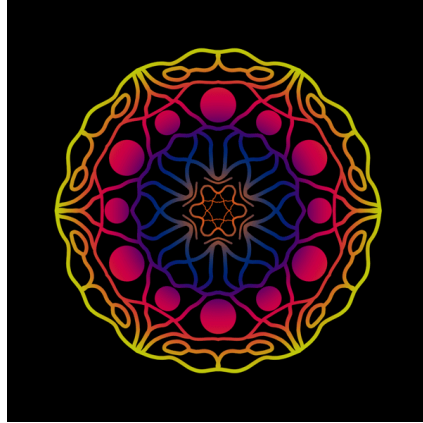


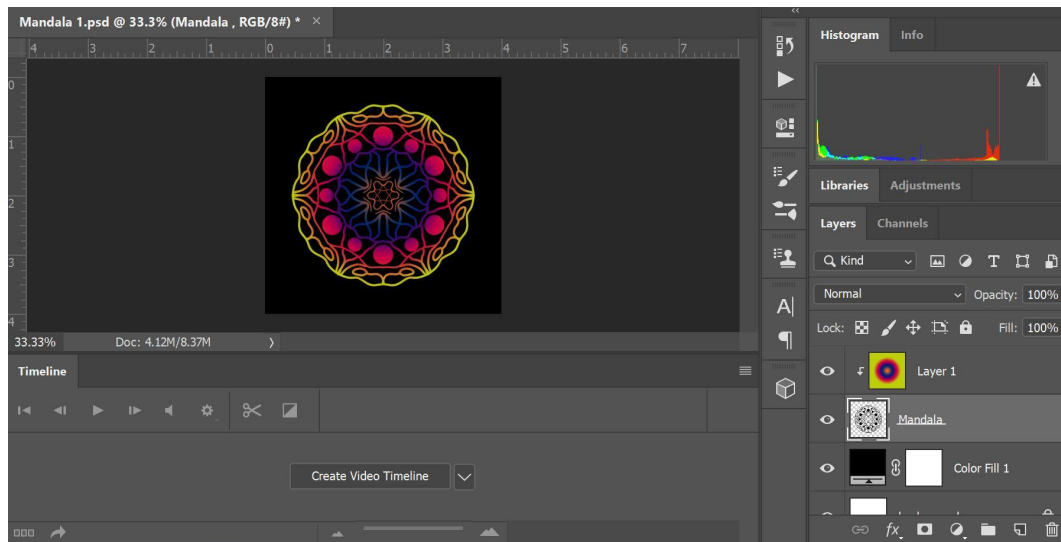
How to animate with Keyframes

Follow the steps below to animate your own mandala you created earlier, by using keyframes.

How to Video - [How to animate using keyframes!](#)



- 1) Open up the PSD of the Mandala you created earlier.
- 2) Right click on the **“Mandala”** layer and hit **“Convert to Smart Object”**. A smart object will allow you to animate it by using key frames. Keyframes will act as the brain of the animation and tell the object what to do.
- 3) At the top find **“Window”** → **“Workspace”** → **“Motion”**. This will get us ready to animate. Should look like the image below.

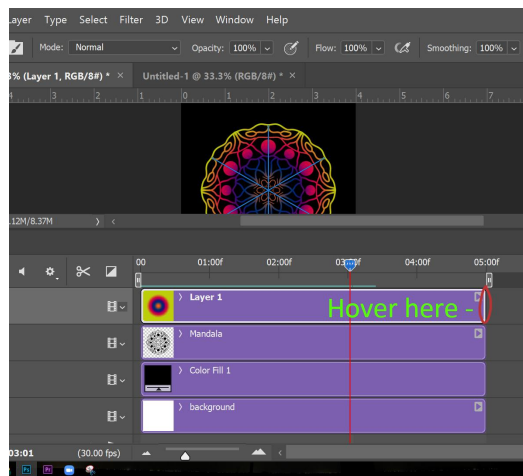


- 4) Click on the Button that says **“Create Video Timeline”**. This will make a timeline where we can start adding keyframes.

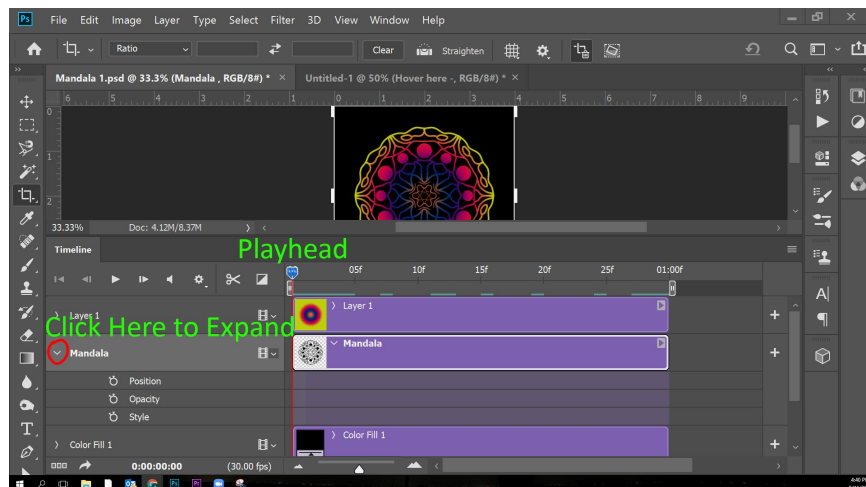
- 5) Zoom out using the slider at the bottom, so you can see the whole timeline. Should have defaulted to 5 seconds.

Just a note about framerate, Photoshop default should be 30 FPS(frames per second). More frames you have per second, the smoother the animation will run. 30 FPS is a pretty normal framerate. If you were doing traditional animation you would need 30 different “photos” to create 1 second of animation.

- 6) Hover over the end of one of the layers and you will see a bar to shorten or lengthen a layer. Drag all the layers down to 01:00f. This has shortened your animation down to 1 second.

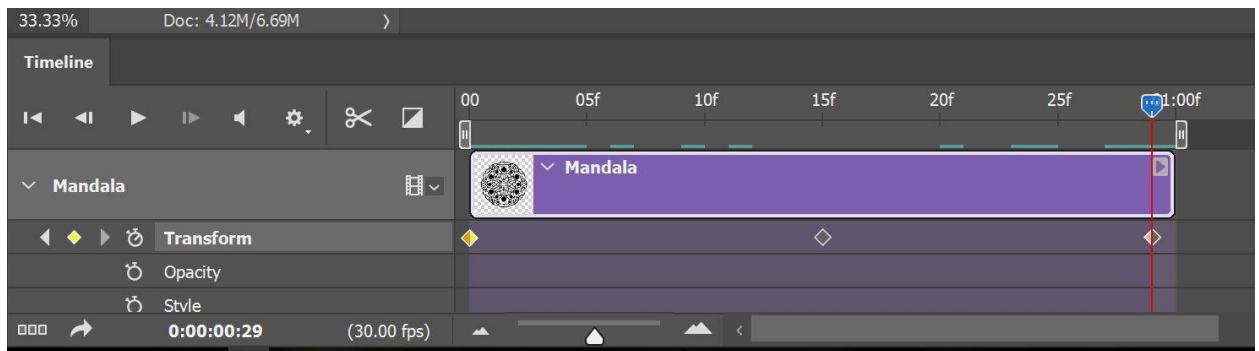


- 7) Zoom back in so you can see more of the layers in the timeline.
- 8) Hit the arrow under the “Mandala” layer to expand the layer to show more options.
- 9) Drag your Playhead(the blue shape and red line) to the start of the timeline.



- 10) Now you are ready to animate. Hit the “**Stopwatch**” next to “**Position**”. This will add a Keyframe on the time line(Yellow Diamond).

- 11) Drag the Playhead to 15f....and with the Mandala layer selected hit **Ctrl + T** (Free Transform). This will add a frame around your Mandala that will now let you resize or rotate. Hover near the outside of the top right corner and the rotate option will appear.
- 12) Rotate the Mandala so the top right corner is now in the bottom left corner. If you hold shift it will rotate at set angles. Once you have the Mandala where you want it, hit **"Enter"** on the keyboard. This will add a new keyframe to your timeline.
- 13) Drag the Playhead to the end of the Timeline. Hit **Ctrl + T** (Free Transform) and now repeat step 12 and hit enter. This will add your 3rd keyframe to your Timeline.



- 14) Try out your animation by hitting the **"Play"** button in the timeline. If you did this correctly you should have a spinning mandala!

