

Techniques for enhancing small web graphics for DV

Often when you attempt to enlarge small images found on the web, you encounter jpeg compression artifacts (blurry, pixilated areas). The more you increase the image or zoom in on it using the Ken Burn's effect, the more the artifacts become. Aside from only choosing large images (720 x 480 or greater) there are a few things in Photoshop you can do to alter the image so you won't see the artifacts.

- Have the graphic occupy a small portion of the total frame.
- Bring in other images to montage with it.
- Use the clone stamp tool to subtly repeat areas of the image.
- Resize the image or layer and then apply a filter to the image. The filter will be generated at the new larger image size.
- Desaturate the image. Turning color images into black and white can hide often banding around shifts in color values.

Techniques for using Photoshop for animation

1. Create a new layer for each stage of the animation. Remember you can use video transitions (like cross dissolve) in iMovie between each still image.
2. Test your animation: order your layers in a way that's easy to test out the animation by hiding and making visible the layer sequence.
3. Set the visibility of the layer for the frame you want to save.
4. Go **File > Save As**
5. Name your file (giving it a numbered sequence can help you later in iMovie) and specify a location. Creating a separate folder for the animation can save you time down the road.
6. Uncheck **Layers** in the Save As window and hit save