

Lab 3

Copy your lab1 folder, and call the copy lab3

- Using Microsoft Paint, modify your basketball gif to form an animated version of the ball bouncing
- Open Paint, then use File\Open to open ball.bmp
- Use Image\Attributes to make the image 200 pixels tall
- Use Fill with color tool to match the new area to the existing background
- Use File\Save As to name this new file lab3a.gif
- Use the rectangular selection tool to move the ball to the bottom of the image
- Use Fill with color tool to match the blank area to the existing background
- Use File\Save As to name this new file lab3b.gif
- Browse to your lab3 folder
- Open unFREEz
- Drag lab3a.gif and lab3b.gif into the unFREEz window
- Choose Create Animated .gif
- In the File\Save As window, name this new file lab3ani.gif
- Right click lab3ani.gif, and choose Preview to see how the image looks
- Zip the lab3 folder, rename it to yourname-lab3.zip and submit in the D2L Lab 3 dropbox

Answer the following questions

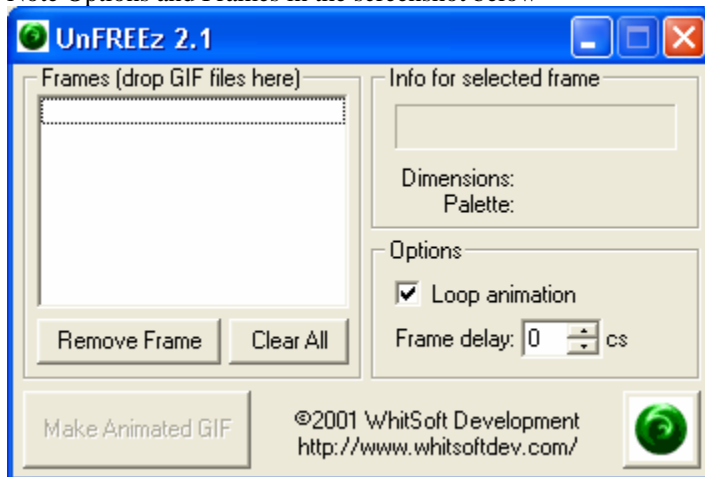
True or False

An animated file is actually several image files stored together, being displayed one at a time.

a) true b) false

The following questions are based on the unFREEz program

Note Options and Frames in the screenshot below



True or False

When an animated gif is created, you can control if the animation goes through each image and then quits at the end, or if it will constantly loop through the images

a) true b) false

True or False

Frame delay is controlling how how fast or slow the animation is... unFREEz allows you to control Frame delay

a) true b) false

True or False

The final product of unFREEz is a gif, so you can only drag in gif files to unFREEz for animation

a) true b) false

You _____ add sound to an animated gif

a) can b) cannot

True or False

Since the animated gif file is made of many individual gifs, the more individual files included, the larger the animated file will be.

a) true b) false