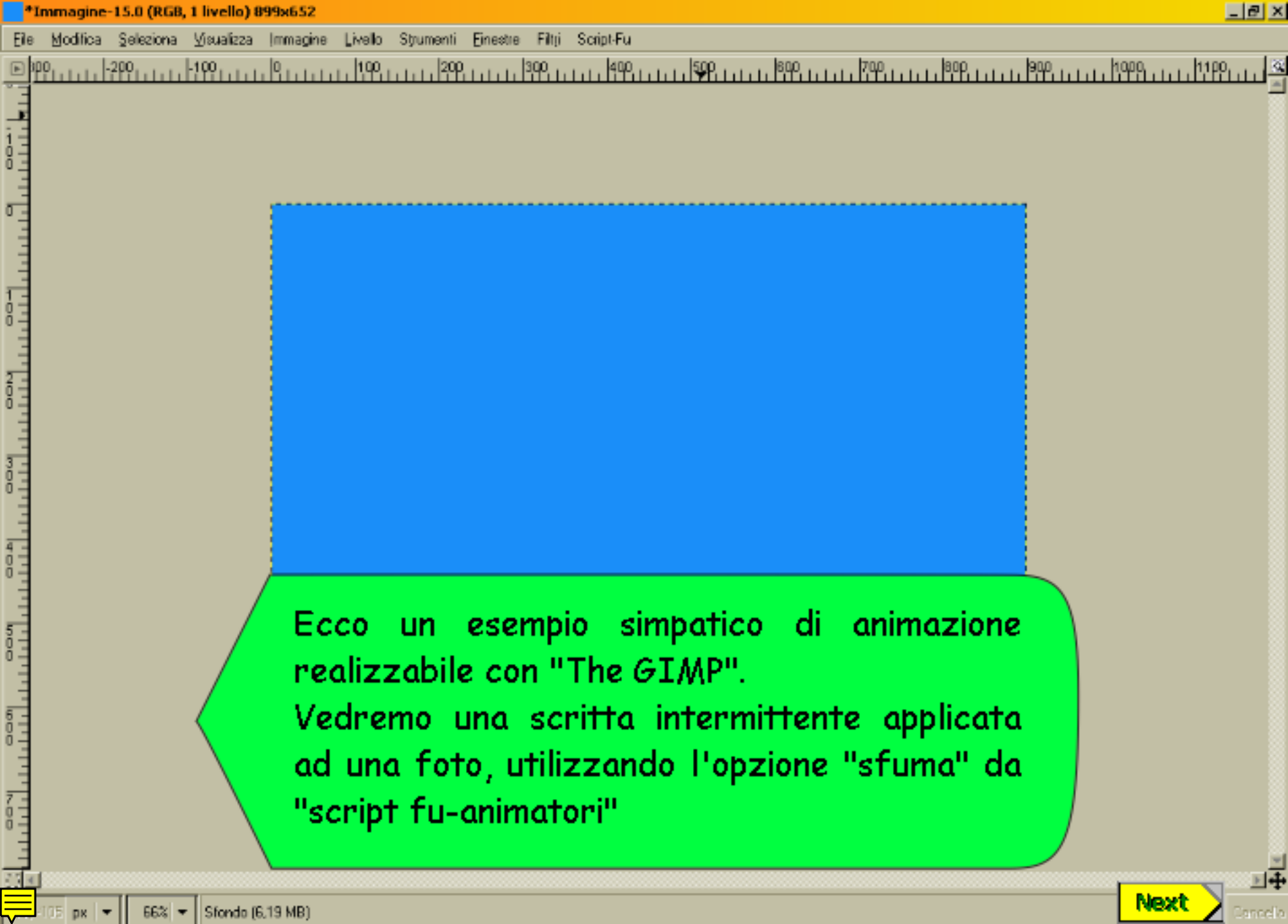
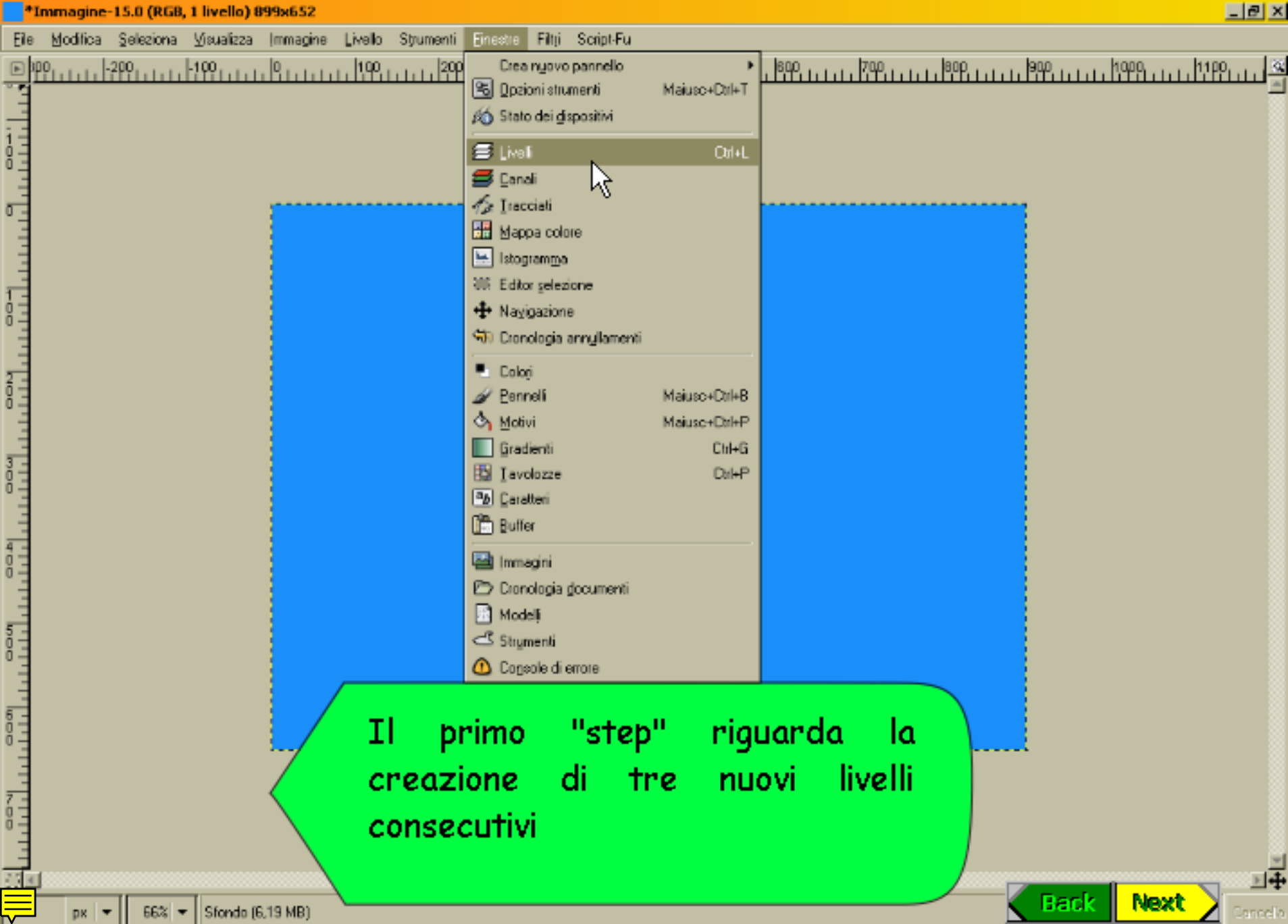




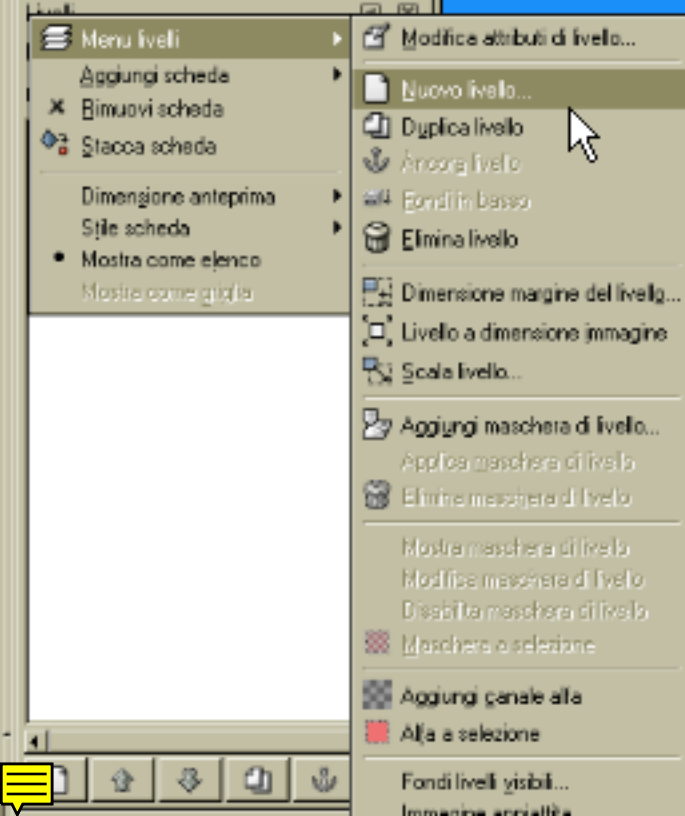
Ecco un esempio simpatico di animazione realizzabile con "The GIMP".

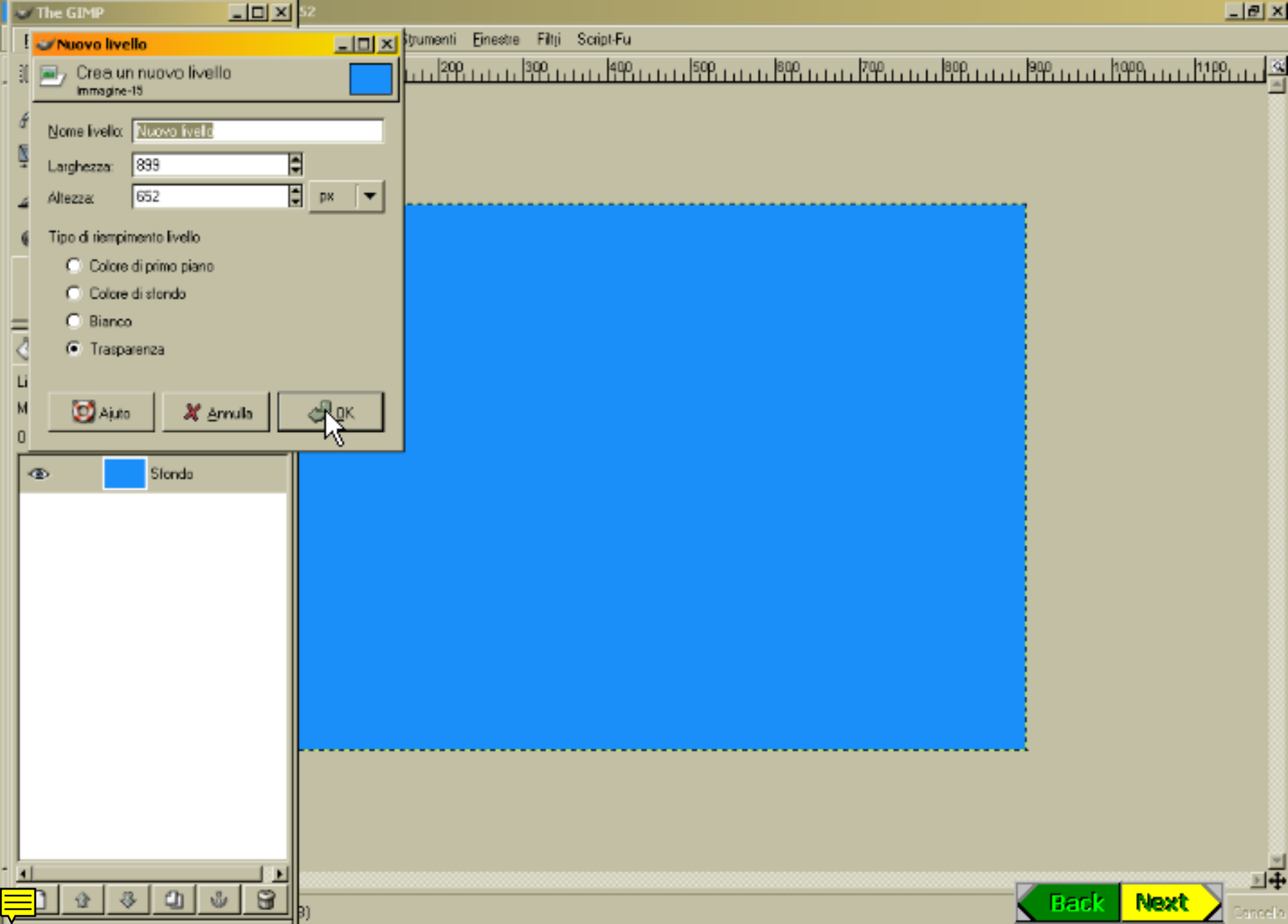
Vedremo una scritta intermittente applicata ad una foto, utilizzando l'opzione "sfuma" da "script fu-animatori"

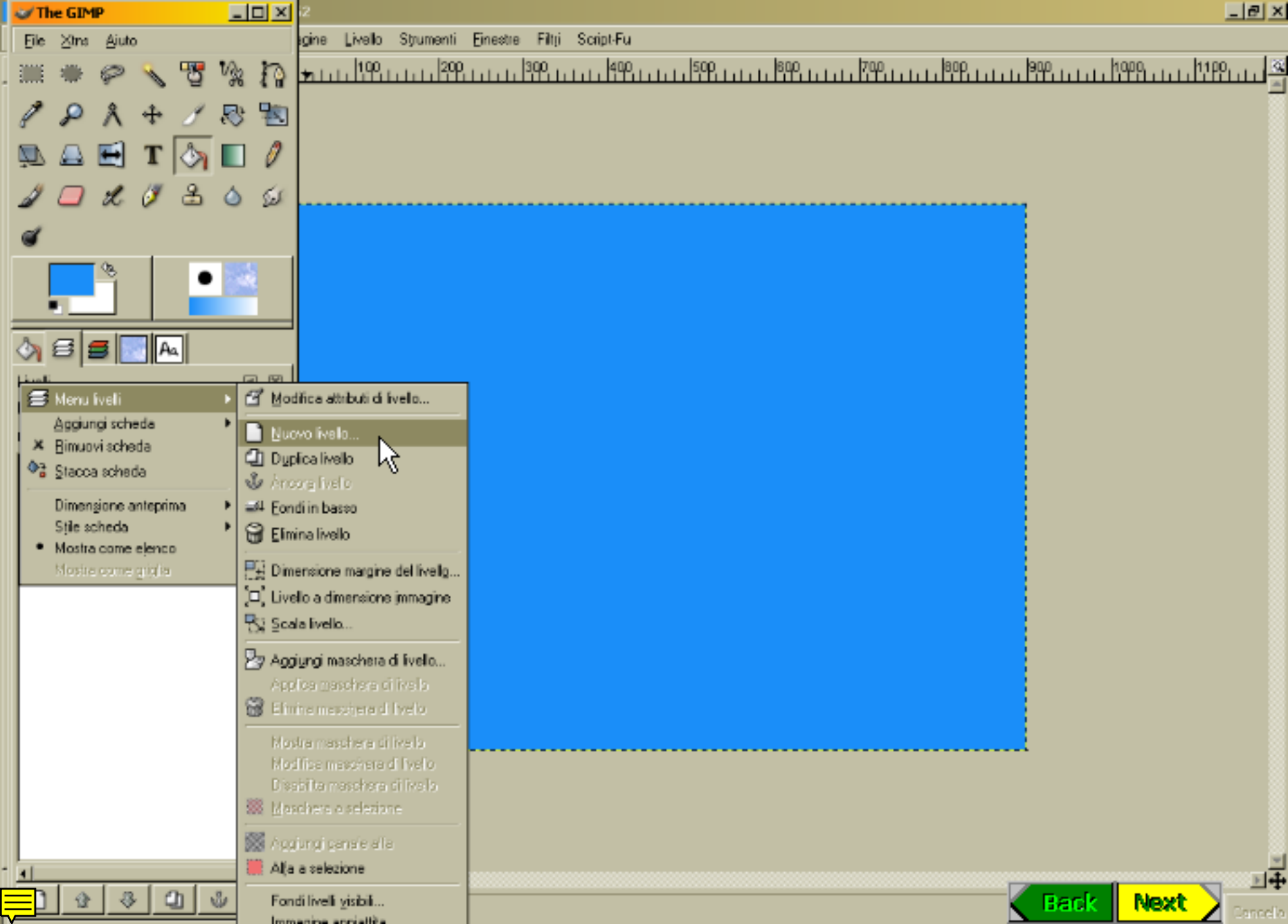
Next



Il primo "step" riguarda la creazione di tre nuovi livelli consecutivi







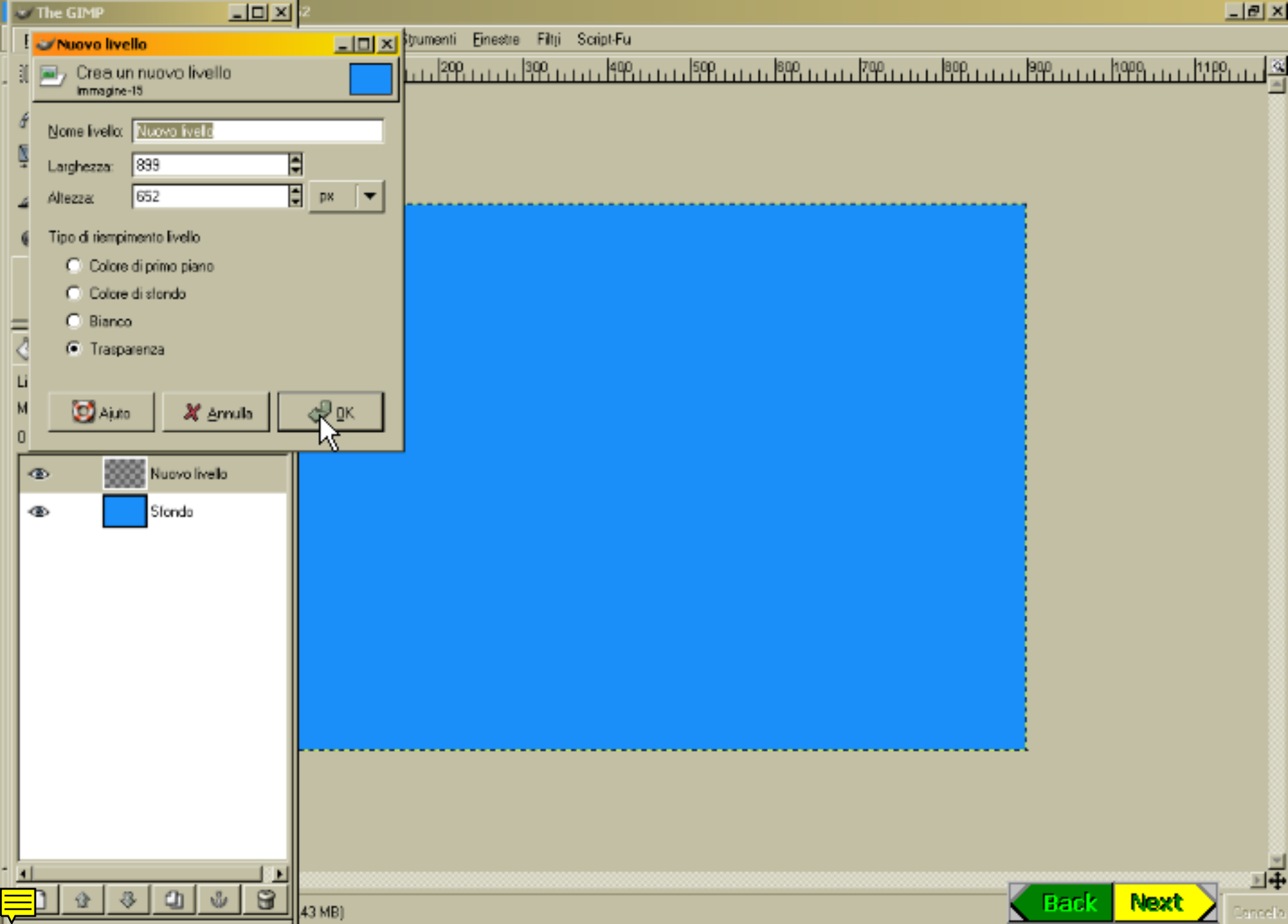
File Livello Strumenti Finestre Filtri Script-Fu

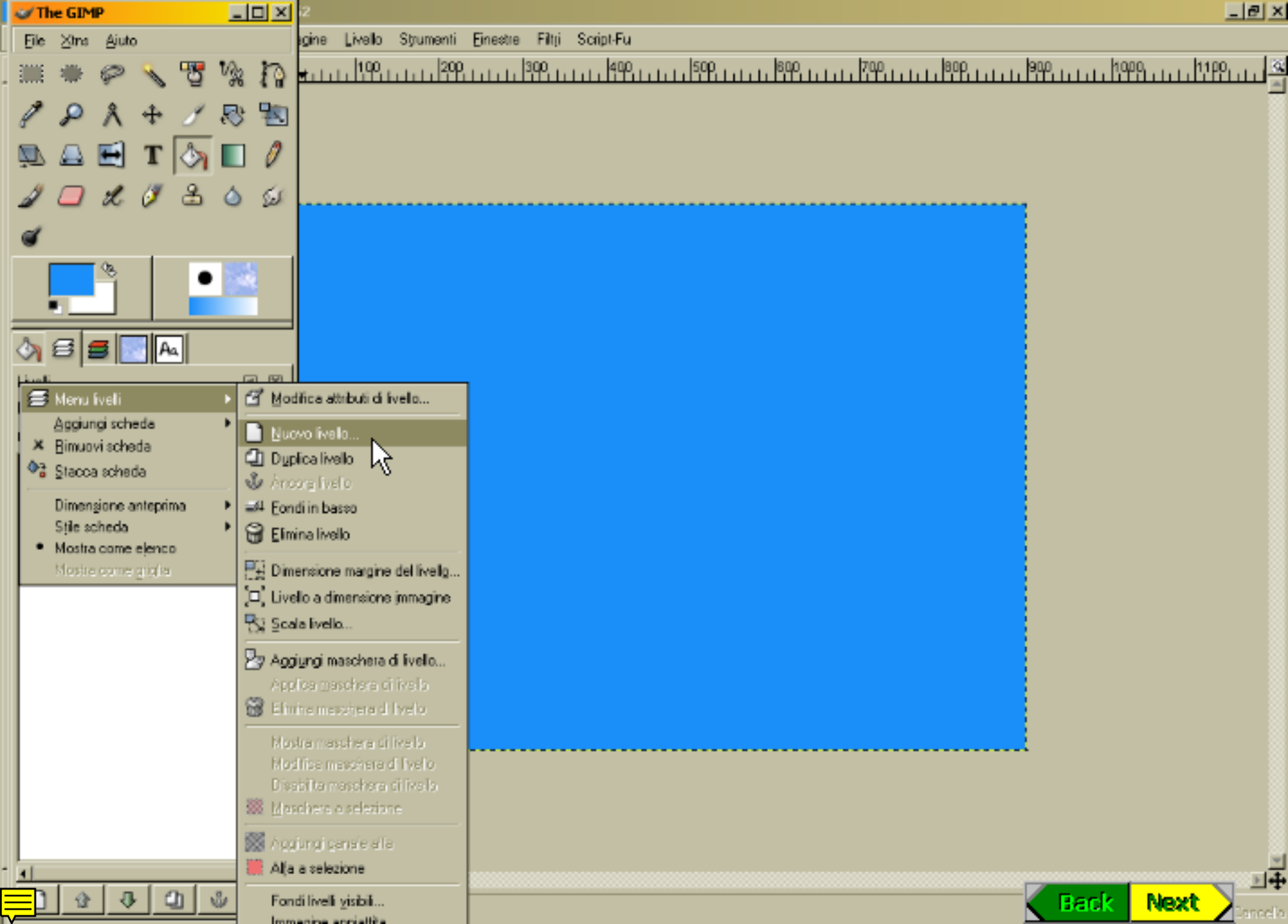


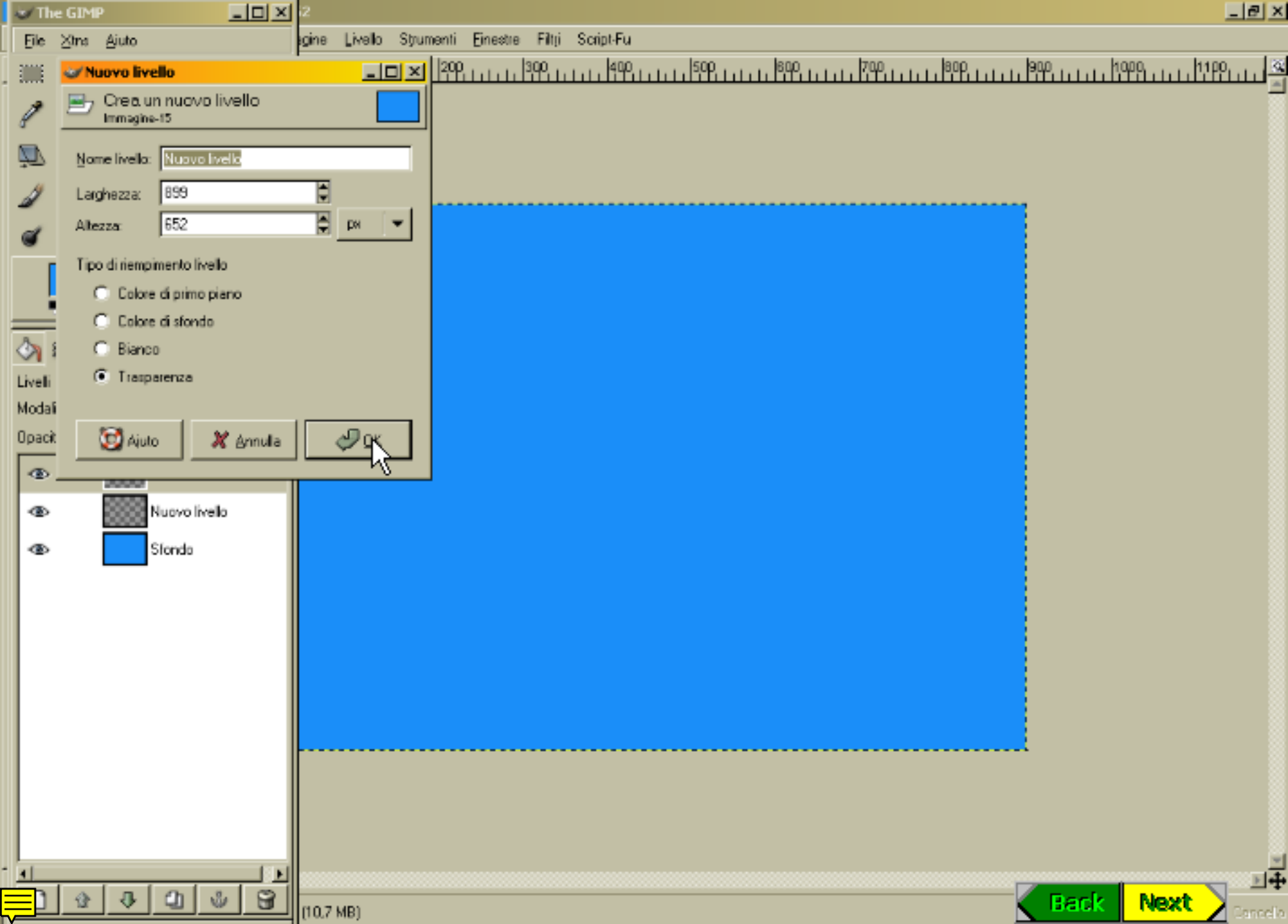
- Menu livelli
 - Aggiungi scheda
 - Bimuoovi scheda
 - Stacca scheda
 - Dimensione anteprima
 - Stile scheda
 - Mostra come elenco
 - Mostra come griglia
- Modifica attributi di livello...
- Nuovo livello...
- Duplica livello
- Anima livello
- Fondi in basso
- Elimina livello
- Dimensione margine del livello...
- Livello a dimensione immagine
- Scala livello...
- Aggiungi maschera di livello...
- Applica maschera di livello
- Elimina maschera di livello
- Mostra maschera di livello
- Modifica maschera di livello
- Disabilita maschera di livello
- Maschera e selezione
- Aggiungi canale alfa
- Alfa e selezione
- Fondi livelli visibili...
- Immagine anellata

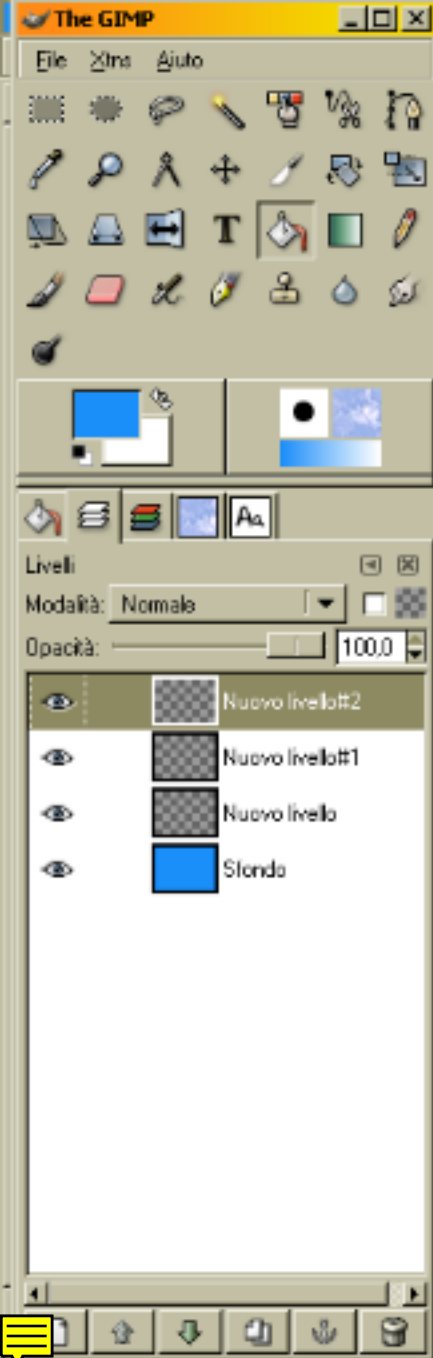
Back Next

Cancel





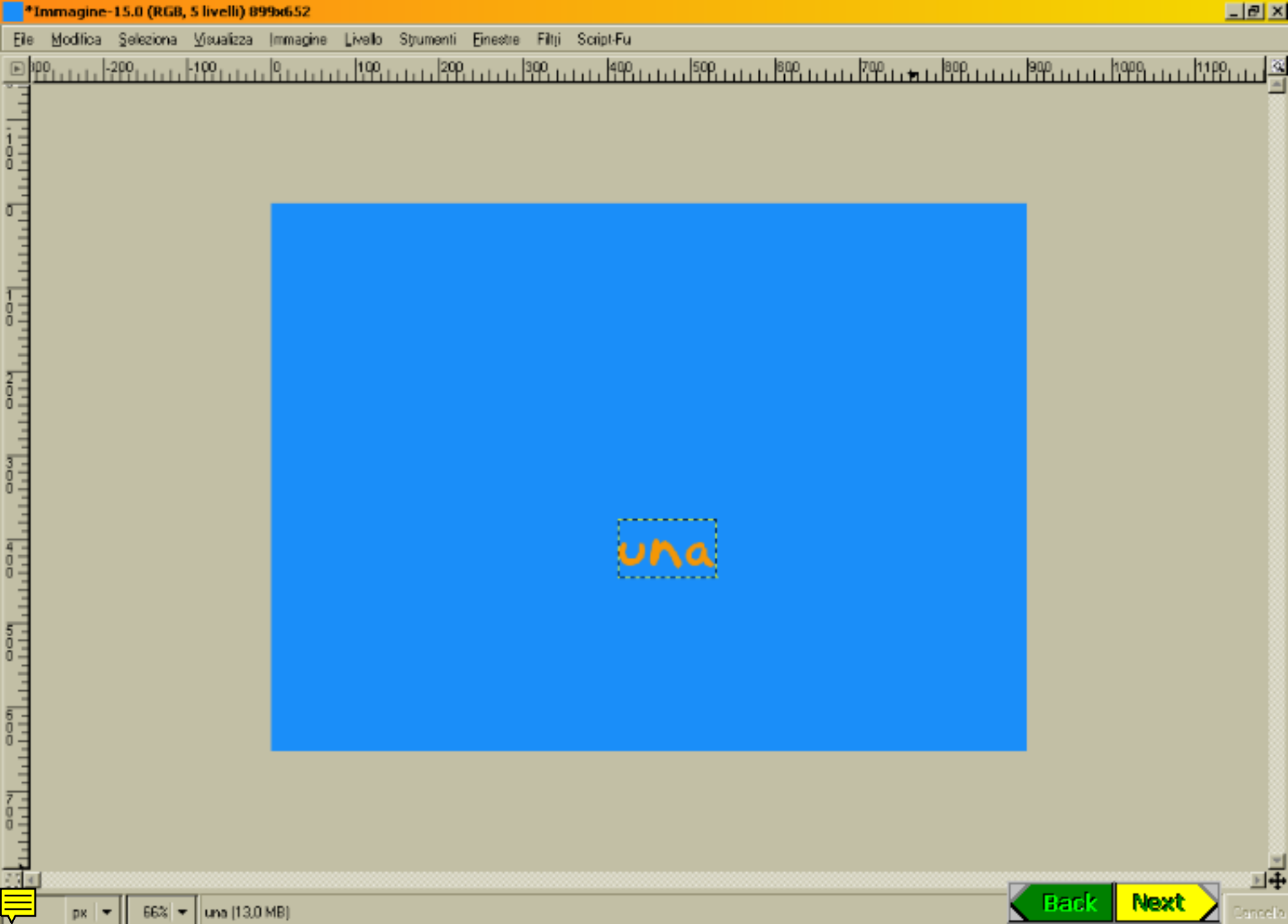


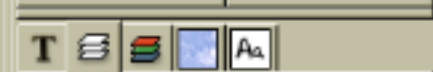


Dopo aver creato i tre livelli ci accingiamo ad inserire le scritte che, consecutivamente, formeranno l'animazione vera e propria. Per far questo dobbiamo lavorare sui singoli livelli. Iniziamo dal livello 1, selezionando quest'ultimo e oscurando i rimanenti

[Back](#)[Next](#)[Cancel](#)



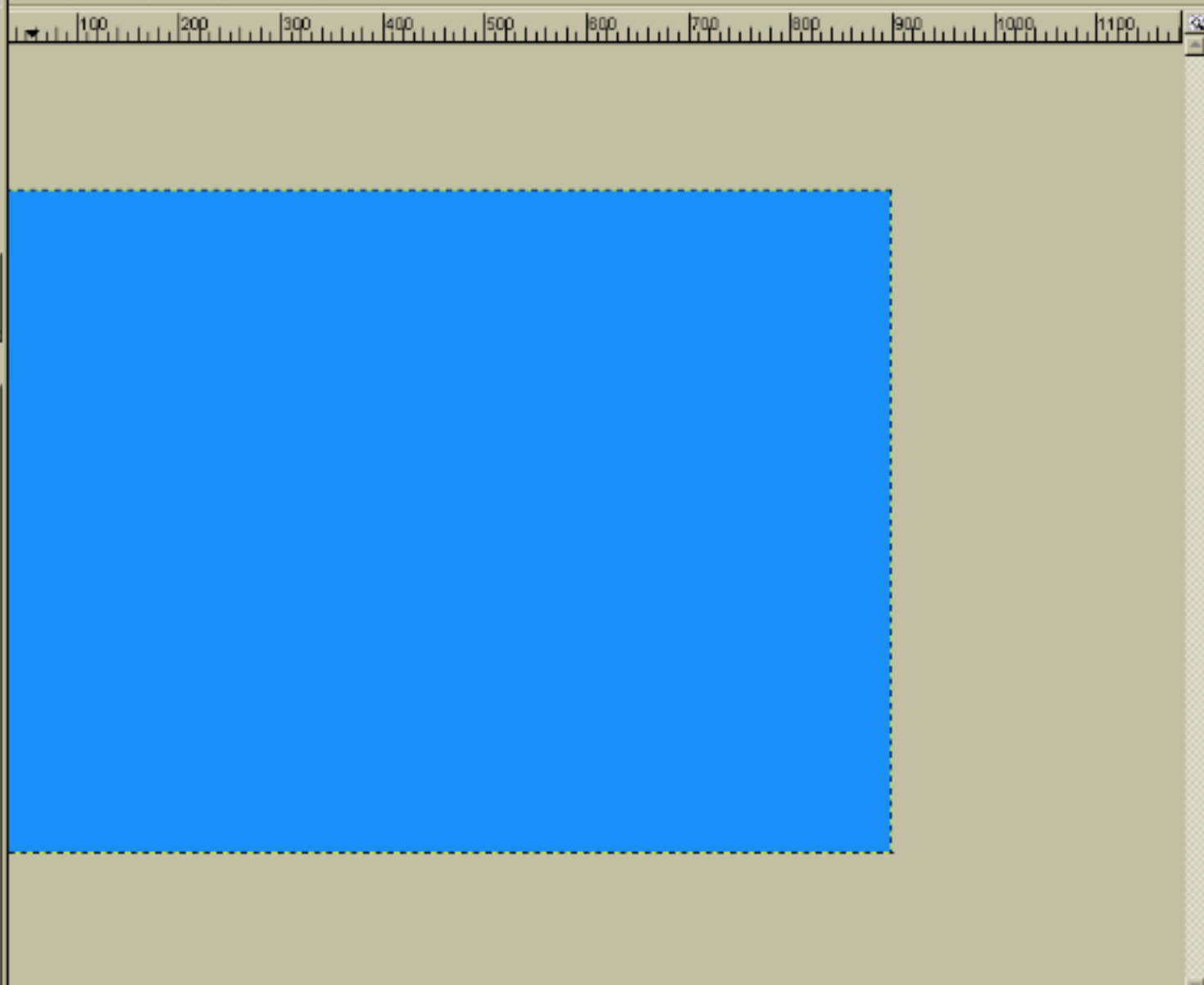


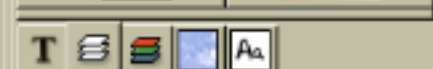


Livelli

Modalità: Normale

Opacità: 100.0

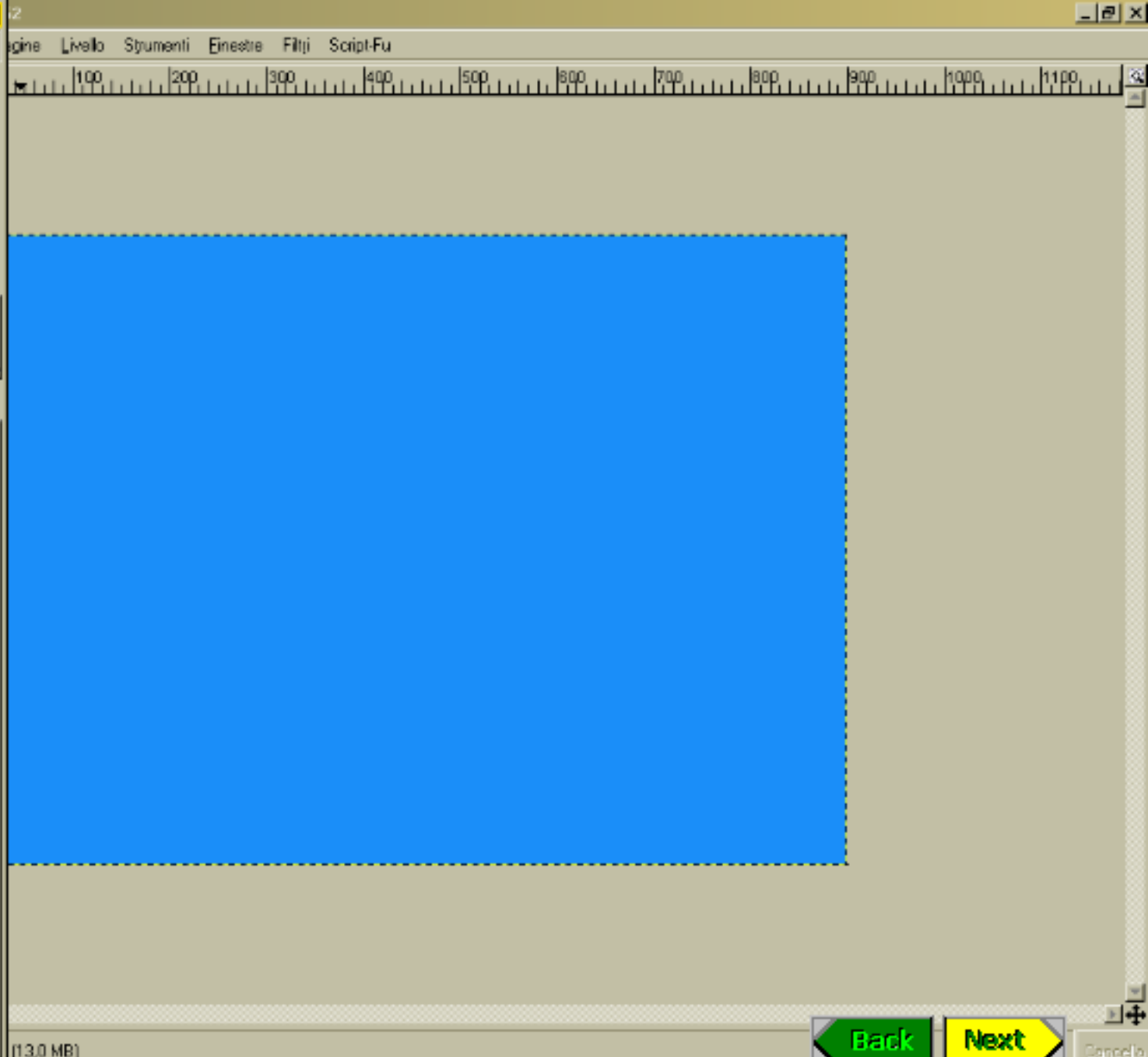
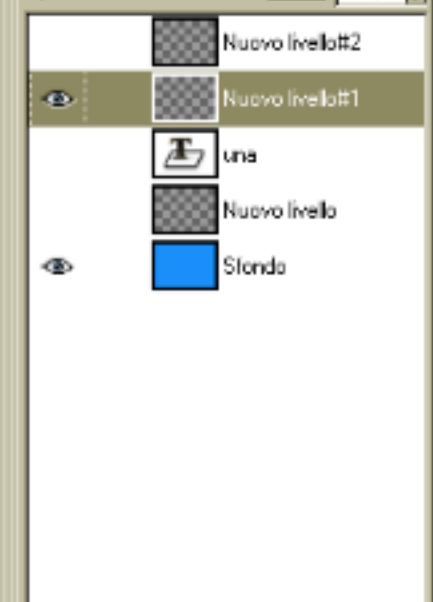




Livelli

Modalità: Normale

Opacità: 100.0





semplice

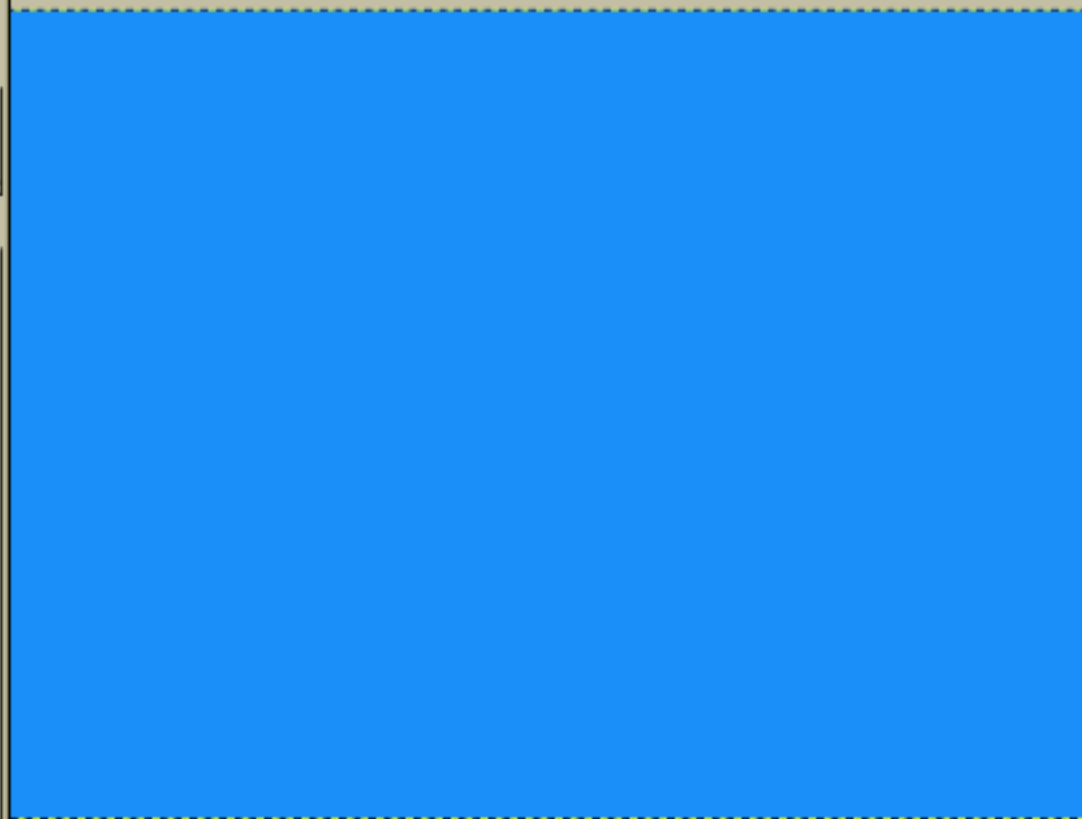


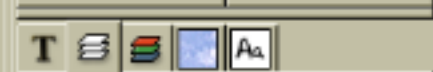


Livelli

Modalità: Normale

Opacità: 100.0

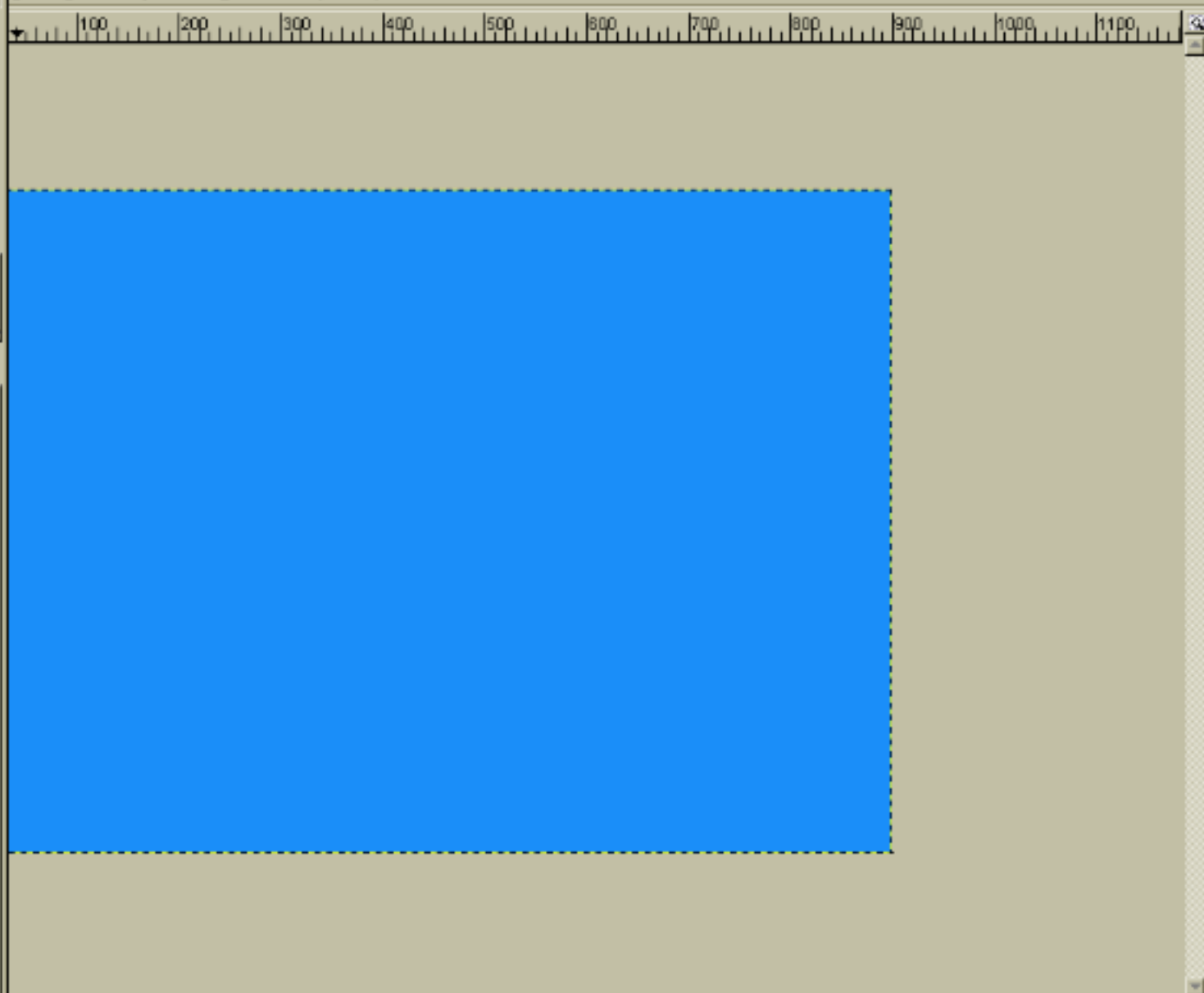


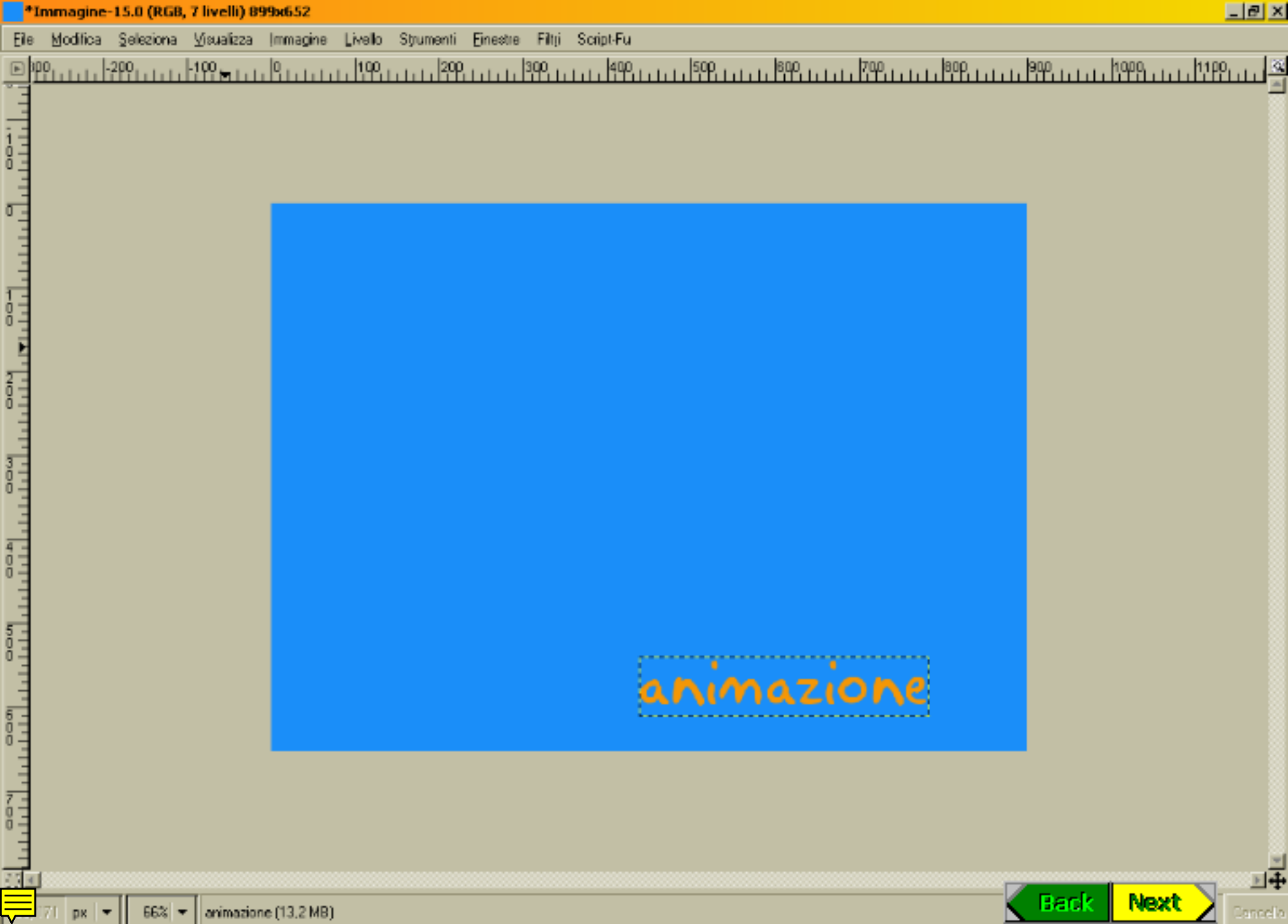


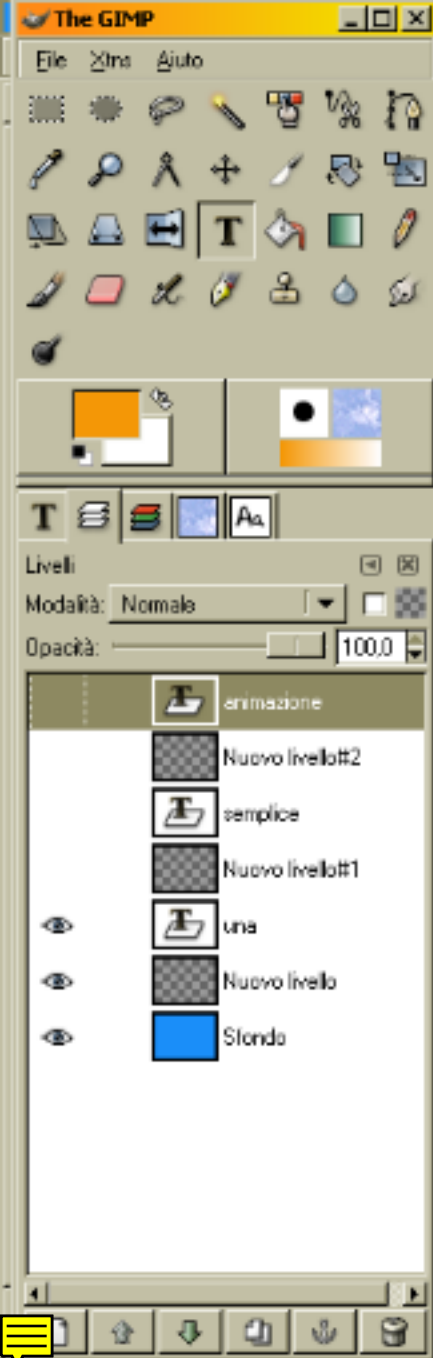
Livelli

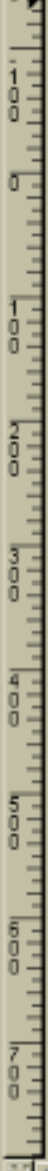
Modalità: Normale

Opacità: 100.0



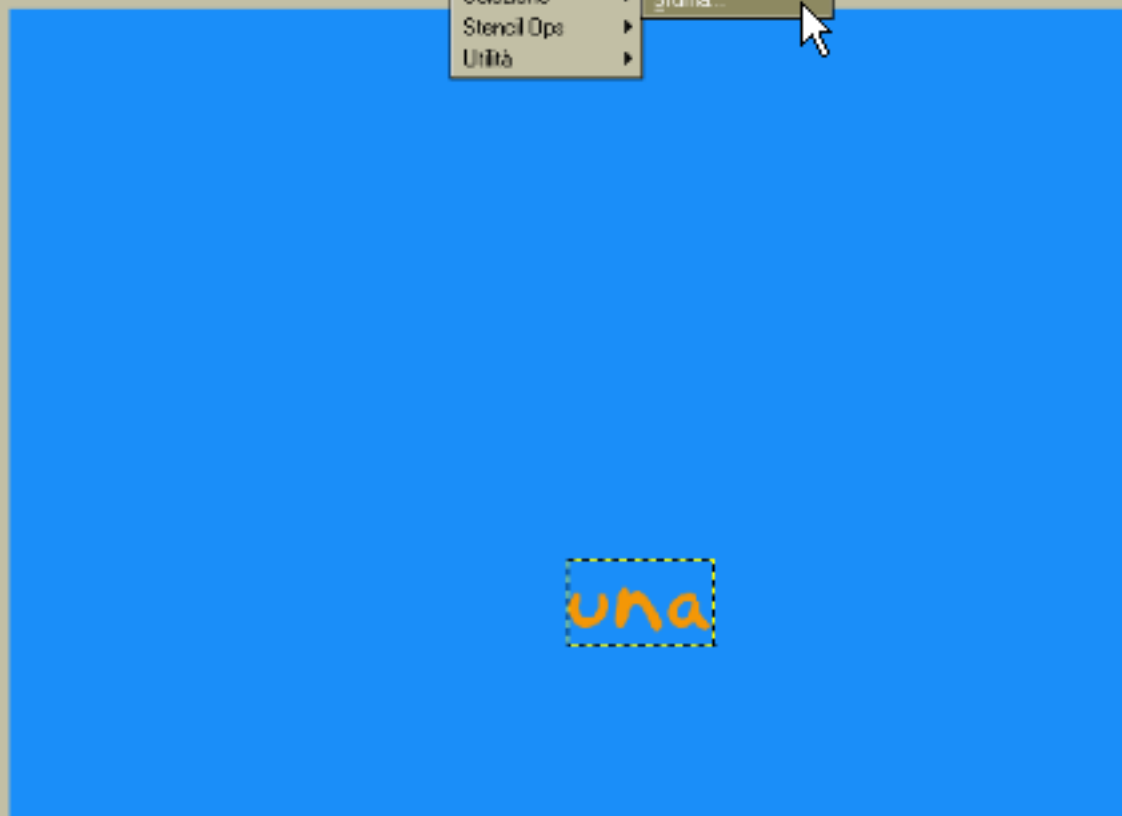


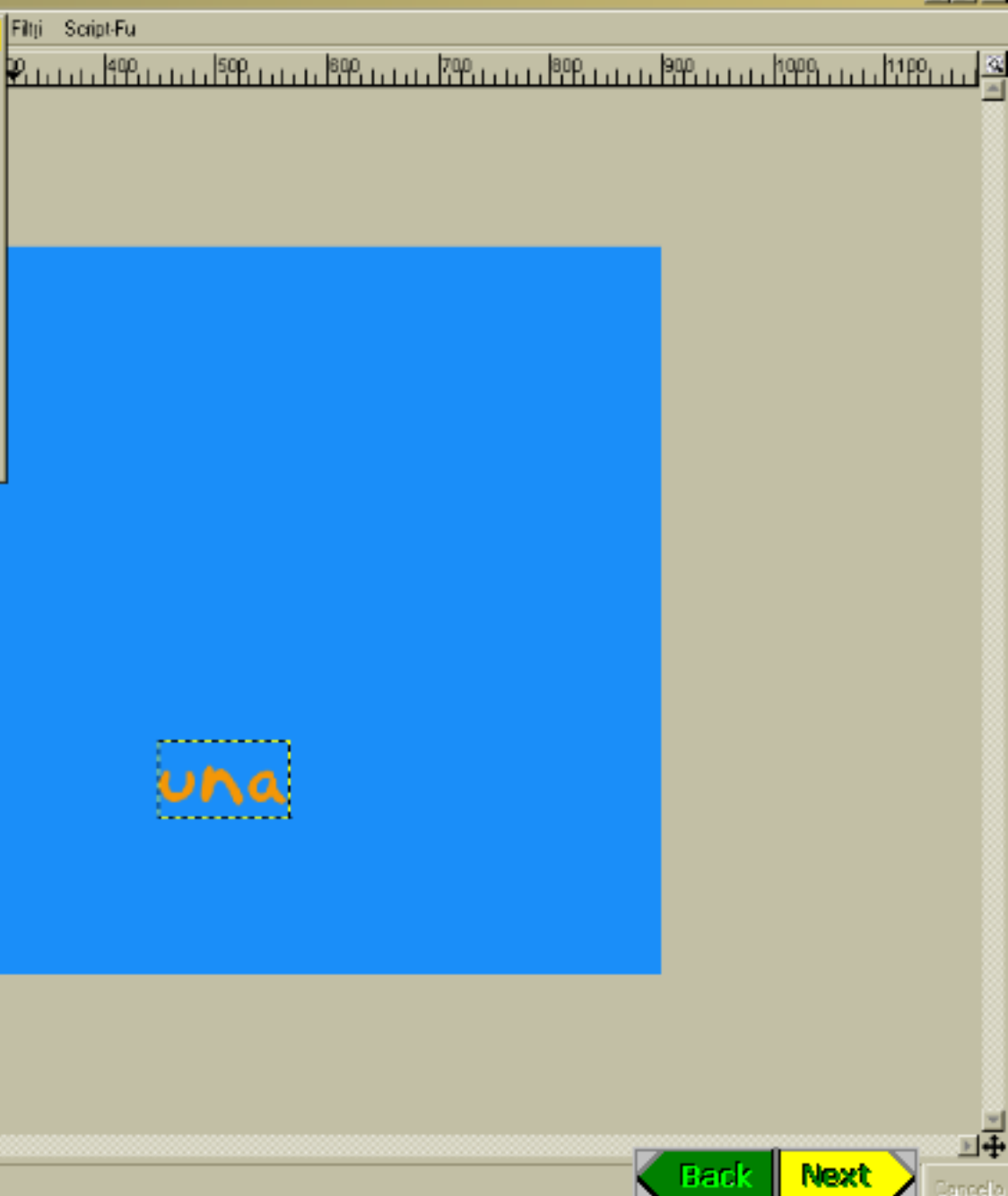


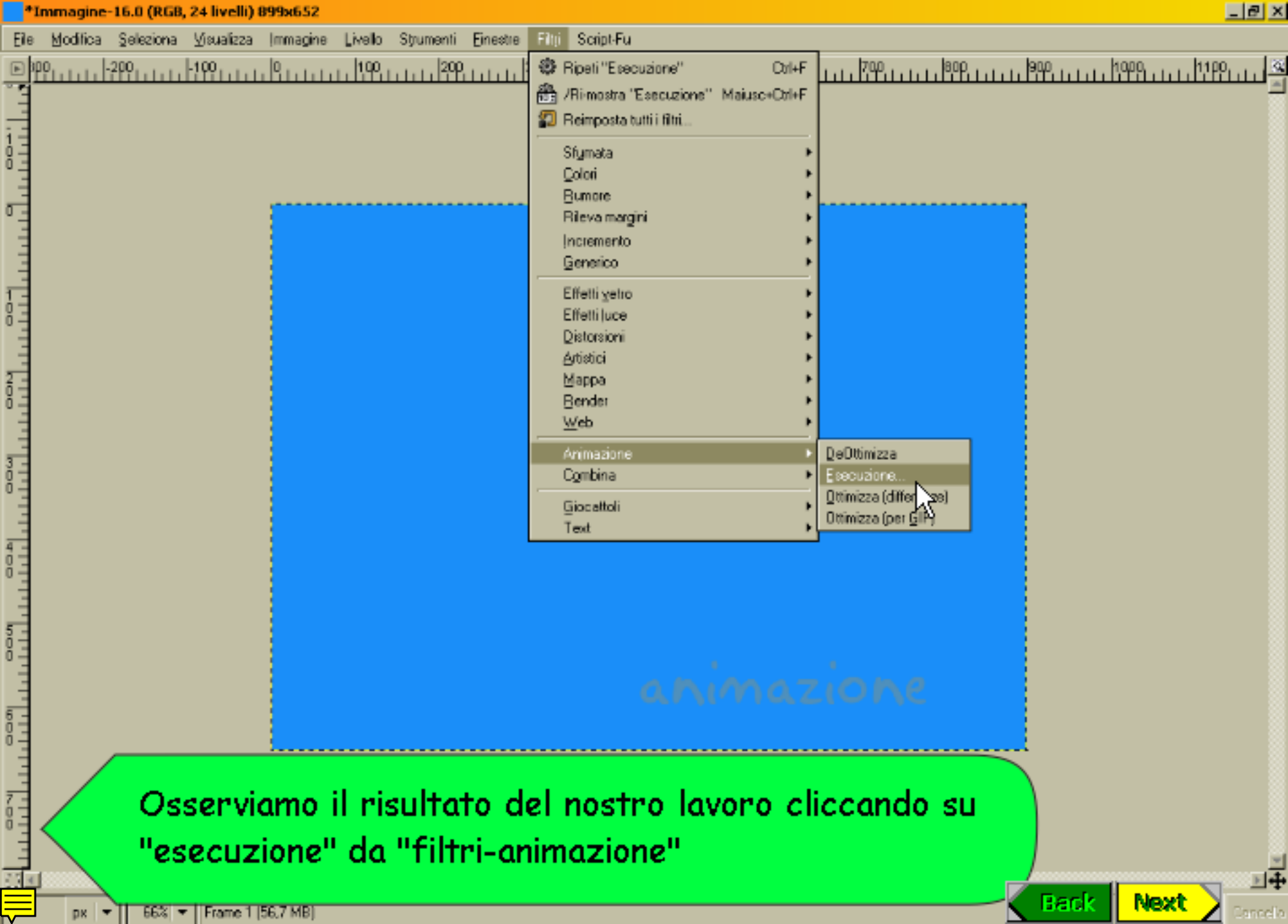


- Alchimia ▶
- Alfa a logotipo ▶
- Animatori ▶
- Decorazioni ▶
- Ombre ▶
- Render ▶
- Selezione ▶
- Stencil Ops ▶
- Utilità ▶

- Byrn-In...
- Globo che gira...
- Qnde...
- Qndine...
- Sfuma...







Osserviamo il risultato del nostro lavoro cliccando su "esecuzione" da "filtri-animazione"



Esecuzione: Immagine

Esegui/Stop

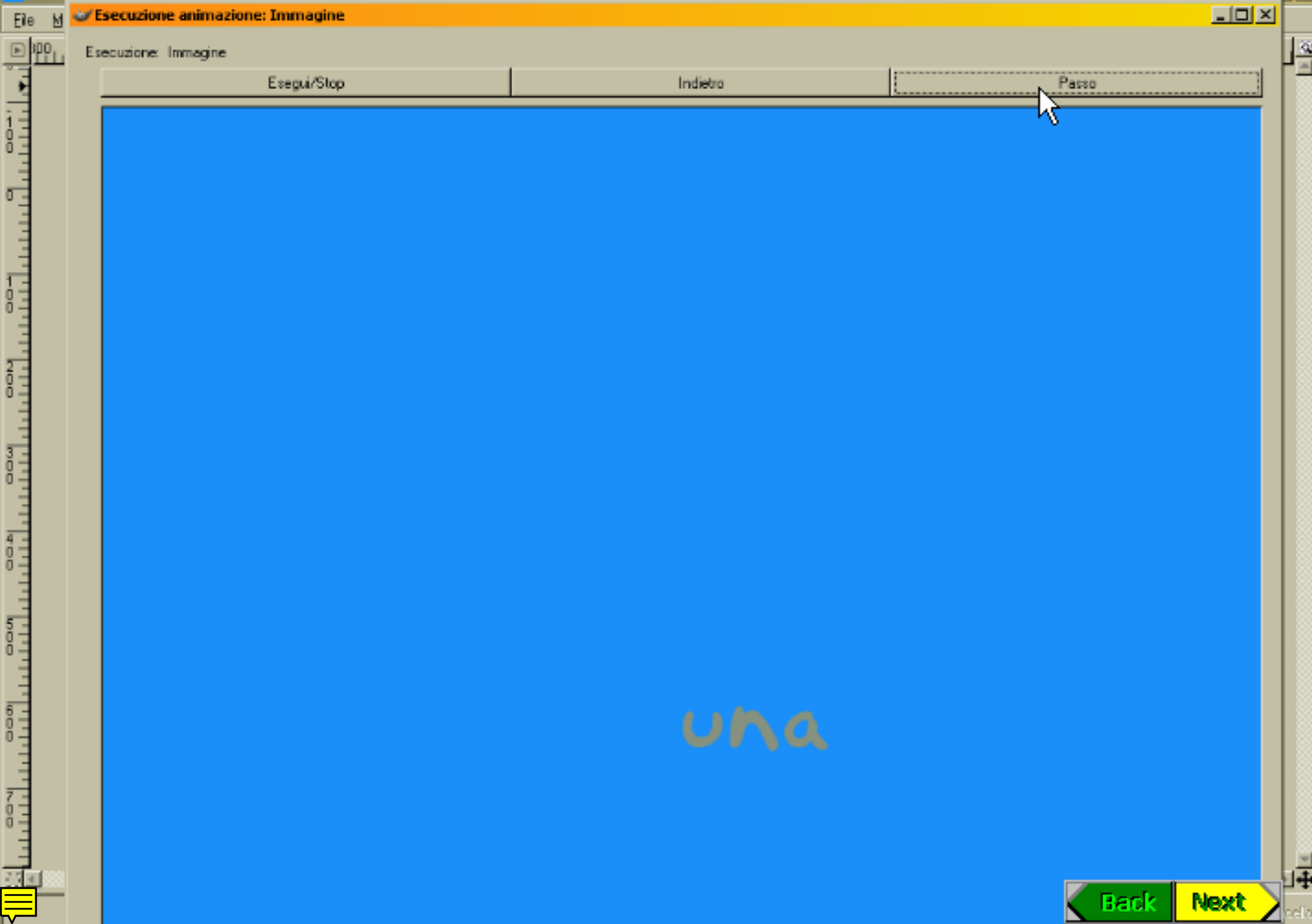
Indietro

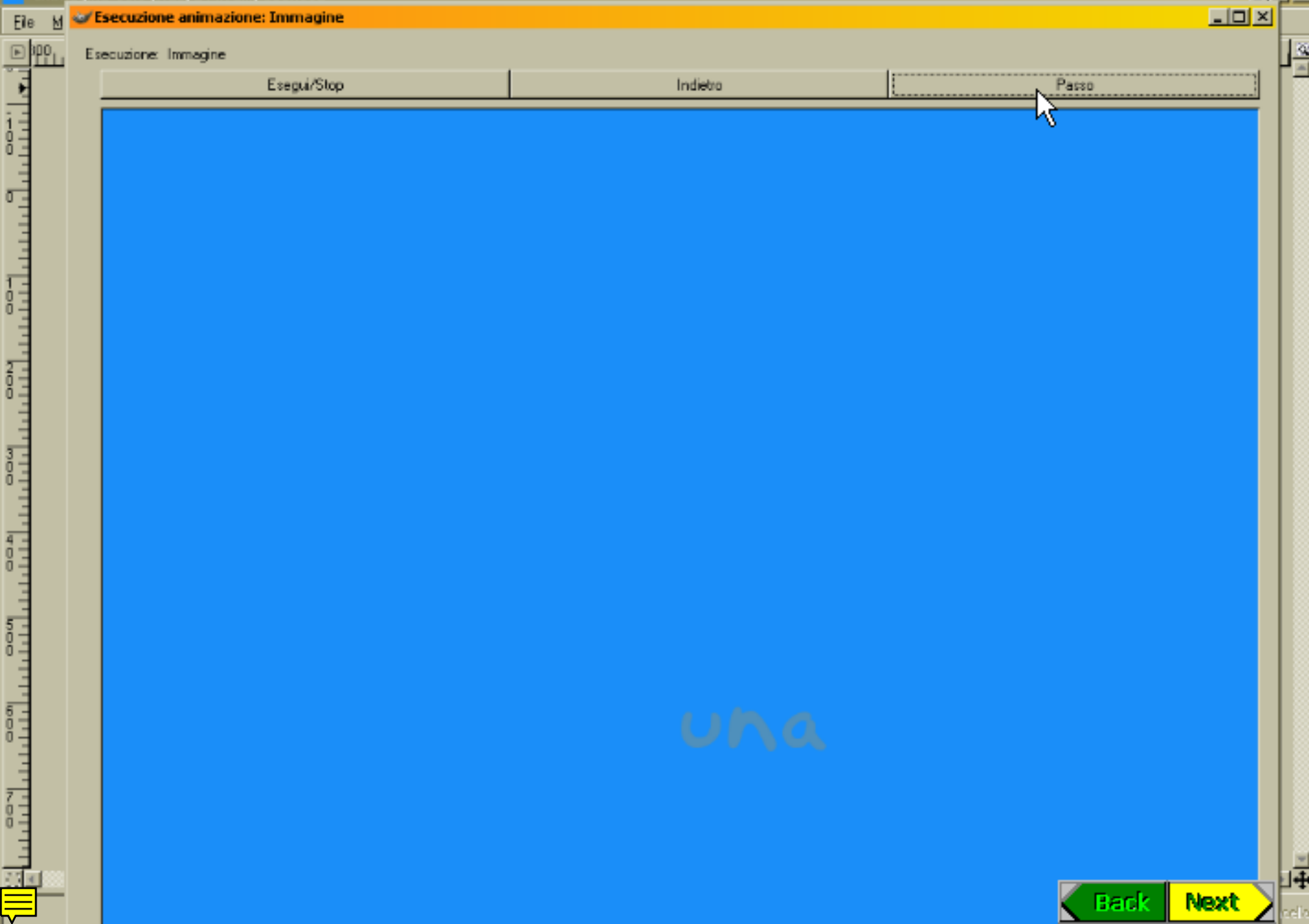
Passo

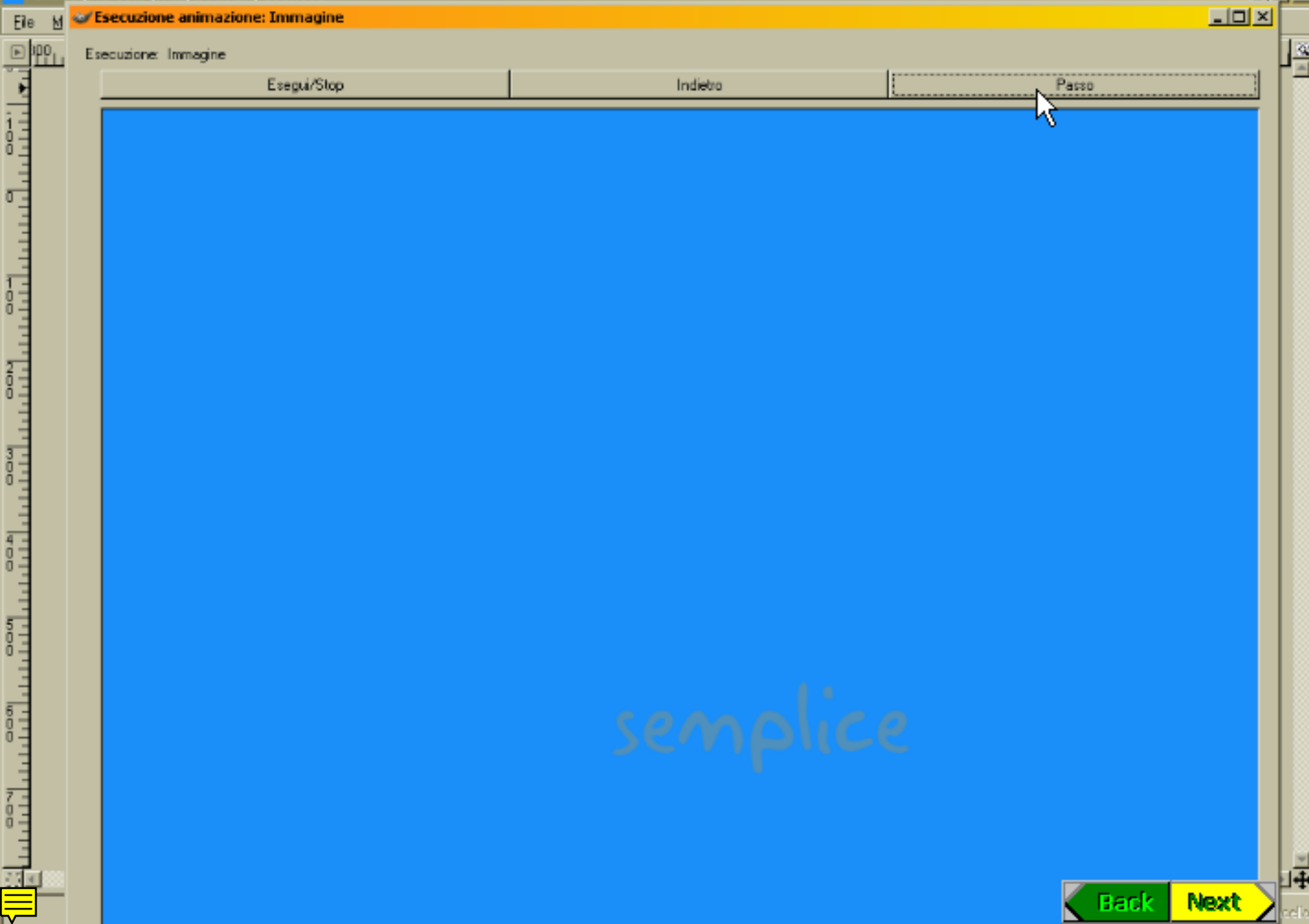
una

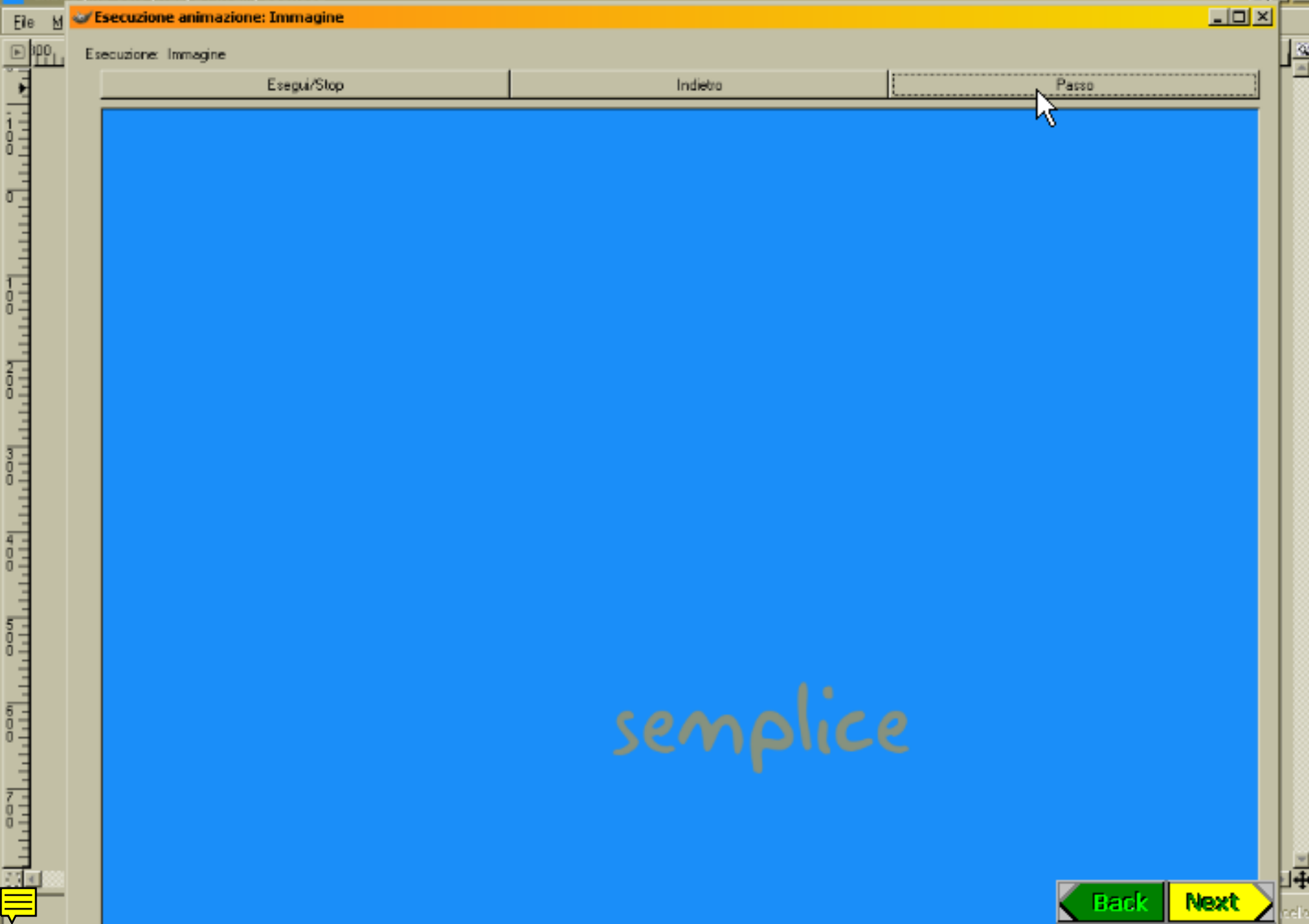
Back

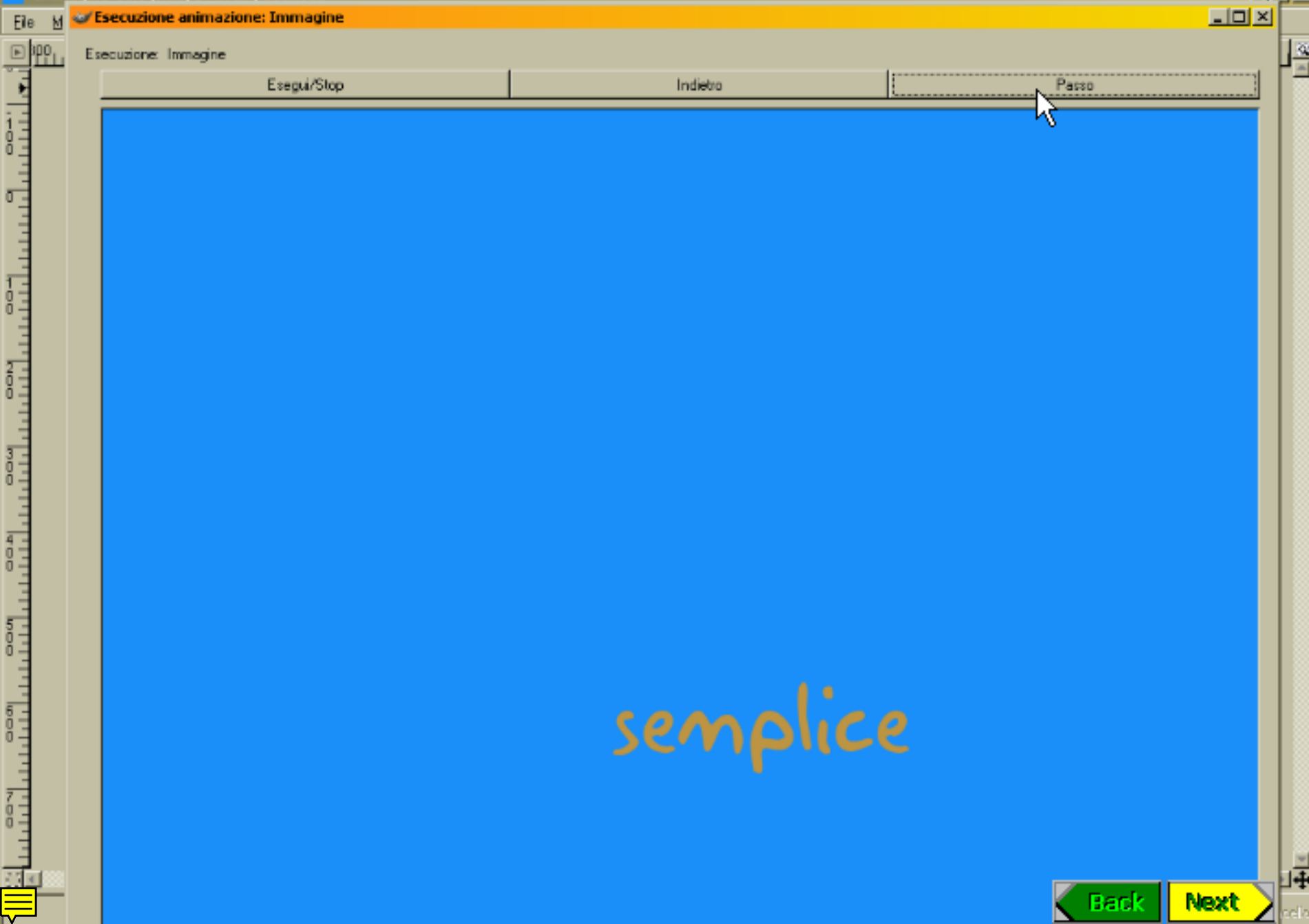
Next

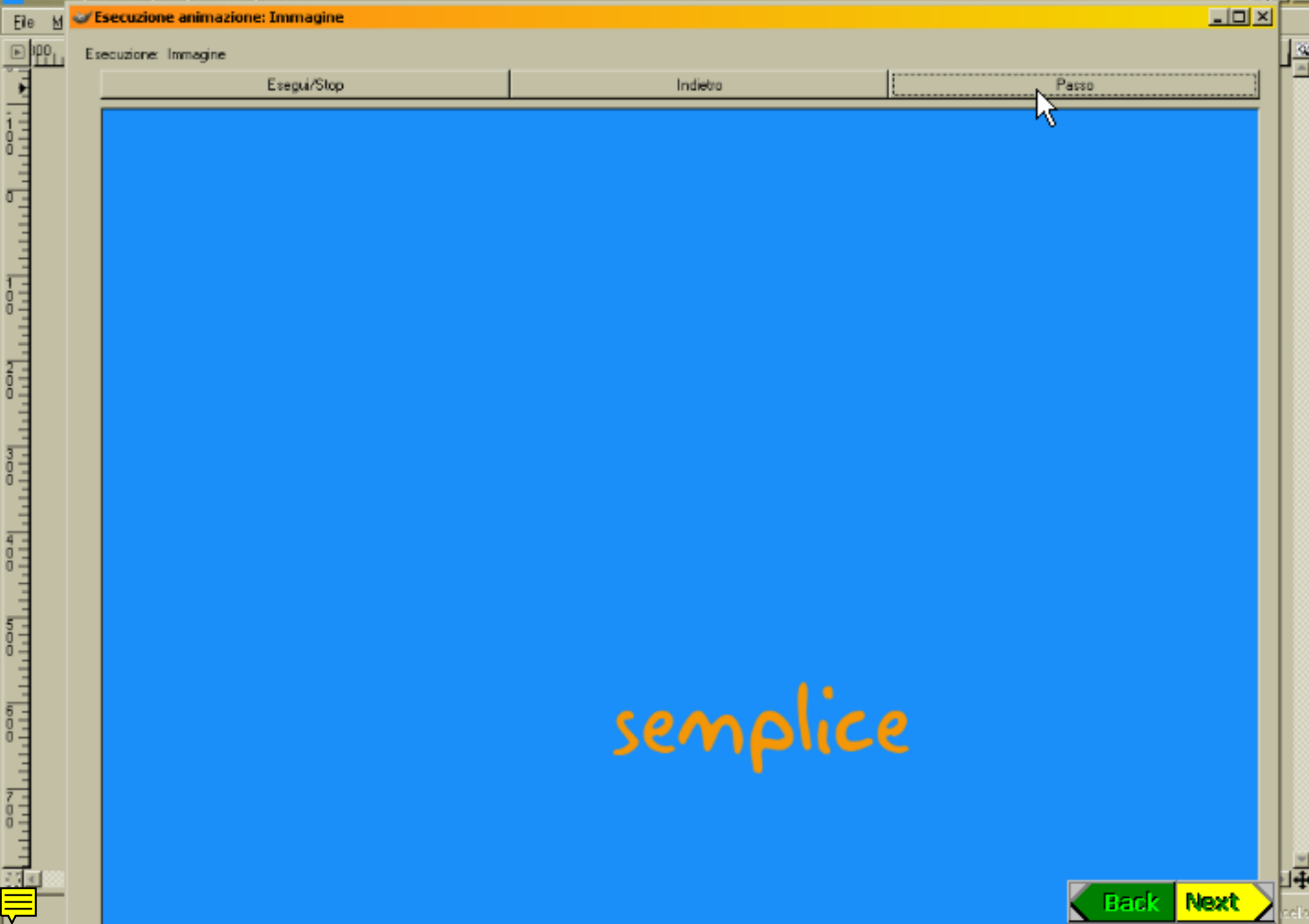


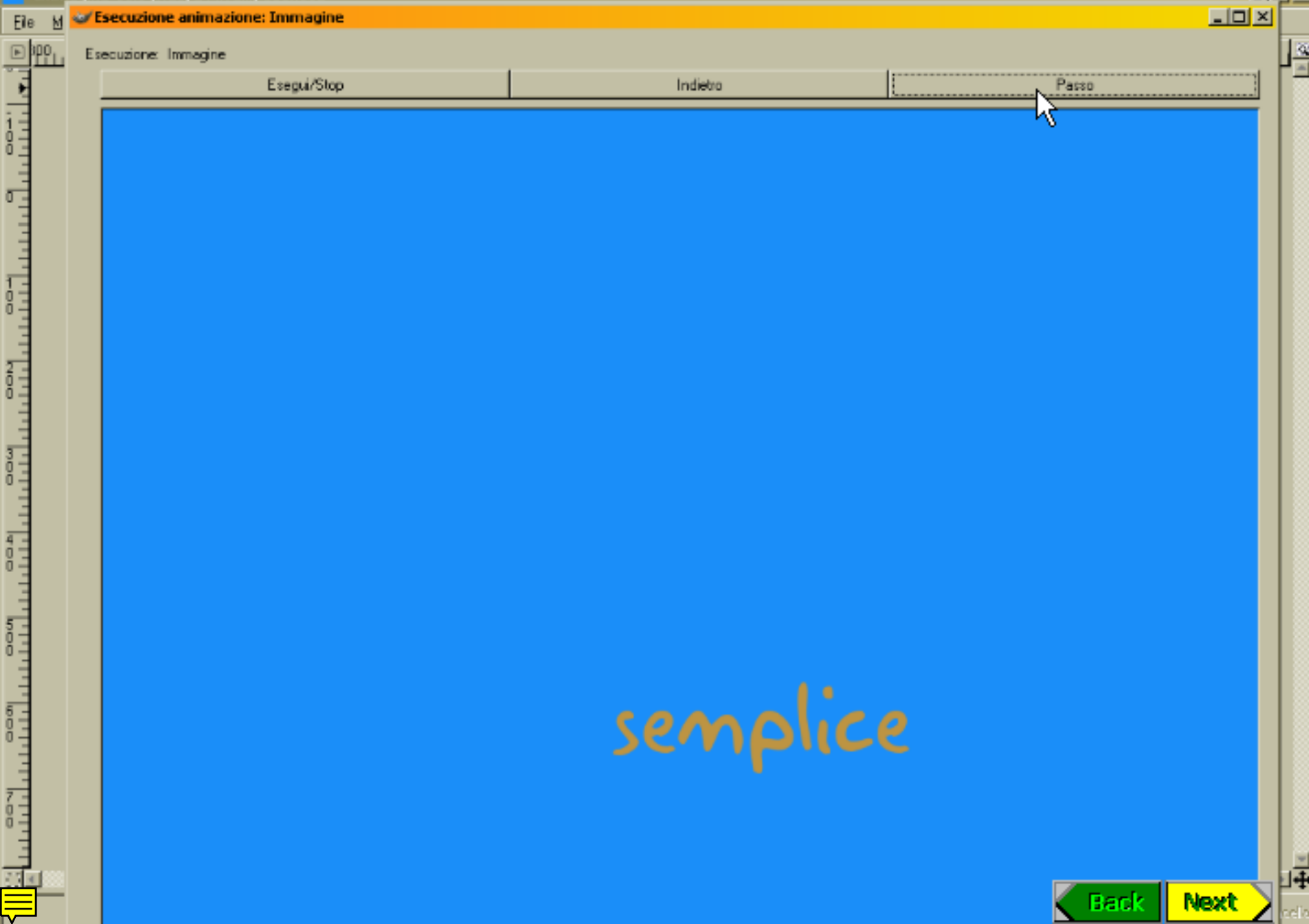


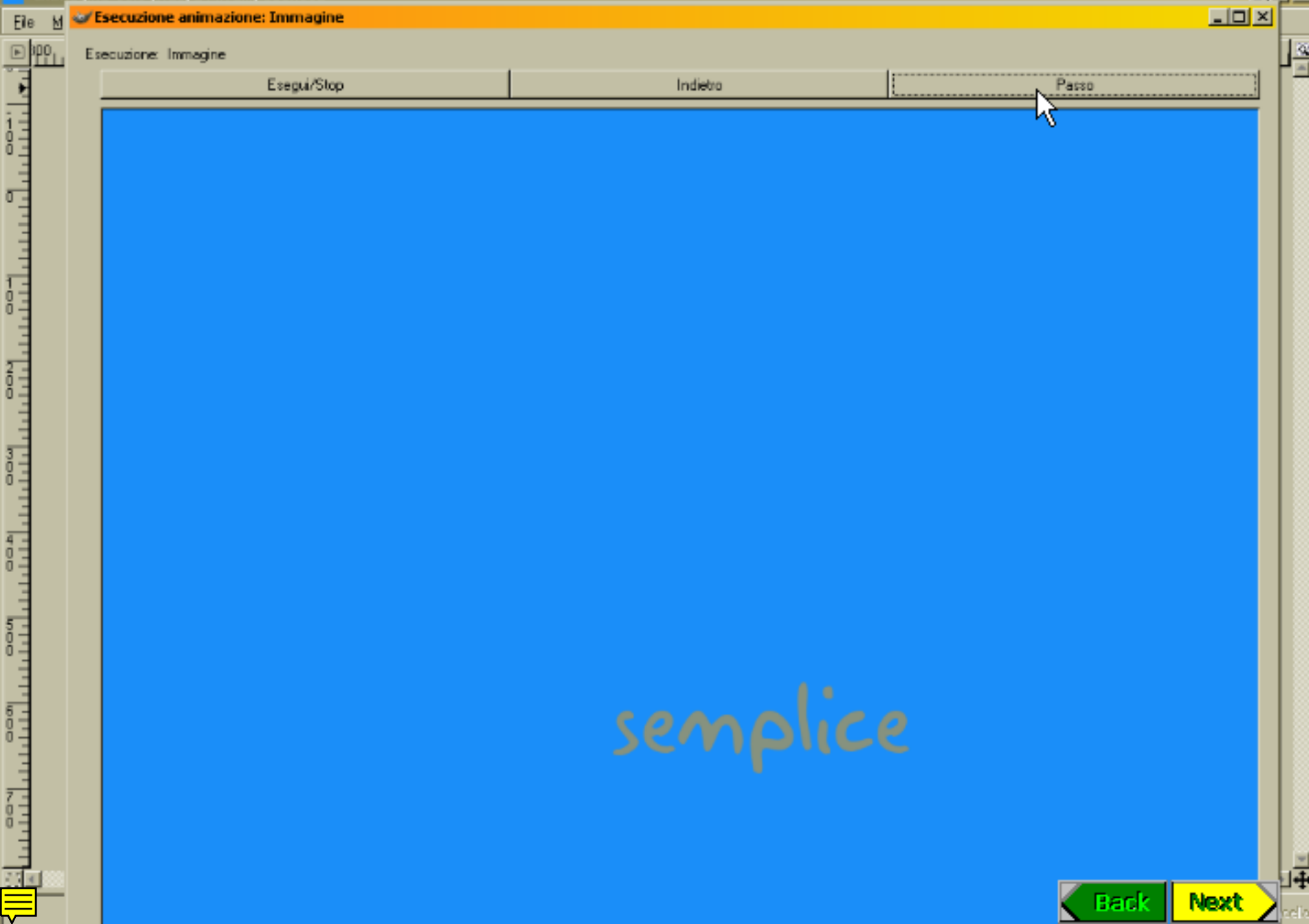


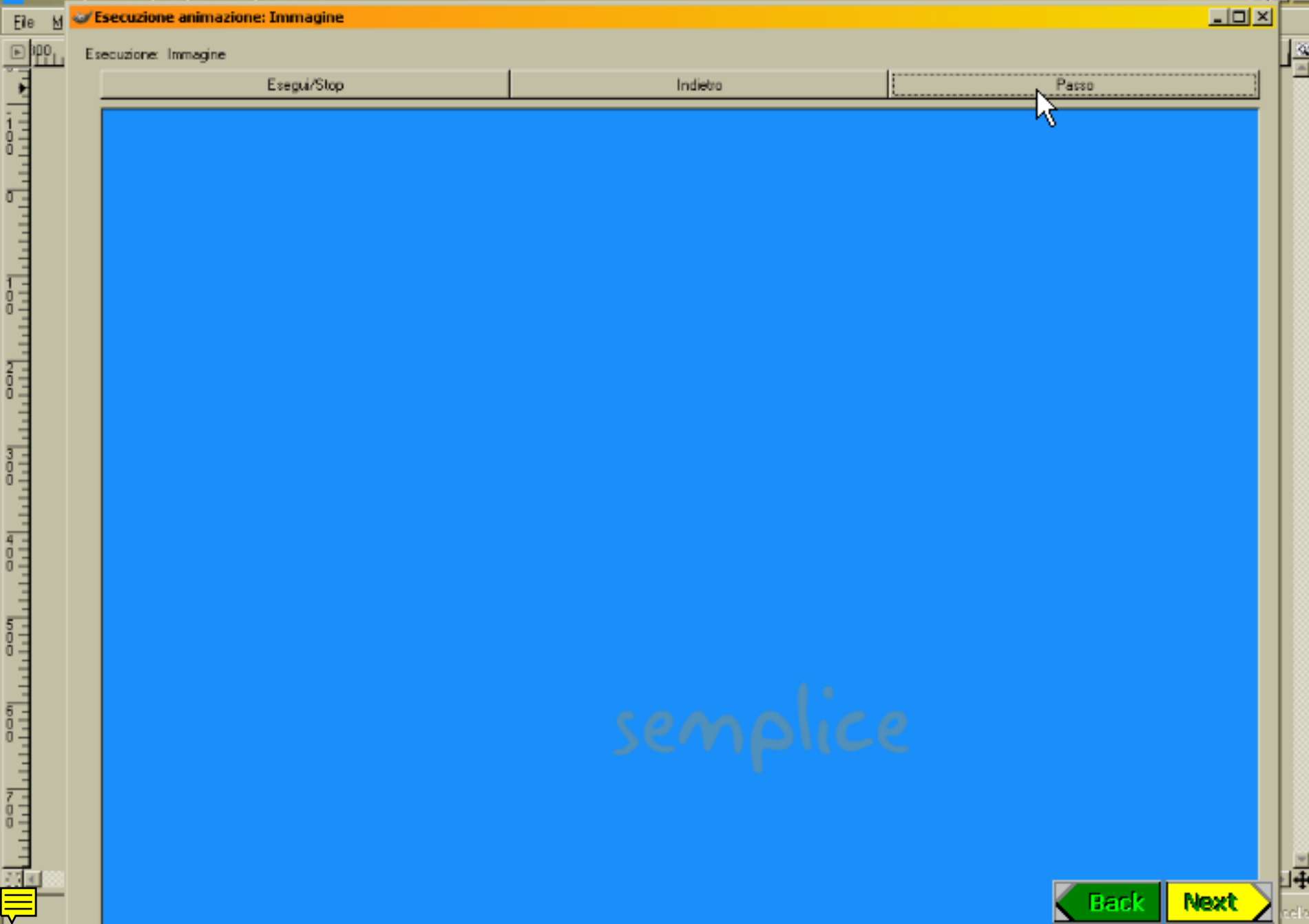


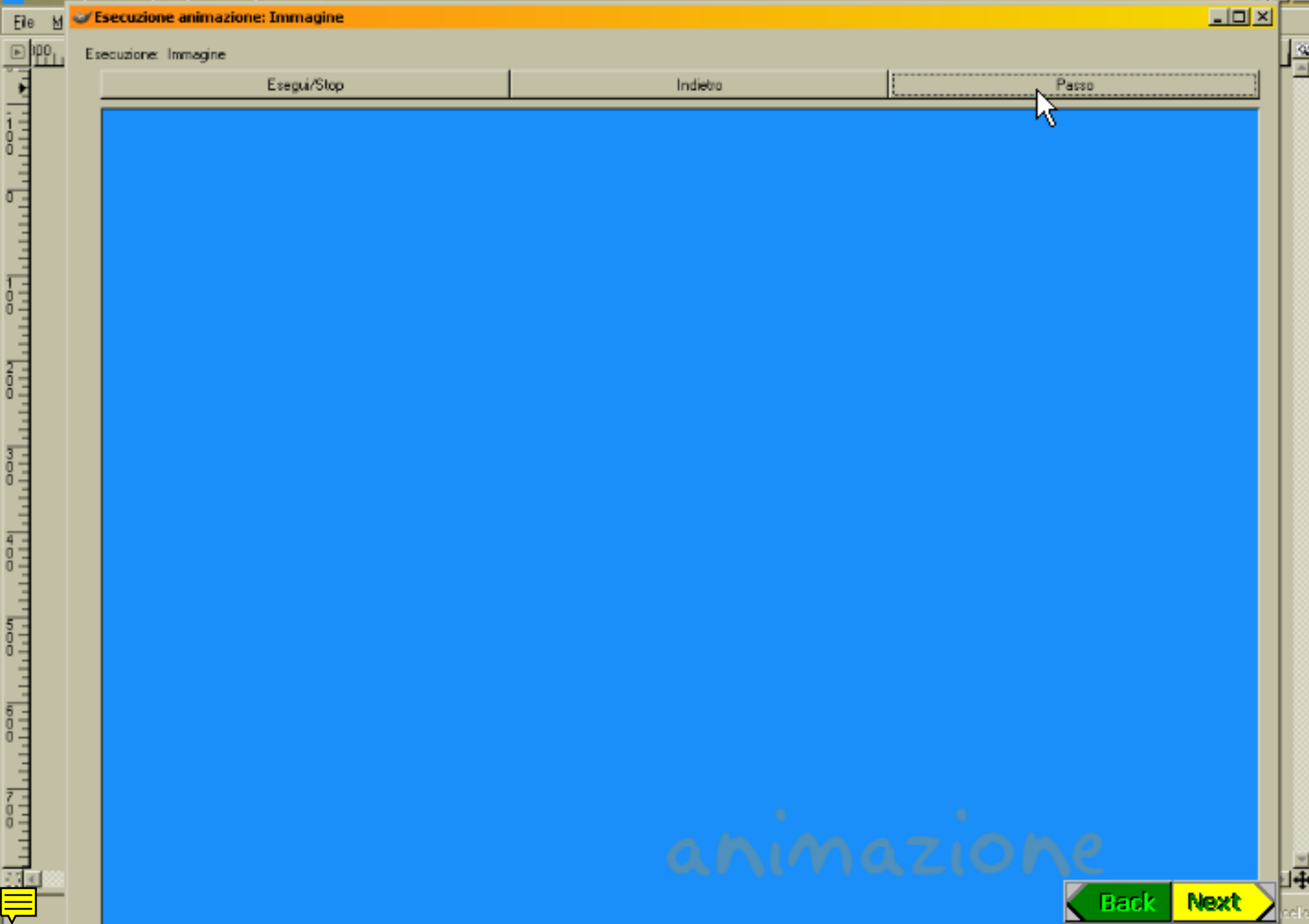


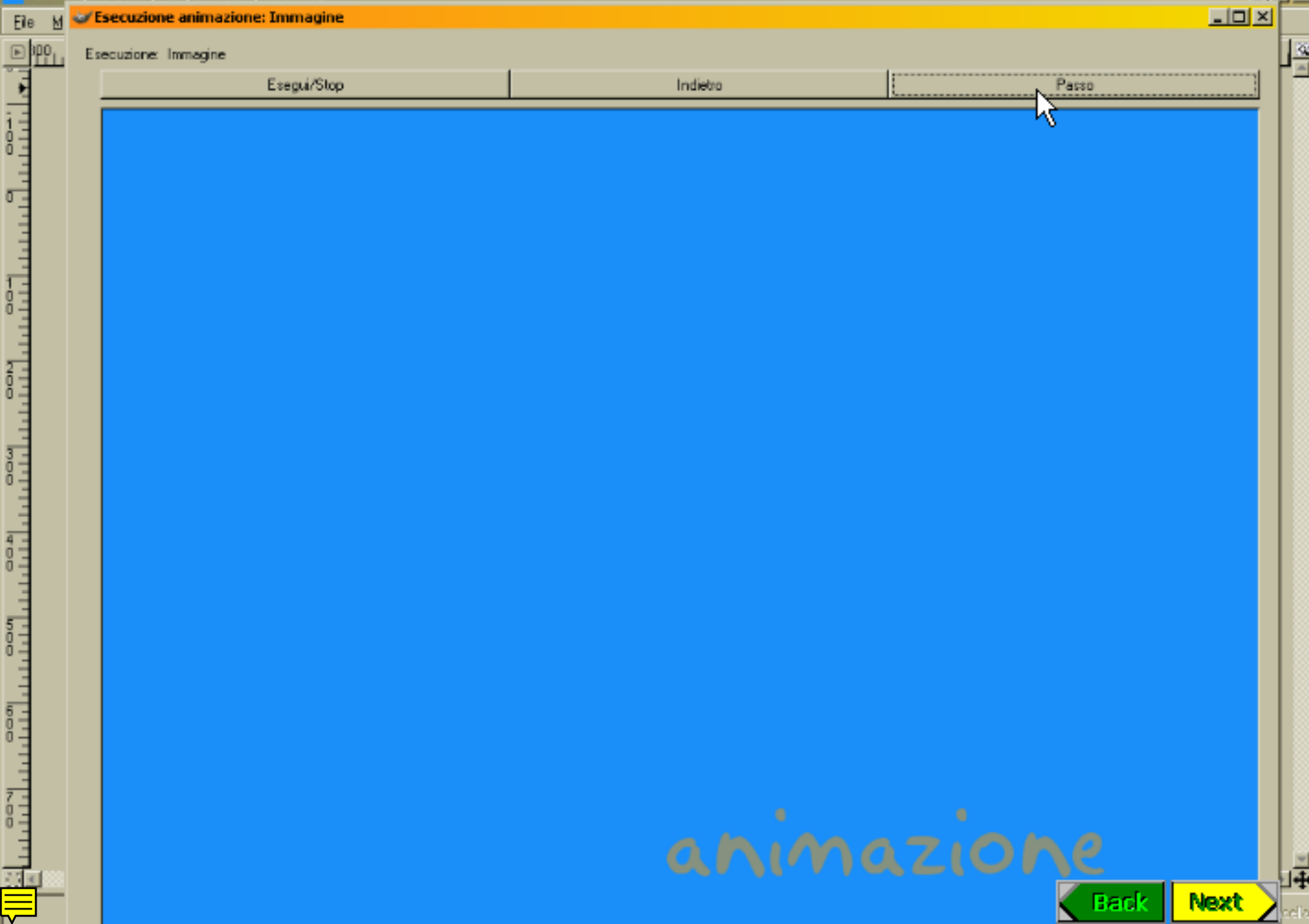


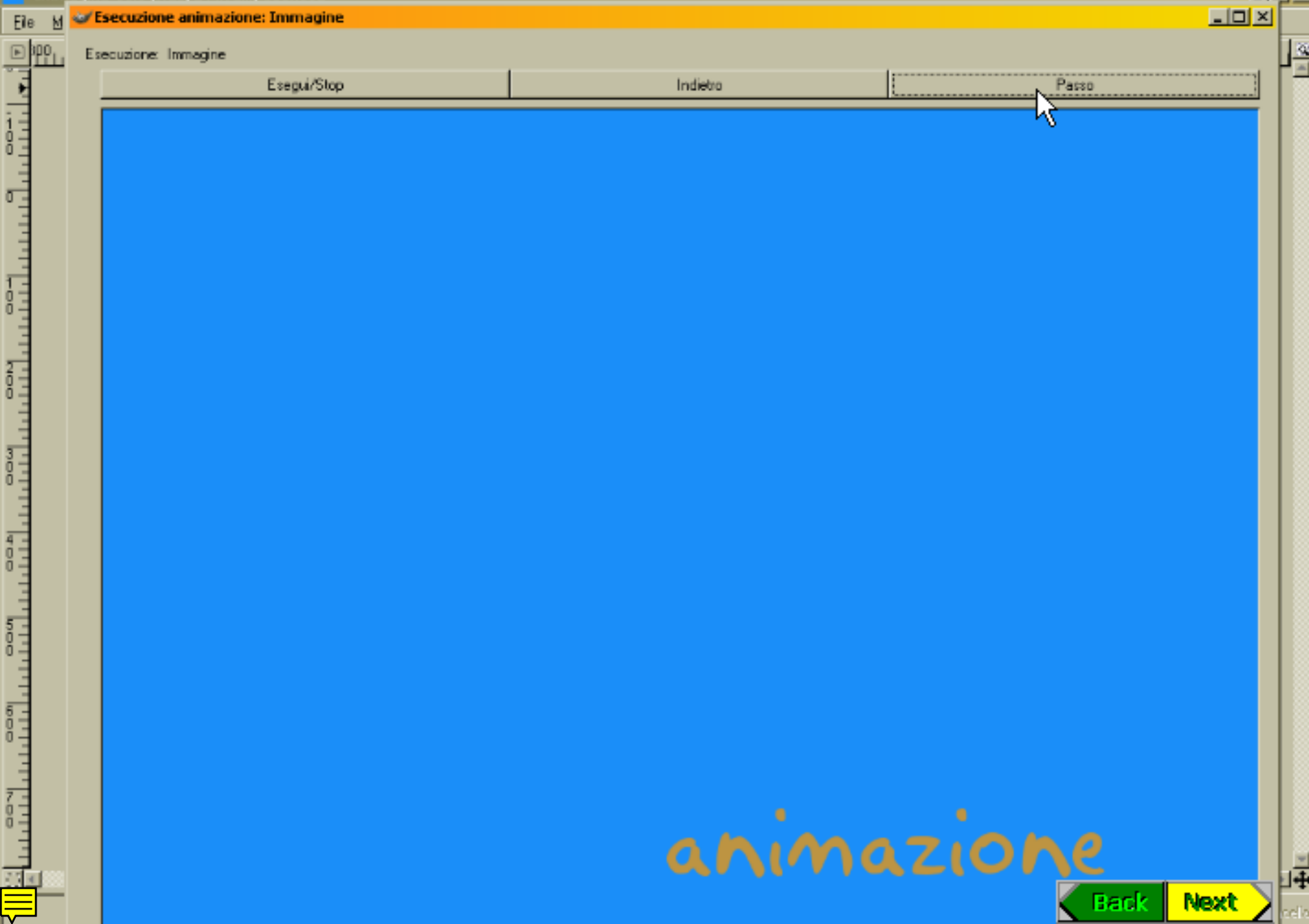


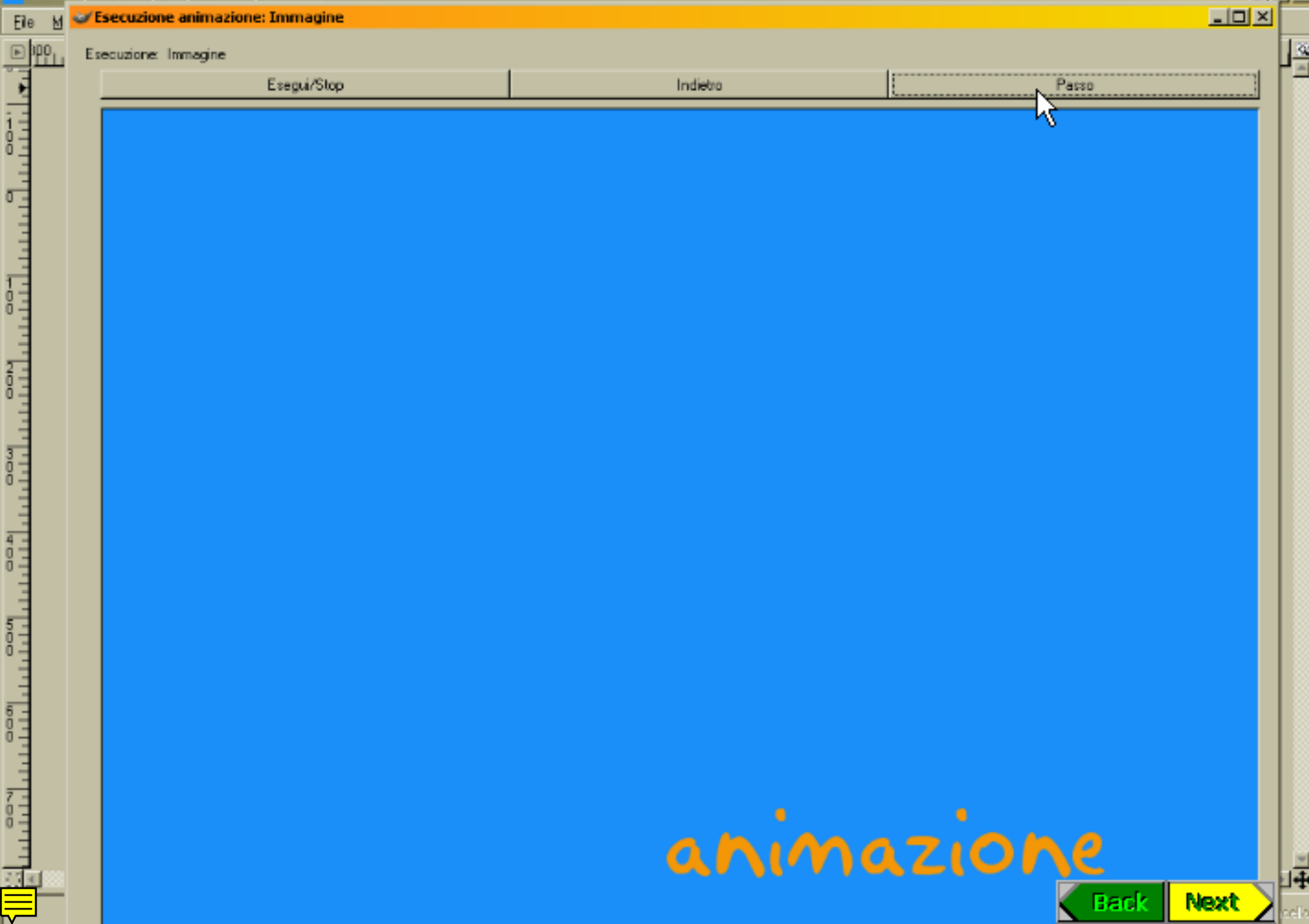


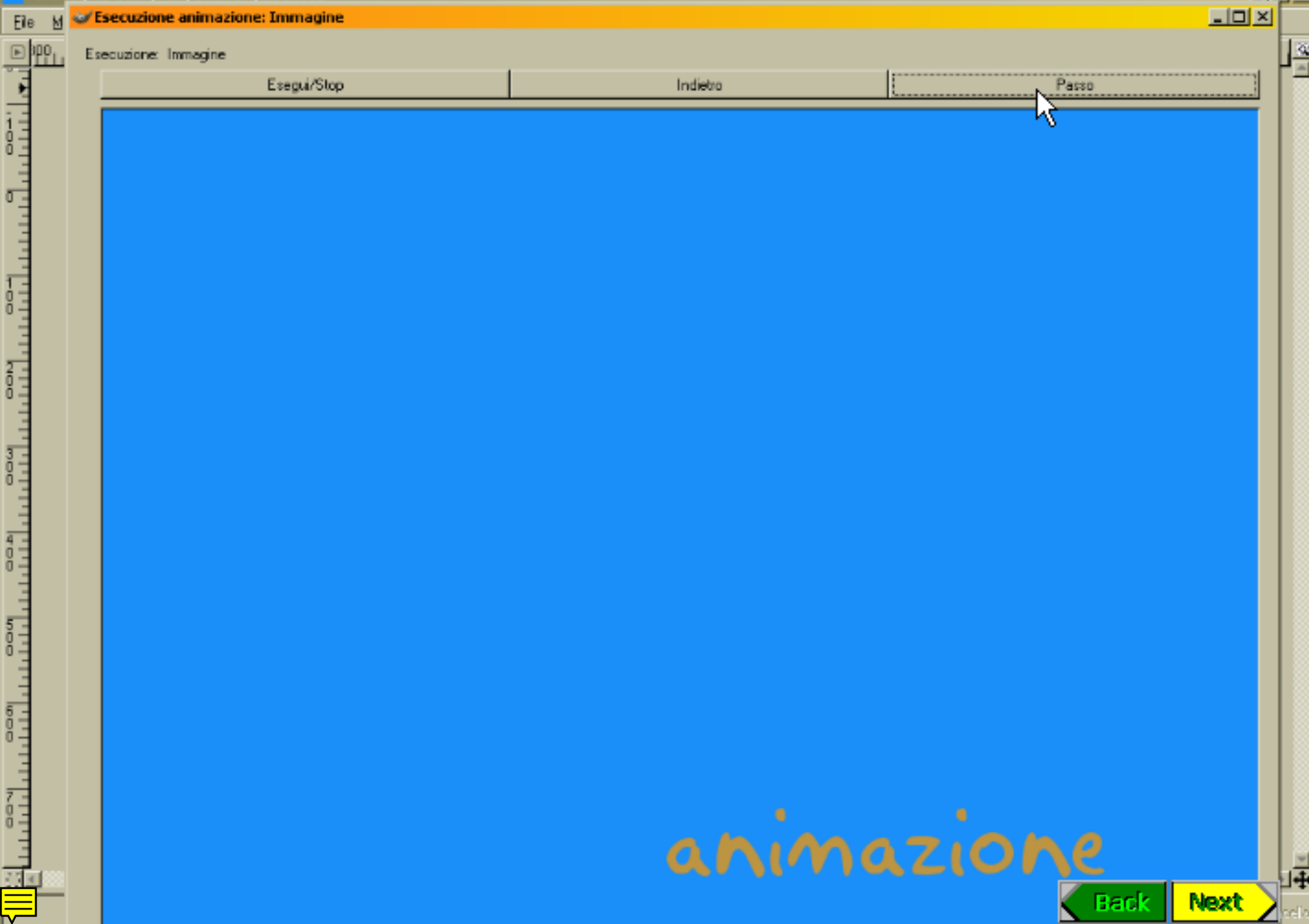


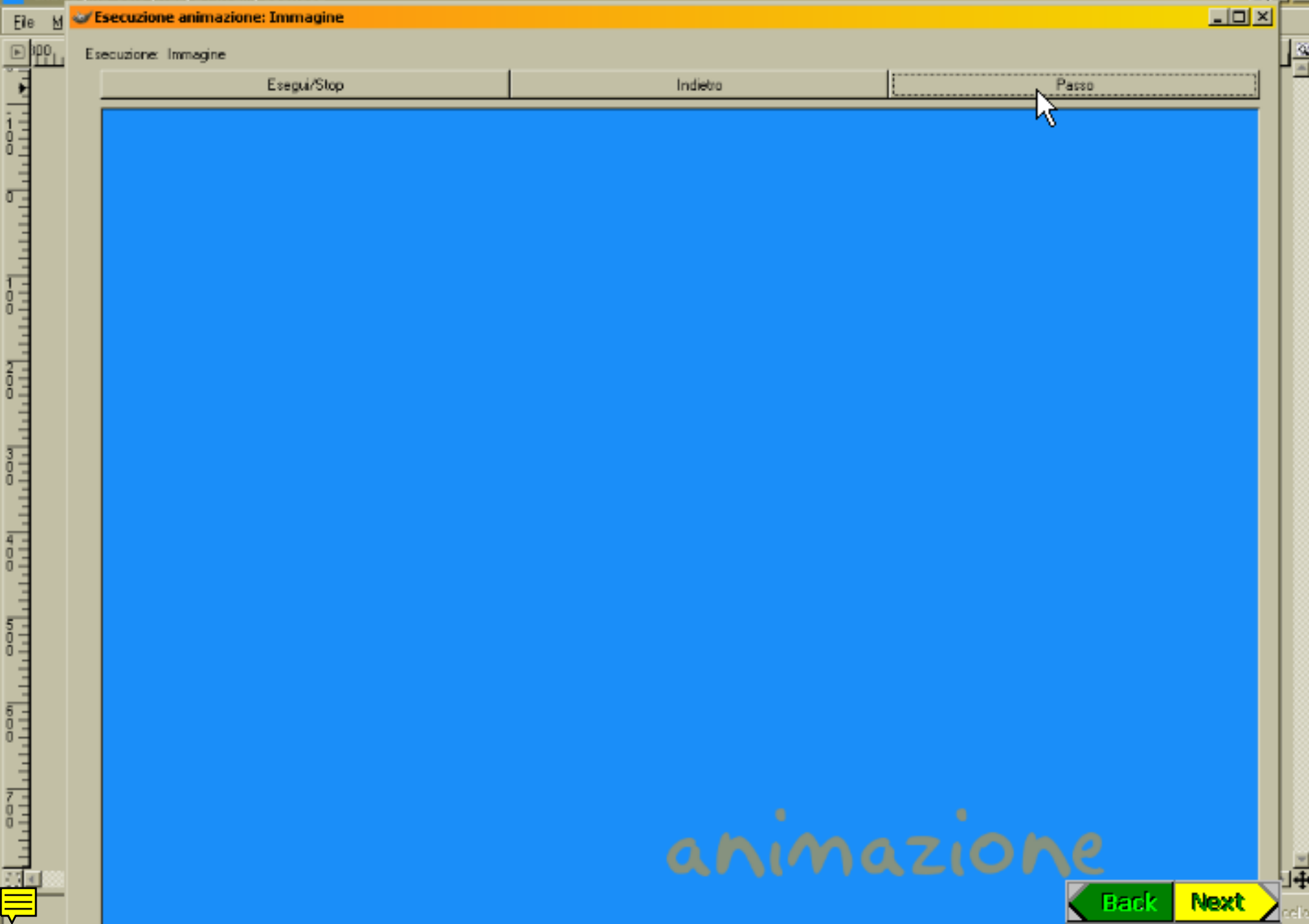












Go

-16.0 (RGB, 24 livelli) 899x652

Esecuzione animazione: Immagine

Esecuzione: Immagine

Esegui/Stop

Indietro

Passo

animazione

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