

Use Blue Screen to Animate a Joke

Frames 4 - Using Chroma Key

Recipes4Success®

In this Recipe, you will learn how to use the Chroma Key to animate a clay character across a digital background. You will import a folder of images, use chroma key, add a background file, add a title, music, and transitions, and then export the animation as a movie.

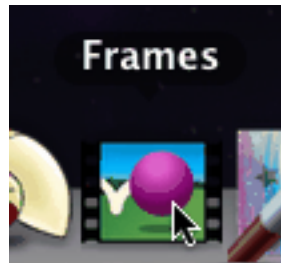
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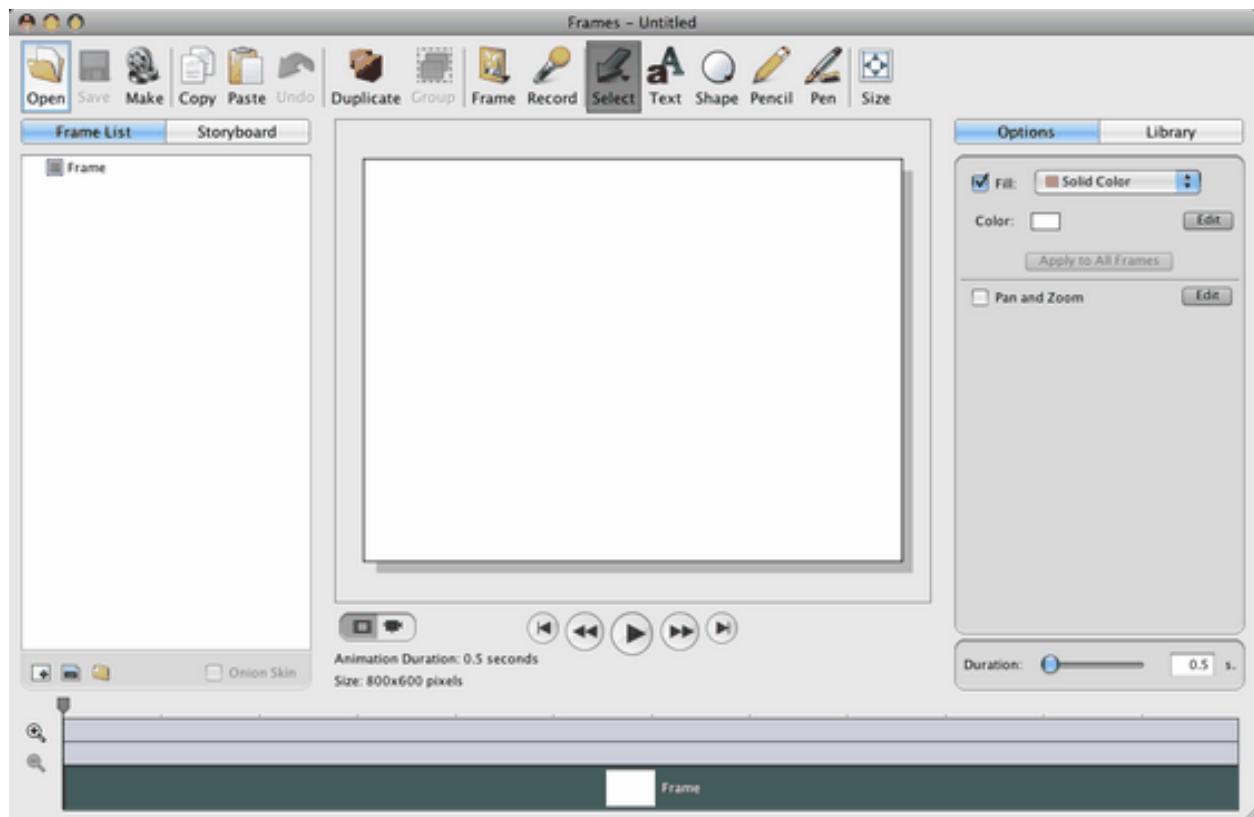
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Introduction

To launch Frames, click the Frames icon on the Dock.



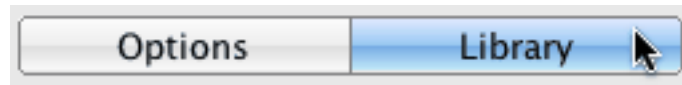
Frames will open.



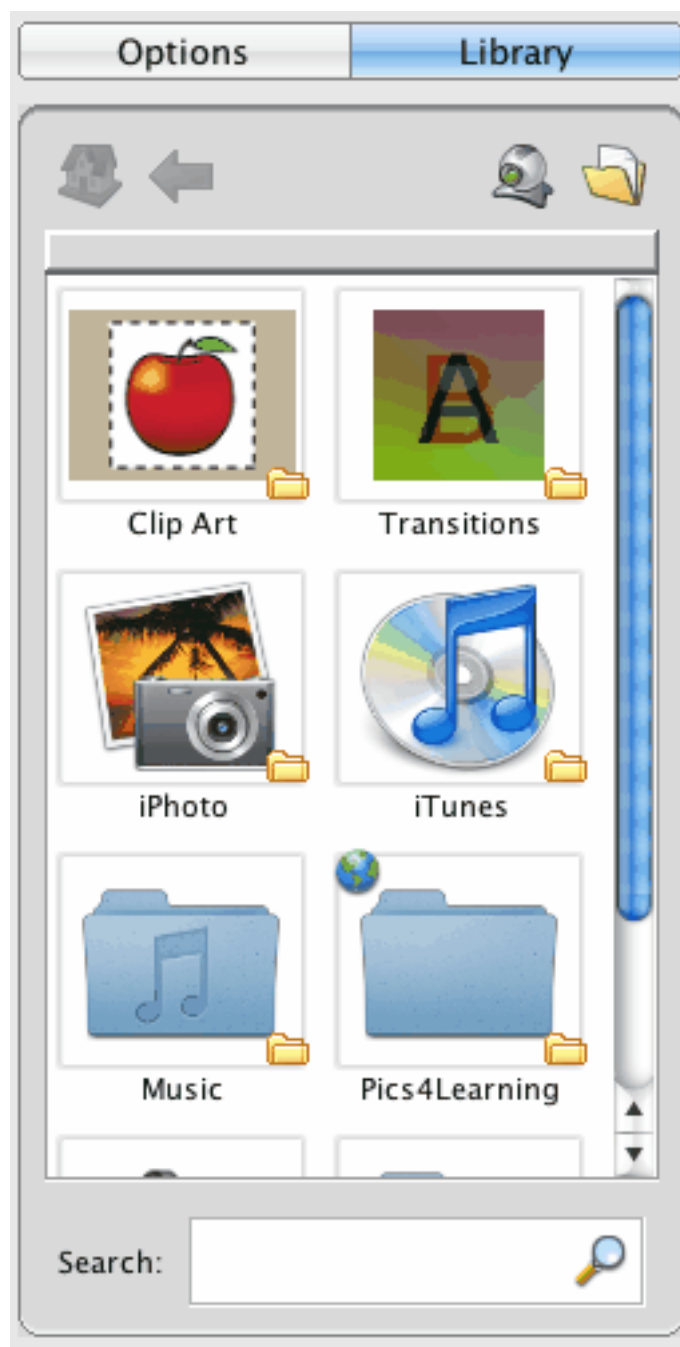
Add a Folder of Images

You can add images to an animation by dragging them in from the library.

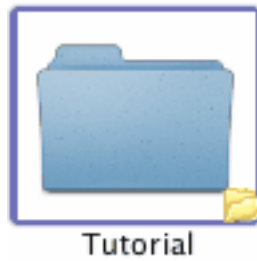
Click the Library tab.



You will see the folders in the Library.



Double-click the Tutorial folder to open it.



Click the Blue Screen folder to select it.



Click and drag this folder into the Preview area.

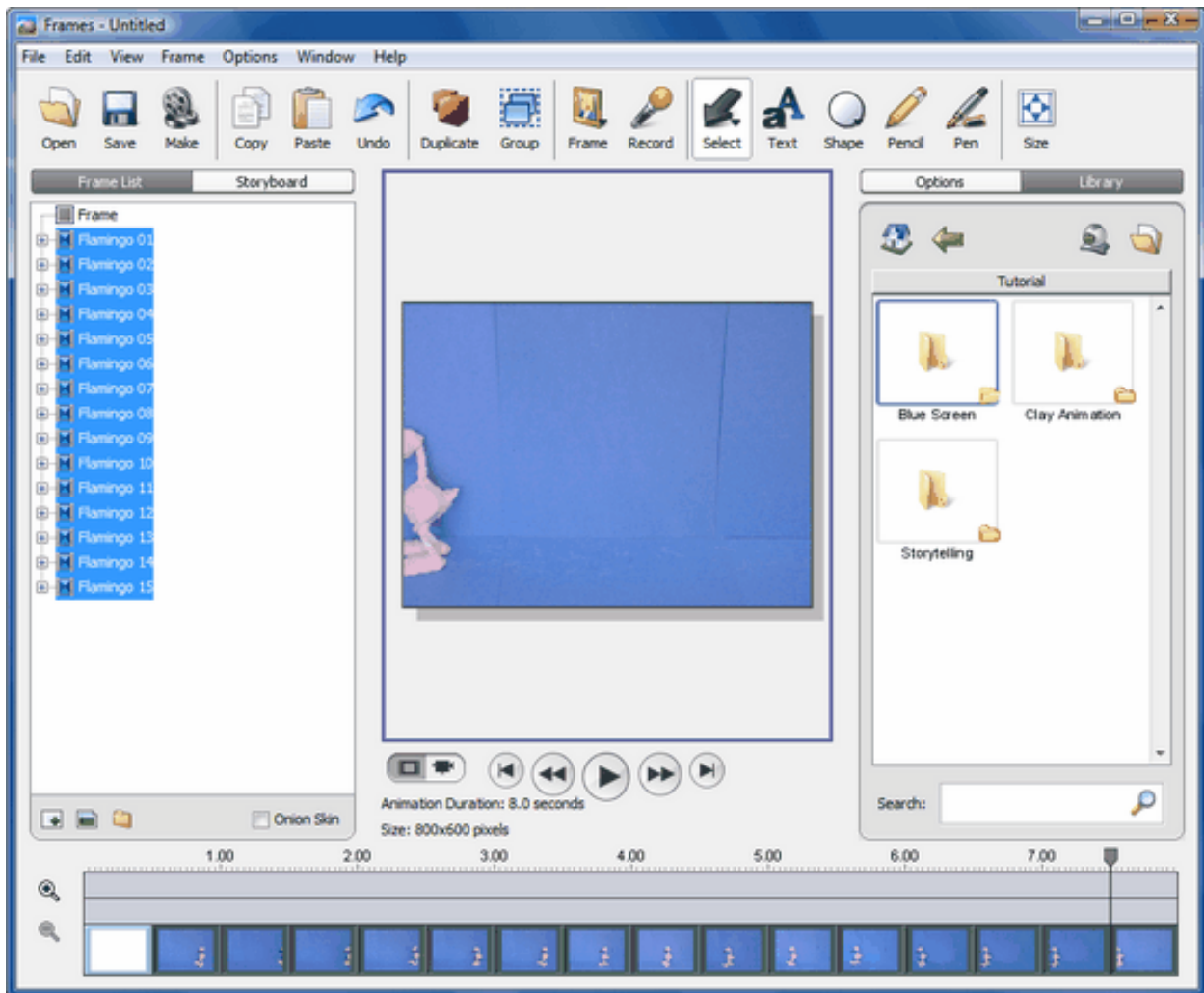
You will see the cursor change to show that you are adding the frames in this folder.



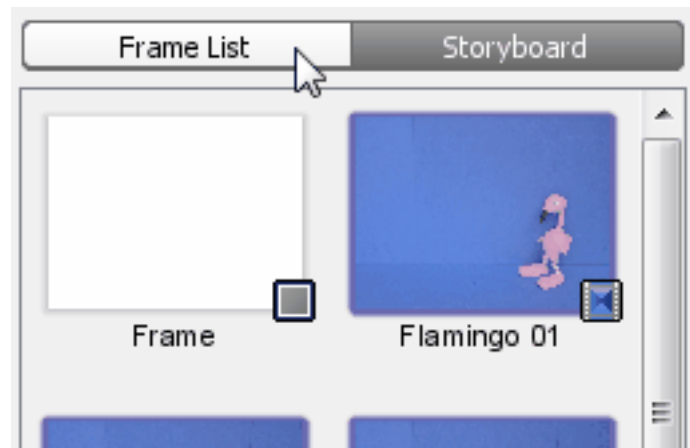
Let go of the mouse button.

You will see each frame in the Frame List.

You will also see the last frame in the Preview area.



If you see the Storyboard, click the Frame List tab.

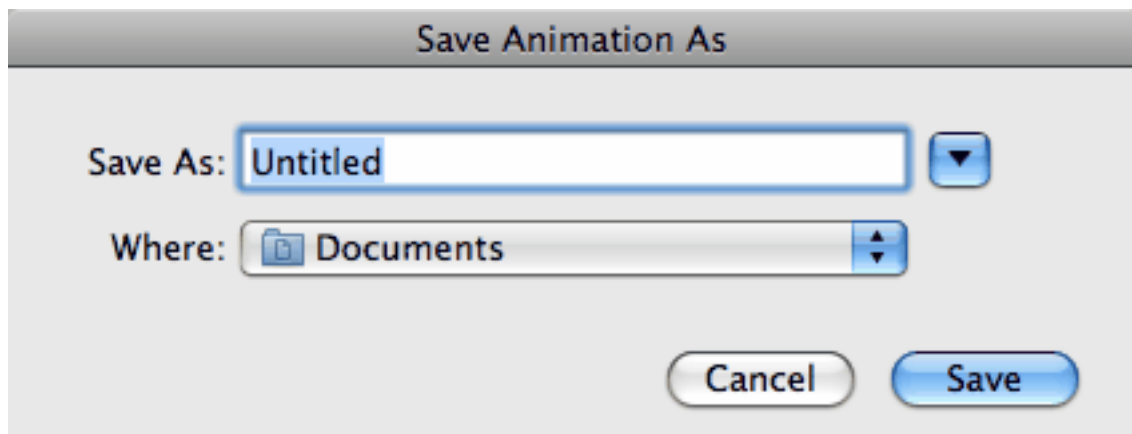


Save the Animation

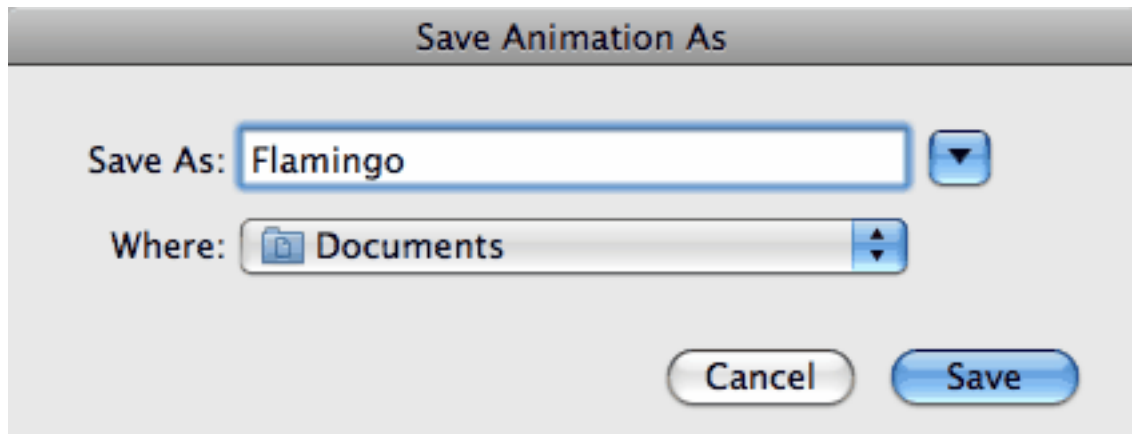
You should save the animation as you work on it.

Click the Save button on the toolbar.

You will see the Save Animation As dialog.



Type a name for the animation in the Save As field.



Click the Save button.

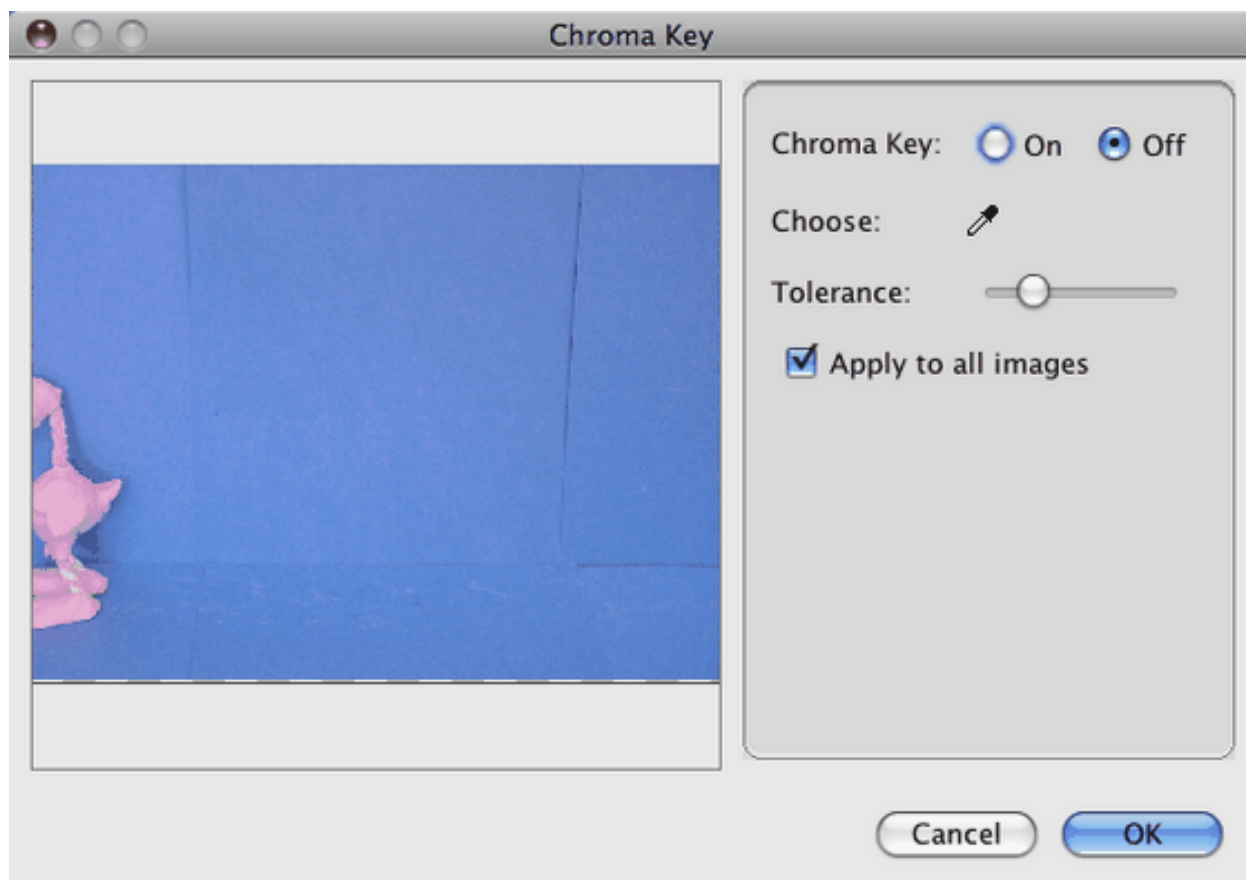
The animation will be saved.

Set a Chroma Key

You can have the flamingo walk in front of any image if you use the Chroma Key option to remove the background.

Go to the Edit menu and choose Chroma Key.

You will see the Chroma Key dialog.



Click the On radio button.

Click the Eye Dropper tool.



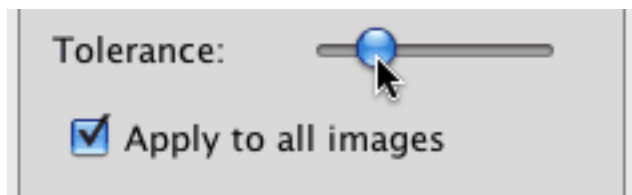
Move the cursor over the blue background around the flamingo.



Click the mouse button.

You will see the blue background disappear.

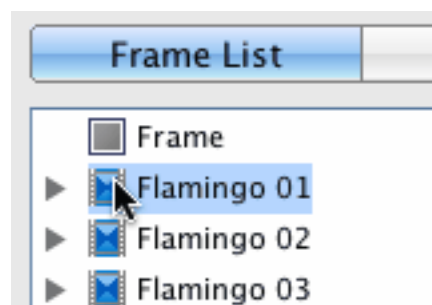
Click and drag the Tolerance slider so that no blue is showing and you still see all of the flamingo.



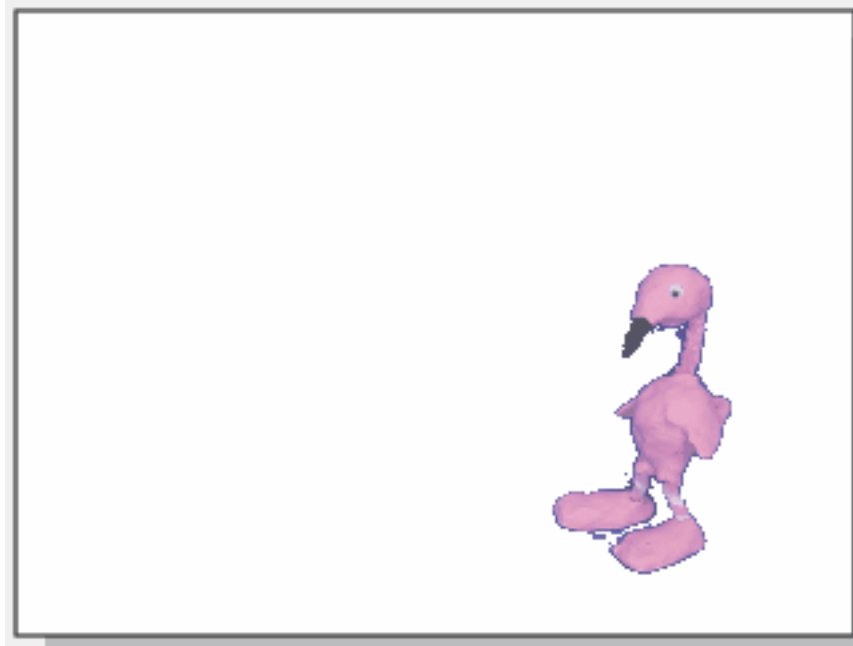
Click the OK button.

You will return to your animation.

Click the first flamingo frame in the Frame List.



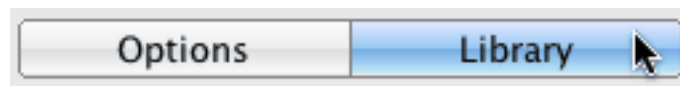
You will see a white background behind the flamingo.



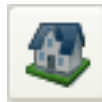
Change the Background

You can change the background to place the reporter at the scene of a news event.

Click the Library tab on the right.



Click the Home button at the top of the Library panel.



You will see the folders in the Library.

Double-click the Pics4Learning folder. (Your computer must be connected to the Internet for this to work).



You will see the Pics4Learning categories.

Double-click the Backgrounds folder.



You will see the Backgrounds categories.

Double-click the History folder.



You will see the pictures in this category.

Find the barn_white image.

Press the CTRL key on the keyboard and click on the picture.

You will see a contextual menu.

Click the Set page background option.

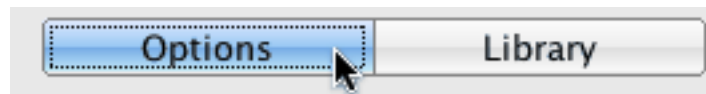


The file will be downloaded from Pics4Learning and added as the background on this frame.

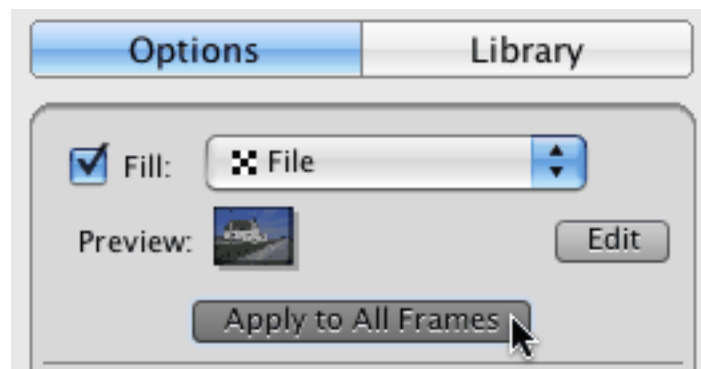


You can add this frame to the background of all of the frames in the animation.

Click the Options tab to the right of the frame.



Click the Apply to All Frames button in the Options panel.



Preview the Animation

You can preview the animation.

The timeline is already set to the first frame.

Click the Play button in the Preview area to watch the animation.

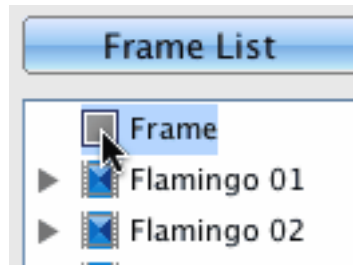


The preview will end at the last frame of the animation.

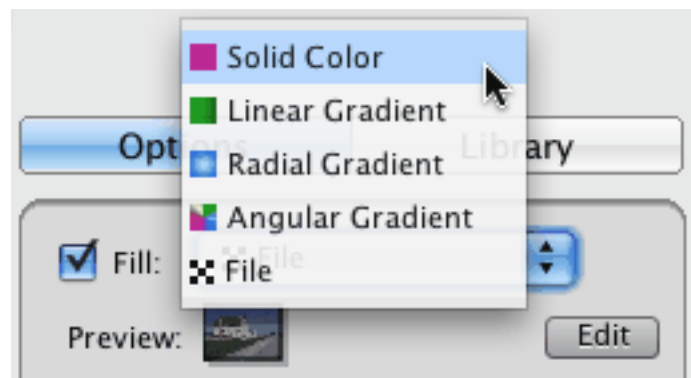
Change the Title Page Background

You can change the background on the title page so that it looks differently from the animated frames.

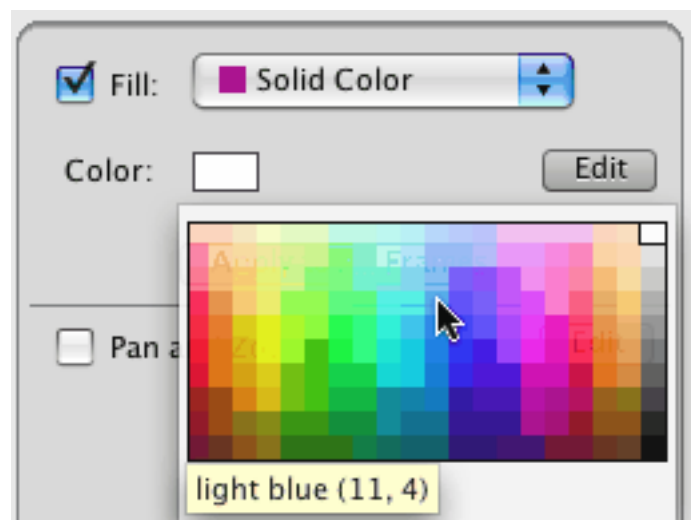
Click the first frame in the Frame List.



Click the Fill pull-down menu on the Options panel and choose Solid Color.



Click the Color box and choose a light blue color.



You will see this new color on the title page.

Add a Text Object

You can add text to create a title for the animation.

Click the Text button on the toolbar.



You will see a text object in the middle of the frame.



Double-click the text object.

You will see a blinking cursor.

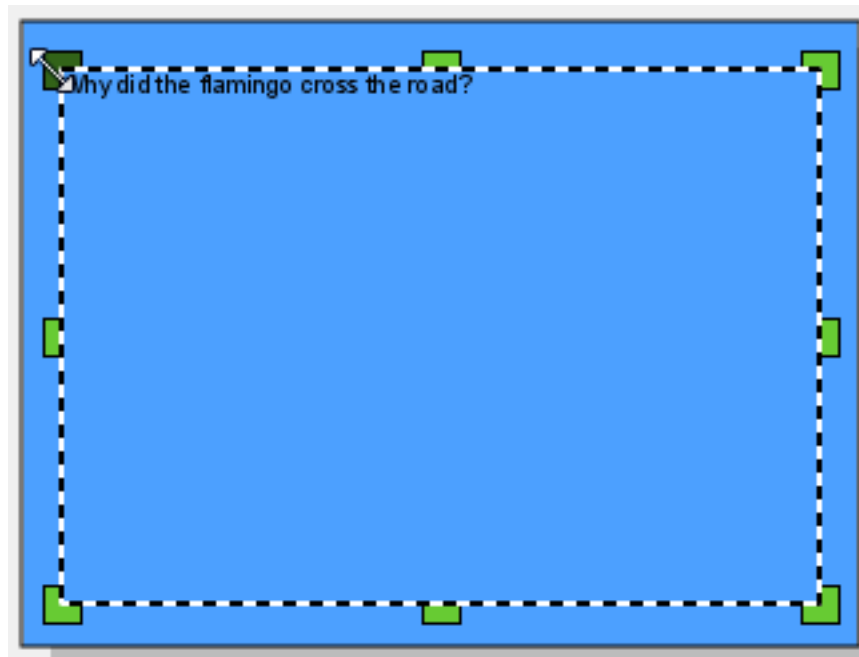
Type: Why did the flamingo cross the road?



Resize the text object so that it fills the entire frame.

Move the cursor over one of the corner handles. Click and drag to resize the text object.

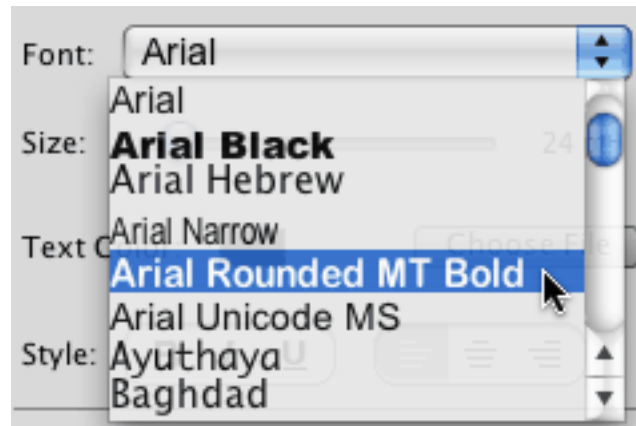
Repeat this process until the text object fills the frame.



Format Text

You can change the way text looks.

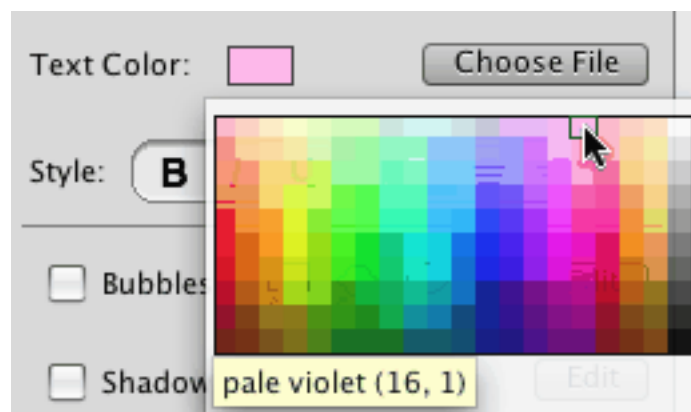
Click the Font pull-down menu on the Options panel to choose a new font.



Click and drag the Size slider on the Options panel to make the font larger.



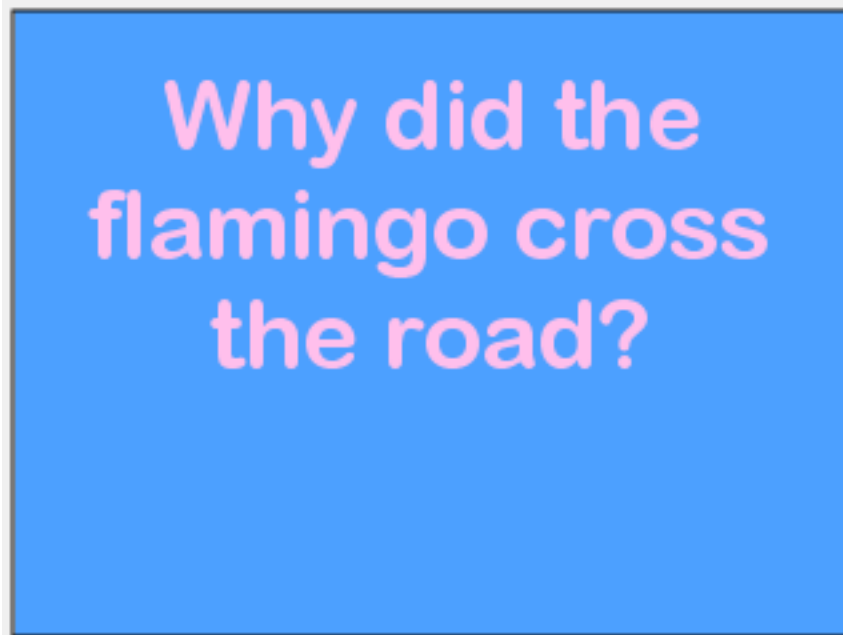
Click the Text Color box and choose a new text color.



Click the Align Center button.



Click the gray area around the preview when you are done.



Change Frame Duration

You can change the length of time a frame is shown. The title frame should last longer than other frames in the animation.

You will see the frame duration in the Options panel.



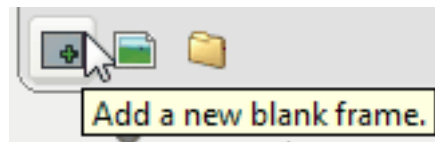
This will give viewers time to read the title.



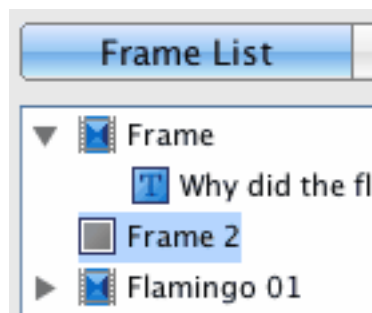
Add and Move a Frame

You can add new frames to the animation.

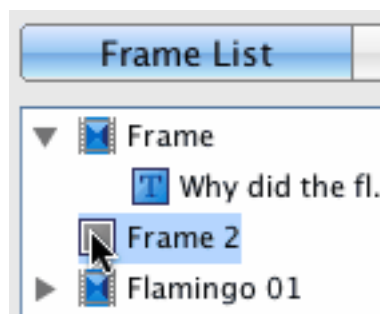
Click the New Blank Frame button at the bottom of the Frame List.



You will see a new frame in the Frame List behind the first frame.



Move the cursor over this frame in the Frame List.

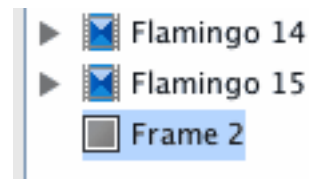


Click and drag the frame to the bottom of the frame list.



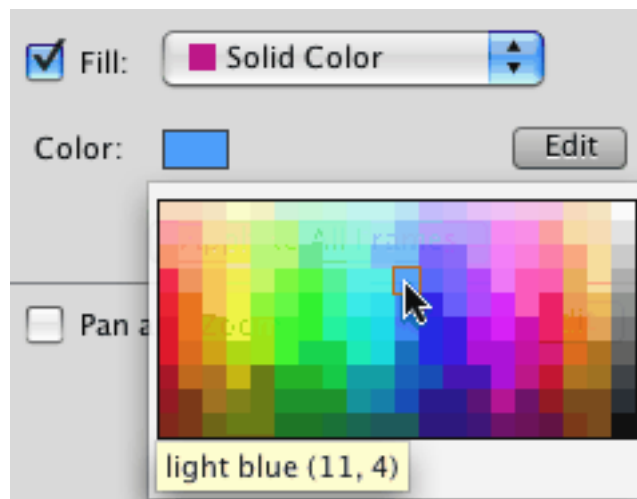
Let go of the mouse button.

You will see this frame in the last position.



The frame will show in the preview area.

Click the Color box to change the background to the same color you used on the title frame.



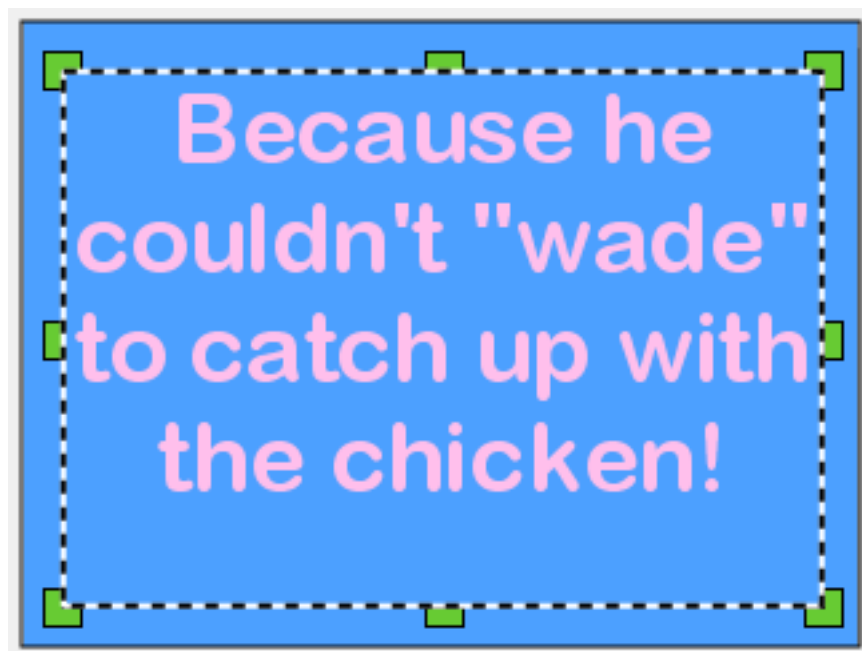
Click the Text button on the toolbar.



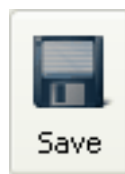
You will see a text object in the middle of the frame.

Use the skills you have learned to add and format text that says:

Because he couldn't "wade" to catch up with the chicken!



Click the Save button on the toolbar to save the changes you have made.



Click the First Frame button in the Preview area.



Click the Play button to see a preview of the movie.



Add a Transition

You can add transitions between frames.

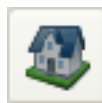
Click the First Frame button in the Preview area.



Click the Library tab.



Click the Home button at the top of the window to return to the main categories.



Double-click the Transitions folder.



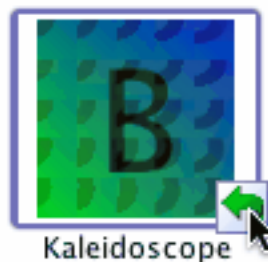
You will see thumbnail previews of the transitions.

Find the transition you want to use.

Click it to select it.

You will see a green arrow in the lower right corner.

Click the green arrow to add the transition to this frame.



The preview area will change and you will see the transition in your timeline at the bottom of the window.



Practice this skill by adding another transition between the last two frames.

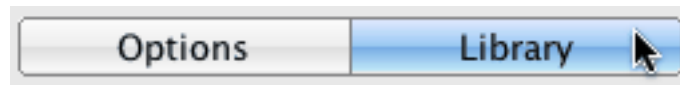
Add Sound

You can add sound to an animation.

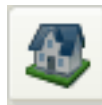
Click the First Frame button in the Preview area to have the sound start at the beginning of the animation.



Click the Library tab.



Click the Home button at the top of the Library panel.

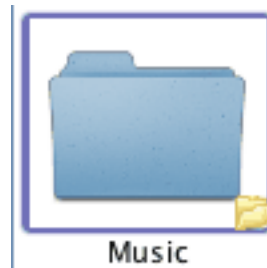


Double-click the Sounds folder.



You will see the folders in the Sounds library.

Double-click the Music folder.



You will see the sounds in the music folder.

Click the By the Sea music file.



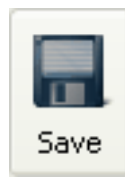
Click the green arrow to add this sound to your animated movie.



The sound will be added to the animation starting at the first frame.



Click Save button on the toolbar to save the changes you have made.



Click the First Frame button in the Preview area.



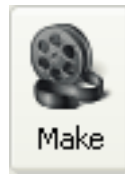
Click the Play button to see a preview of the animation.



Make a Movie

You can export the animation as a movie file you can share with other people.

Click the Make button on the toolbar.



You will see the Export Video dialog.

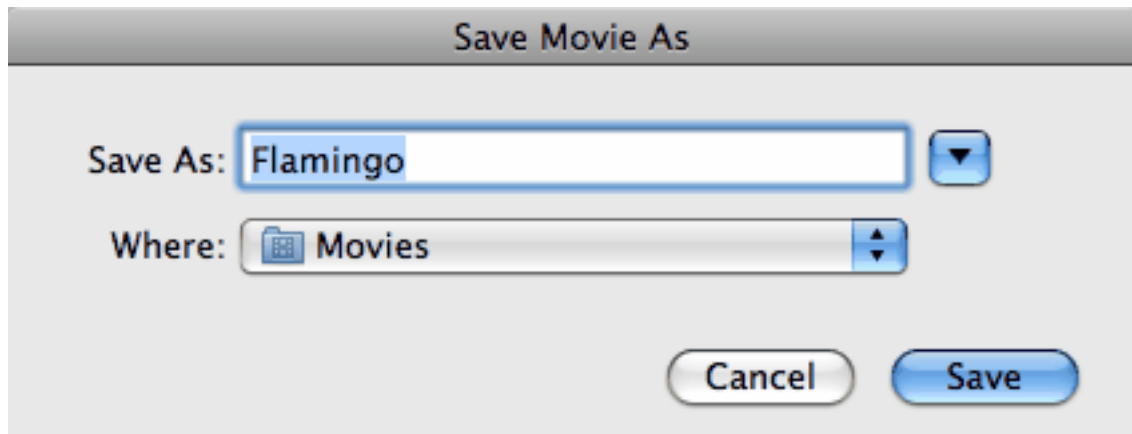
Click the Presentation option.



Click the Export button.

You will see the Save Movie As dialog.

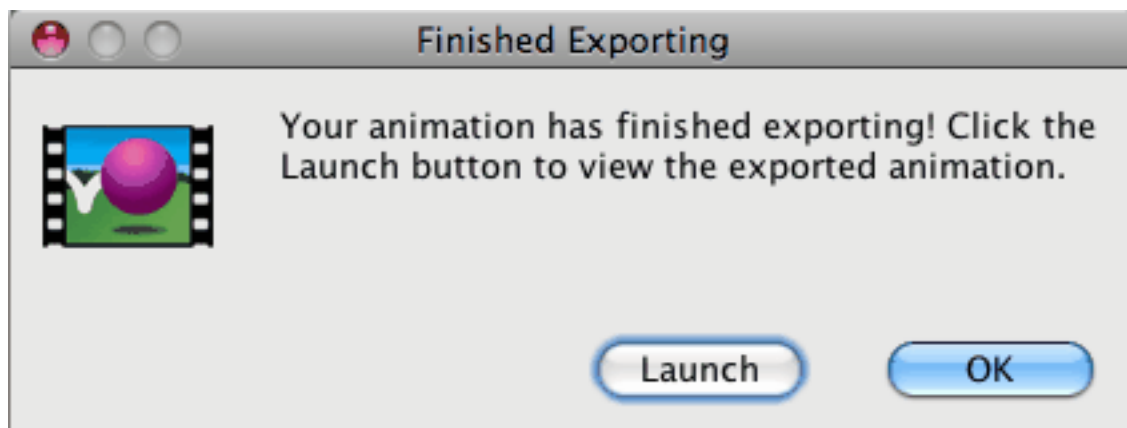
The name of the Frames file is already in the Save As field.



Click the Save button.

Frames will create the movie.

When it is finished, you will see a Finished Exporting dialog.



Click the Launch button to watch your movie.

Go to the QuickTime menu and choose Quit QuickTime Player.

Go to the Frames menu and choose Quit Frames.

Conclusion

Congratulations! You have created an animated movie using Frames.

In this Recipe, you learned how to:

Open Frames

Add a folder of images

Save an animation

Set the Chroma Key

Add a background picture

Preview an animation

Change a background color

Add a blank frame

Add text

Format text

Add transitions

Add sound

Make a movie