

How to configure Photoshop to work with action

- **Make sure you are using the English version of Photoshop.**

- **Use the RGB Mode and 8 Bits color.**

To check these settings, go to Image ----> Mode and check the “RGB color” and “8 Bits/Channel”.

- **Make sure that the option “Add ‘copy’ to Copied Layers and Groups” and “Use Default Masks on Fill Layers” is turned on.**

On the “LAYERS” panel, click on the menu icon, go to “Panel Options...”

and check that the “Add ‘copy’ to Copied Layers and Groups” is turned on. “Use Default Masks on Fill Layers” is turned on.

Image size

- **For the good quality output, it is recommended to use photos in the range of 1000px - 2500px.**

How to install the action

1. Double click on "Animated Grime Art.atn" file to load it inside Photoshop CC.

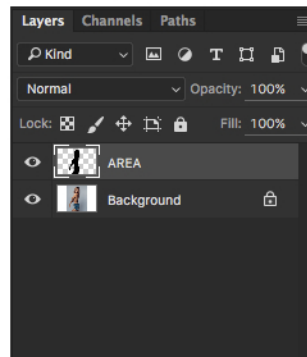
How to install the pattern

1. Go to Edit ----> Preset Manager.
2. Choose “Patterns” from the Preset Type drop-down menu.
3. Press the Load button on the right.
4. Locate your “Drip Frames” Photoshop pattern file in your computer (it should have a file extension of .pat).

How to use the action

1. Be sure your photo layer is set as the “Background” locked layer; (Layer ----> New ----> Background from Layer)
2. Create a new layer and name it "AREA" (uppercase letters)
3. Paint on the layer the area that you need to focus on. Tip: use Pen Tool (P) in “shape” mode to make perfect area masks.
4. Click play on the action selected in the action panel, and follow the instructions.. (Window ----> Actions)
5. After action finished, you can change the drip “COLOR”.
6. Paint with a brush on “REVEAL OUTLINES” mask to bring back original details on the photo, or hide unwanted parts of the design.
7. After action finished, go to the timeline (Window -> Timeline) and click play (top-left of the panel) or press space on keyboard to see the animation.

Only two layers before action play




Playback options

- You can save the file as normal image, animated gif or video.

Go to the timeline (Window -> Timeline) and click play (top-left of the panel) or press space on keyboard to see the animation.

The first playbacks of the animation will be slow because Photoshop needs to cache the newly generated information.

You can set the timeline of Photoshop in looping mode, to do it click this little icon  at the top-right of the panel, then select “Loop Playback”.

Exporting

- You can save the file as normal image, animated gif or video.
- To save a static image go to menu File -> Save As, remember to position the timeline cursor on the frame you want to export.
- if you want to save an animated GIF go to menu File -> Save for Web
Standard export settings setup will be:

TYPE: Gif
PALETTE: Perceptual 256
DITHER: Diffusion 100% (lower dither = lower file size, but less quality)
TRANSPARENCY: Yes
LOSSY: 10 (higher lossy = lower file size, but less quality)
LOOPING OPTION: Forever

- For exporting a video go to menu File -> Export -> Render Video. Select the folder where to save the video and then select format and preset, try these two:
 - H.264 with High quality Preset, it'll be a nice quality video and the size will be very low
 - QuickTime with Animation High Quality, it'll be a very good quality video, the file size will be higher