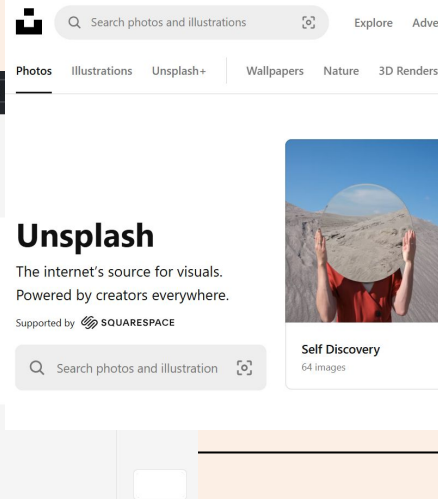
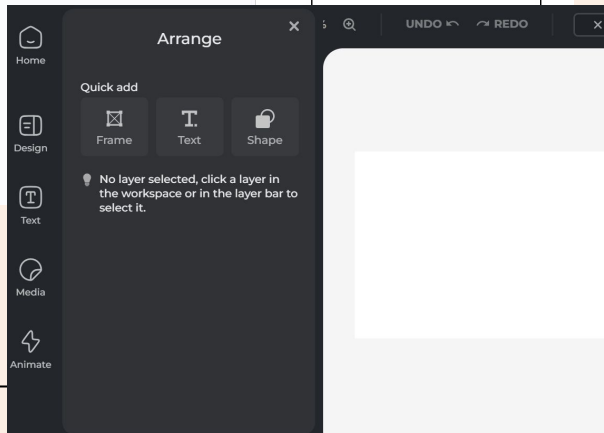
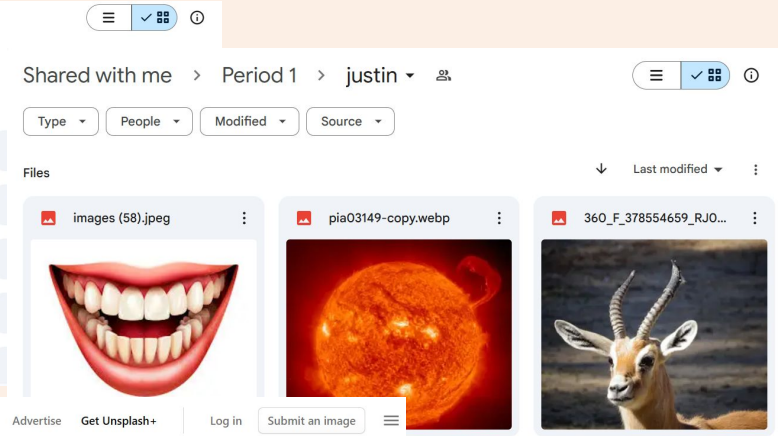
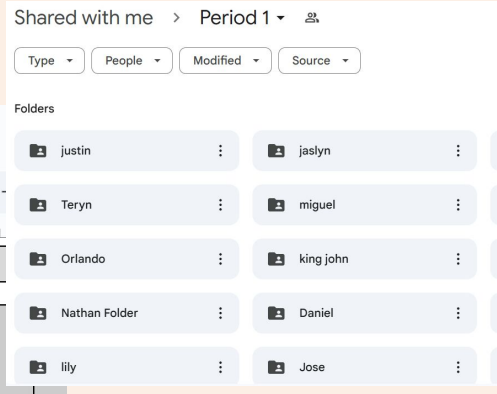
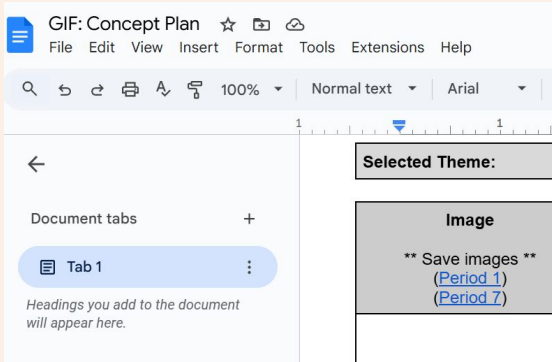
Add animations in PixlrD  
Use the Animate Tab to change  
how a photo moves when it  
**enters, in scene, and exits**

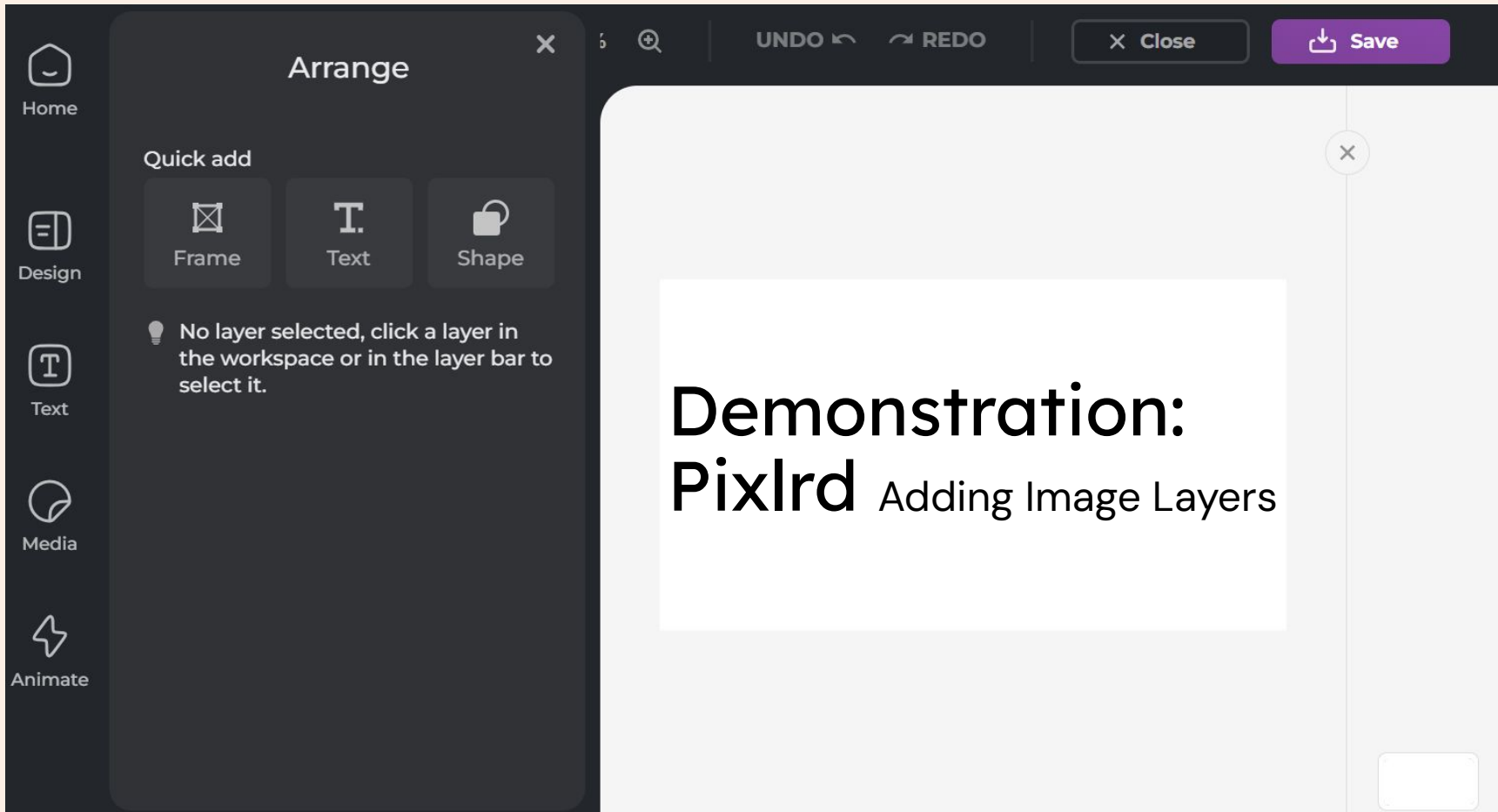
Input pictures in PixlrD  
Use the Media Tab to input,  
layers tab on the right to adjust  
order

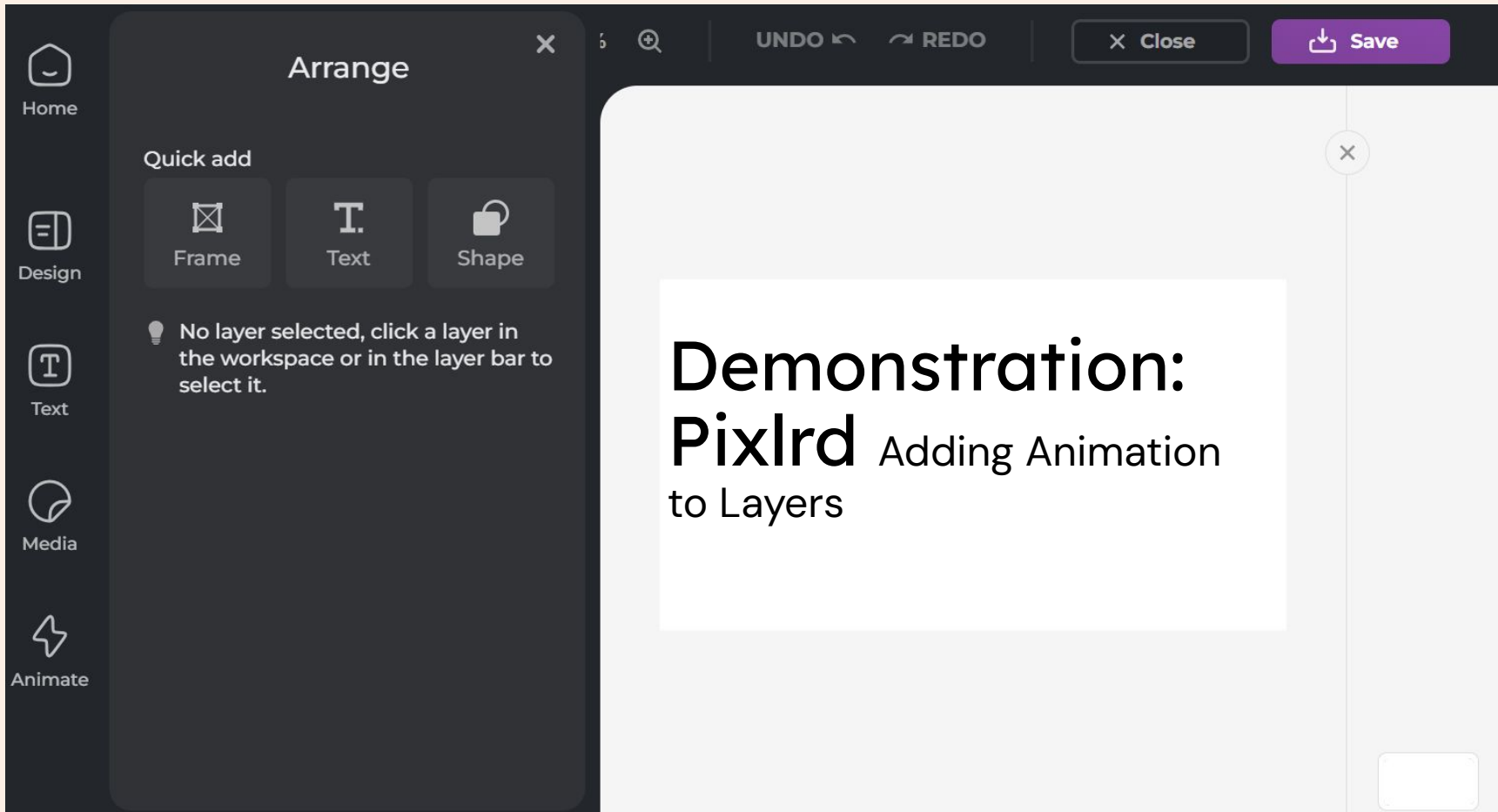


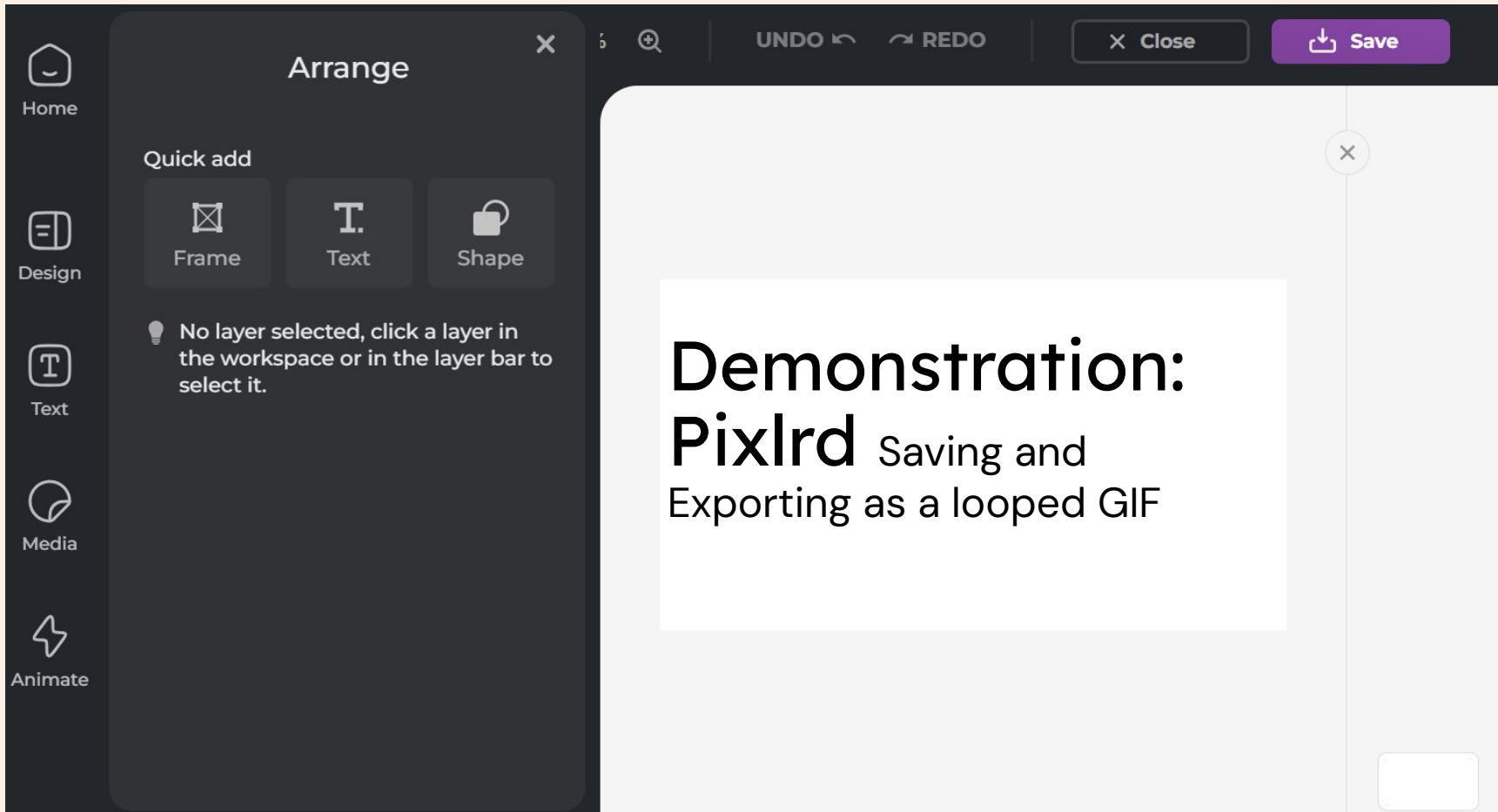
Finished Rough Draft GIF!  
Save a loop at 1x speed and 0.5  
size. Upload to Schoology  
under GIF: Rough Draft

# Introduction: GIF Rough Draft Materials









# Work Period



10:00

- 1) Open PixlrD
- 2) Click on **Open File**.
- 3) **Select your first image**. When the pop up menu appears for the Pre-resize image, select **Full HD**. Click **Apply**.
- 4) **Click** on the **Lock** icon (Layers Palette on the right hand side of your screen) to **Unlock** the layer.
- 5) **Rotate** the **image** to a **vertical position, IF NEEDED**. To do this, click on the image, and use the circle or ball handle at the top of the photograph, and turn clockwise 90 degrees.
- 6) Next, you will **add a second image layer**. To add this layer, click on the **Media Menu** (on the left hand side of the screen).
- 7) Click on **Add Media**. Select **your second image**.
- 8) **Enlarge your image** to fill the screen, IF NEEDED. To do so, **click** on a **corner** toggle and **pull outward** to enlarge. As you do this you may need to **recenter** the image to fit onto the first layer as you desire.
- 9) Next, you will **add a third image layer**. To add this layer, click on the **Media Menu** (on the left hand side of the screen).
- 10) Click on **Add Media**. Select the **third image**.
- 11) **Shrink** or **enlarge** the third image to fill the screen. To do so, **click** on a **corner** toggle and **pull inward** to shrink. As you do this you may need to **reposition** the image to fit onto the first two layers as you desire.

[Stretching]



**Animal Crossing or Qigong**  
Ask the Teaching Team if you'd like to put one on the screen!

[UNO]

Join your friends in playing a classic game of Uno! We have 2 decks in the back of the class.

[Drawing]

We're in an art classroom after all. We have plenty of papers and supplies :v)

[Skribbl.io]

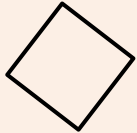
An online drawing guessing game you can play with your friends.

[Gartic Phone]

Another online drawing game! Ask Mr. Warren to set up a room for you.

[Your Choice]

**Brain Break**

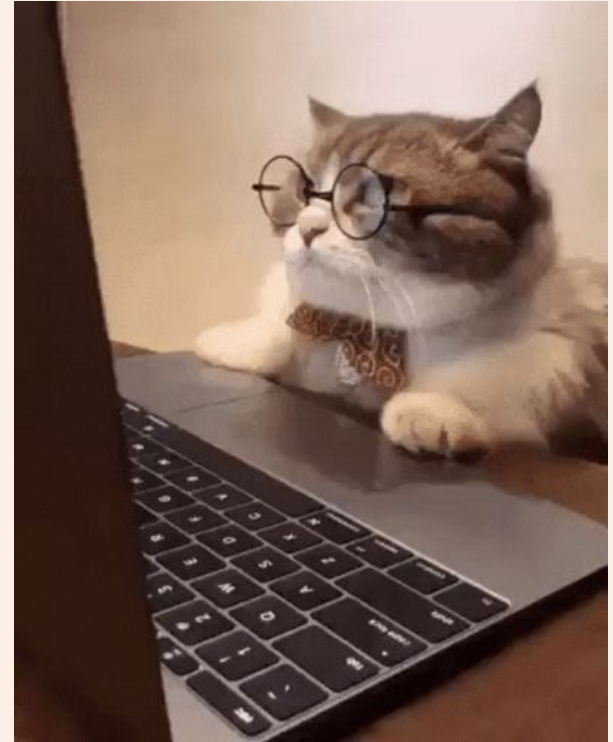


**10:00**



# Work Period

- 1) Now it's time to add in animations. There are two ways to do this. For this practice we will be adding them by layers. **Click** on your layer 1. Next, **Click on animate**.
- 2) **Click on Layer.**
- 3) **Click on Enter.**
- 4) **Select the animation** you wish to apply to the first image layer. As you hover over the animations names, you can see a preview applied to your image.
- 5) **Click on layer image two.** Repeat Steps 13 - 15. You can also add **Scene Animations** and **Exit Animations**.
- 6) **Click on layer image three.** Repeat Steps 13 - 15. You can also add **Scene Animations** and **Exit Animations**.
- 7) To save your GIF, click on **Save**.
- 8) Save as a **GIF**. Toggle on the option for **Looped Animation**. Keep the **Speed** at **1x** and the **Size** at **0.5x**.





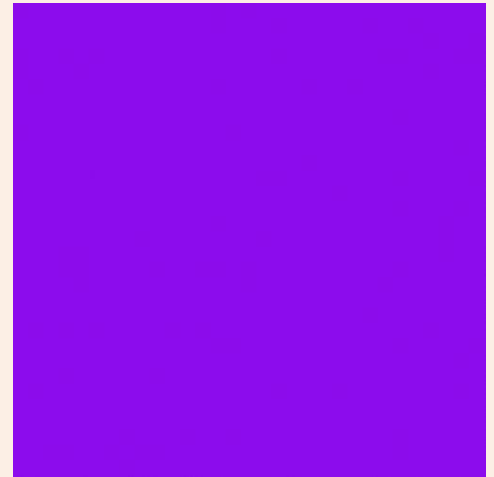
## Want to add some pizzazz?

- ★ Try adding text in Pixlr
  - ★ You can also add more images to your GIF. The more images in it, the smoother the animation will look.
  - ★ You can also edit your images in Pixlr, and then take them back to Pixlr after they've been changed
-

03:00

# Mini Crit

1. Fullscreen your Pixlrd tab with your GIF in it.
  2. On cue, stand up and find a new GIF you have not seen yet
  3. On a sticky note, answer these questions:
    - a. **What theme do you think this GIF is representing and why?**
      - i. Everyday Magic, Reimagining Classic Scenes, Animal Antics, Emotions in Action
    - b. **What Principle of Design do you see in this GIF?**
    - c. **What suggestions can you offer the artist?**
- 



# Exit Ticket

Please submit your  
**GIF: Rough Draft** to  
your **class period's**  
Google Drive Folder.

