

GUIDA INTERATTIVA di Microsoft GIF Animator

*****BENVENUTI!!!*****

**Con questo programma puoi
usare qualsiasi file con
estensione .gif per creare e
modificare animazioni che puoi
salvare e utilizzare nel tuo web
browser o in altre applicazioni.**

**Clicca sul pulsante NEXT per
iniziare...**

Next 



SOMMARIO - BARRA DEGLI STRUMENTI

1. Utilizzo del pulsante 'APRI'
2. Utilizzo del pulsante 'NUOVO'
3. Utilizzo del pulsante 'SALVA'
4. Utilizzo del pulsante 'INSERISCI'
5. Utilizzo del pulsante 'SALVA CON NOME'
6. Utilizzo del pulsante 'COPIA'
7. Utilizzo del pulsante 'INCOLLA'
8. Utilizzo del pulsante 'TAGLIA'
9. Utilizzo del pulsante 'ELIMINA'
10. Utilizzo del pulsante 'SELEZIONA TUTTO'
11. Utilizzo dei pulsanti 'VAI SU/GIU'
12. Utilizzo del pulsante 'ANTEPRIMA'
13. Utilizzo del pulsante 'AIUTO'

 Back

Next 



SOMMARIO - TABELLA DELLE OPZIONI

1. Comandi della tabella 'OPZIONI'

La tabella Opzioni, permette di specificare quale tavolozza GIF Animator usa per dipingere le immagini all'interno dell'animazione e come sono rappresentati i colori nell'immagine salvata.

2. Comandi della tabella 'ANIMAZIONE'

La tabella Animazione provvede a controllare le dimensioni, la durata, e la trasparenza delle caratteristiche di un'animazione.

3. Comandi della tabella 'IMMAGINE'

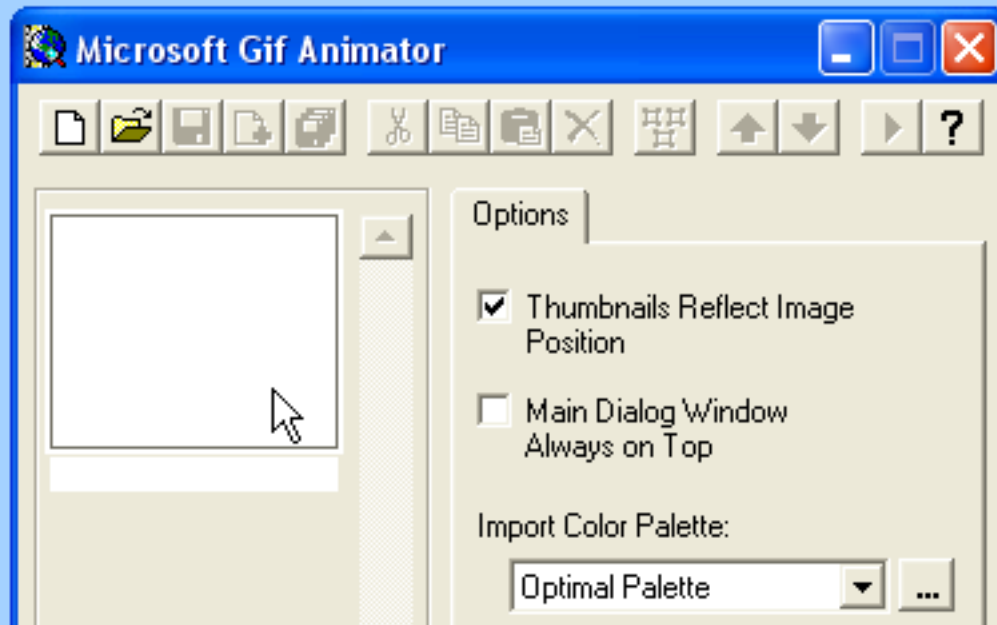
La tabella Immagine provvede al controllo delle caratteristiche delle singole immagini all'interno di un'animazione.

 Back

Next 



Come visualizzare la finestra attiva...



All'apertura del programma la schermata permetterà di utilizzare solo alcuni pulsanti e la tabella delle Options.

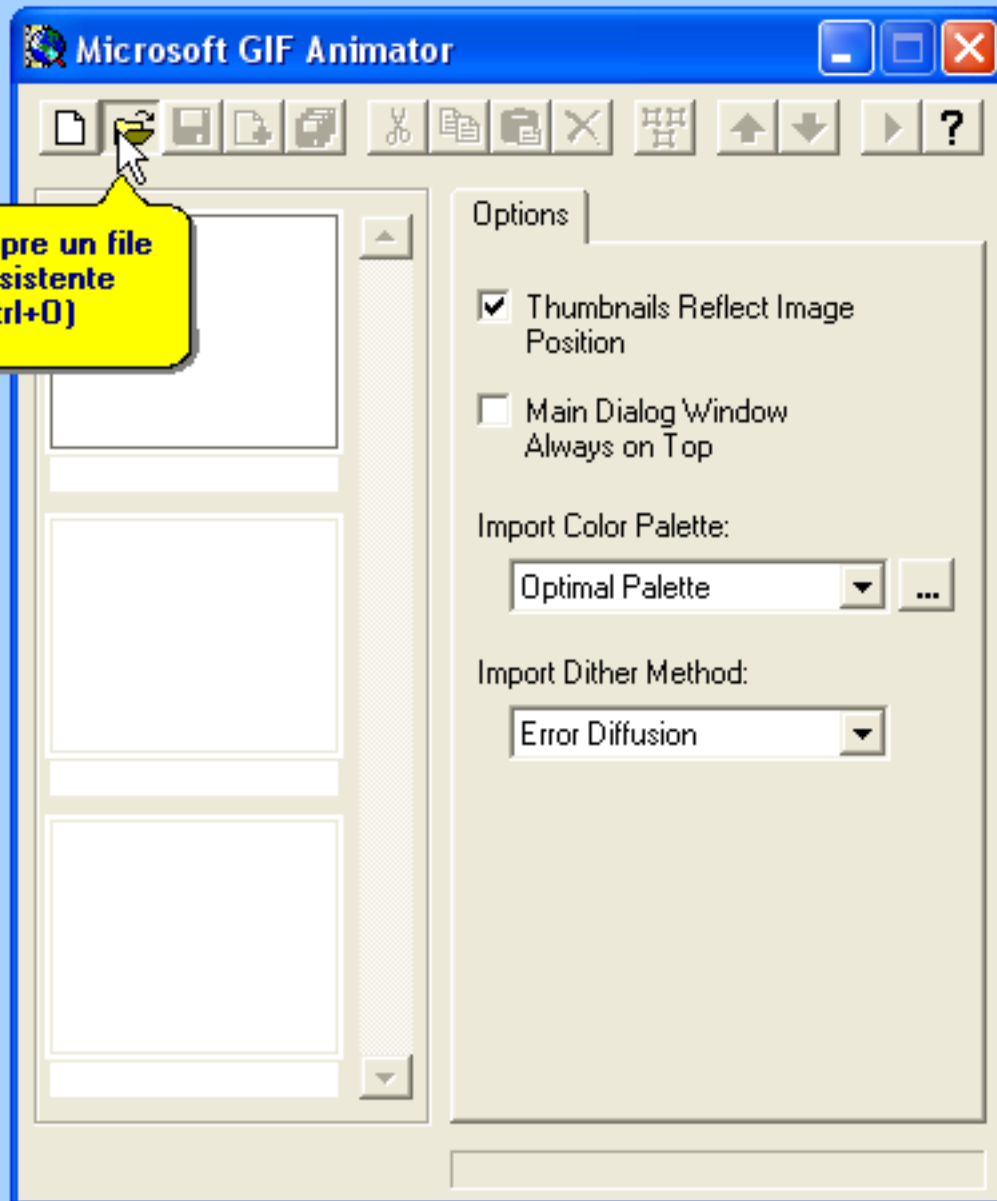
Per visualizzare la finestra attiva di GIF Animator bisogna aprire un file esistente con estensione .gif

 **Back**

Next 

1. Utilizzo del pulsante 'APRI'

**APRI: apre un file
già esistente
(ctrl+O)**

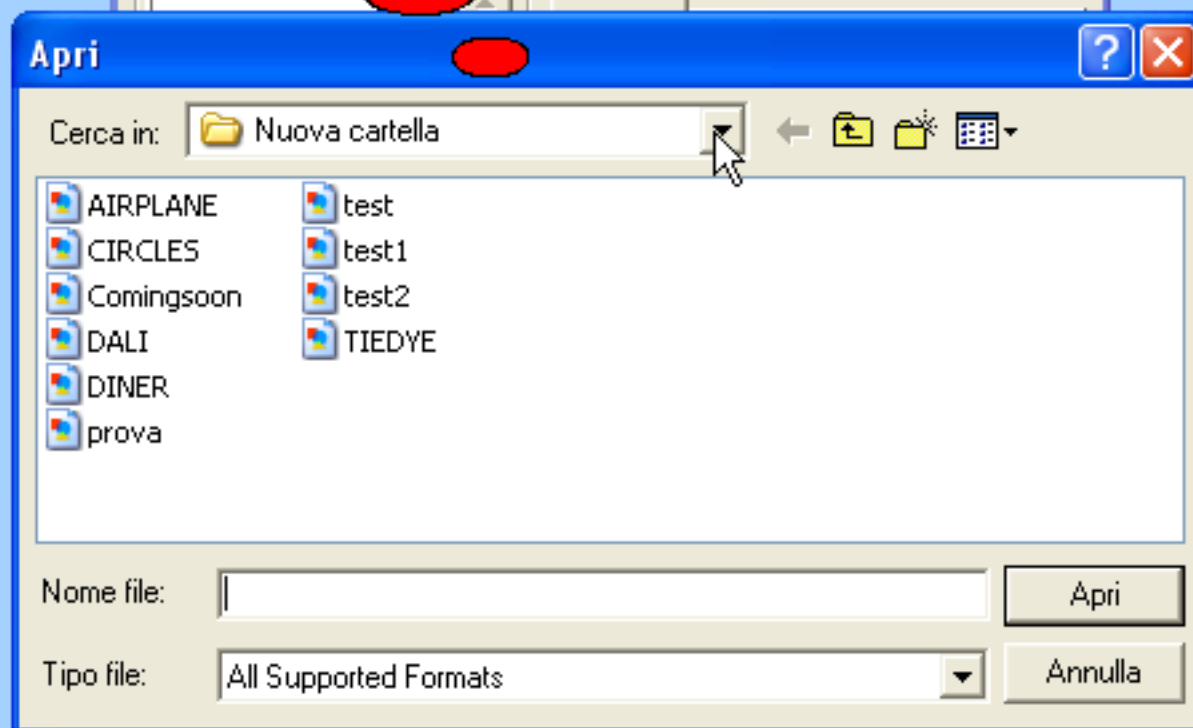


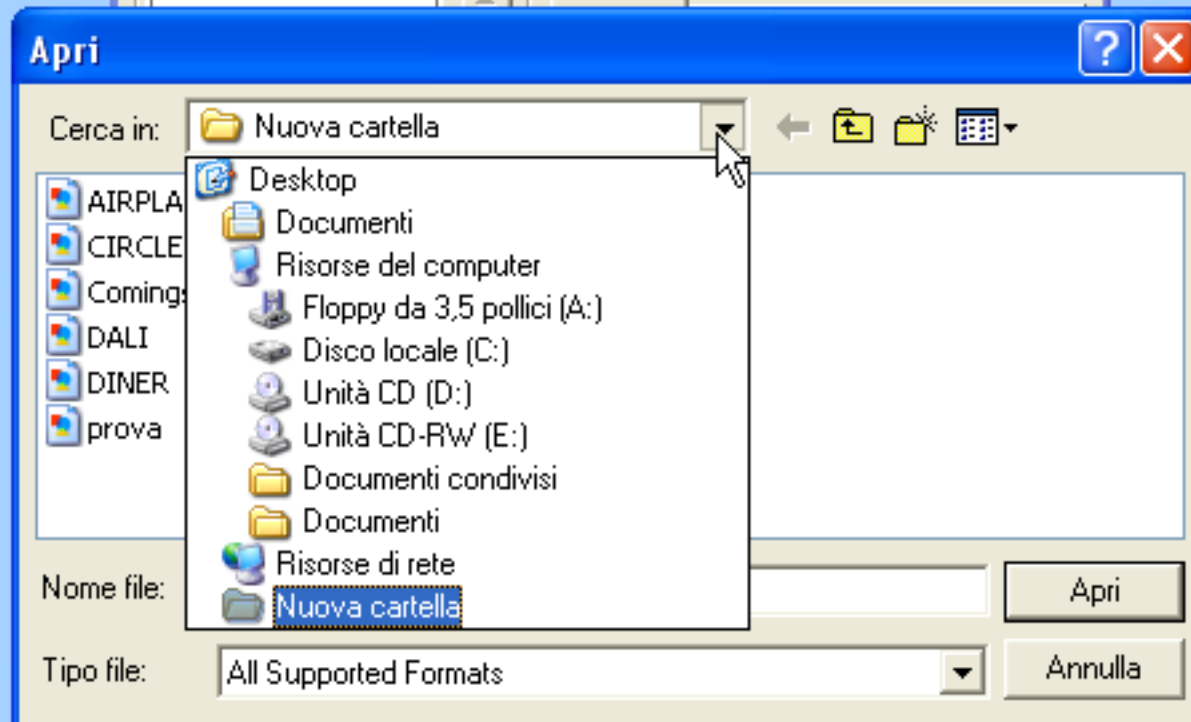
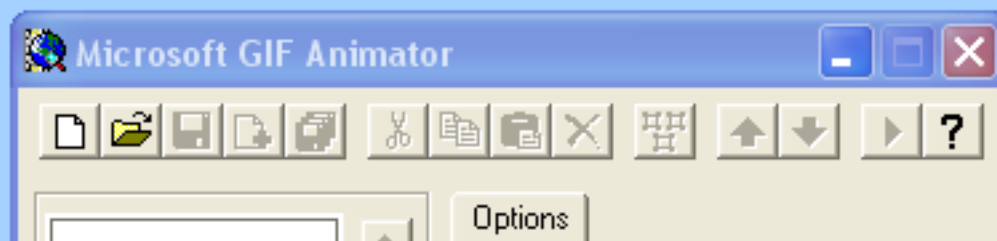
 **Back**

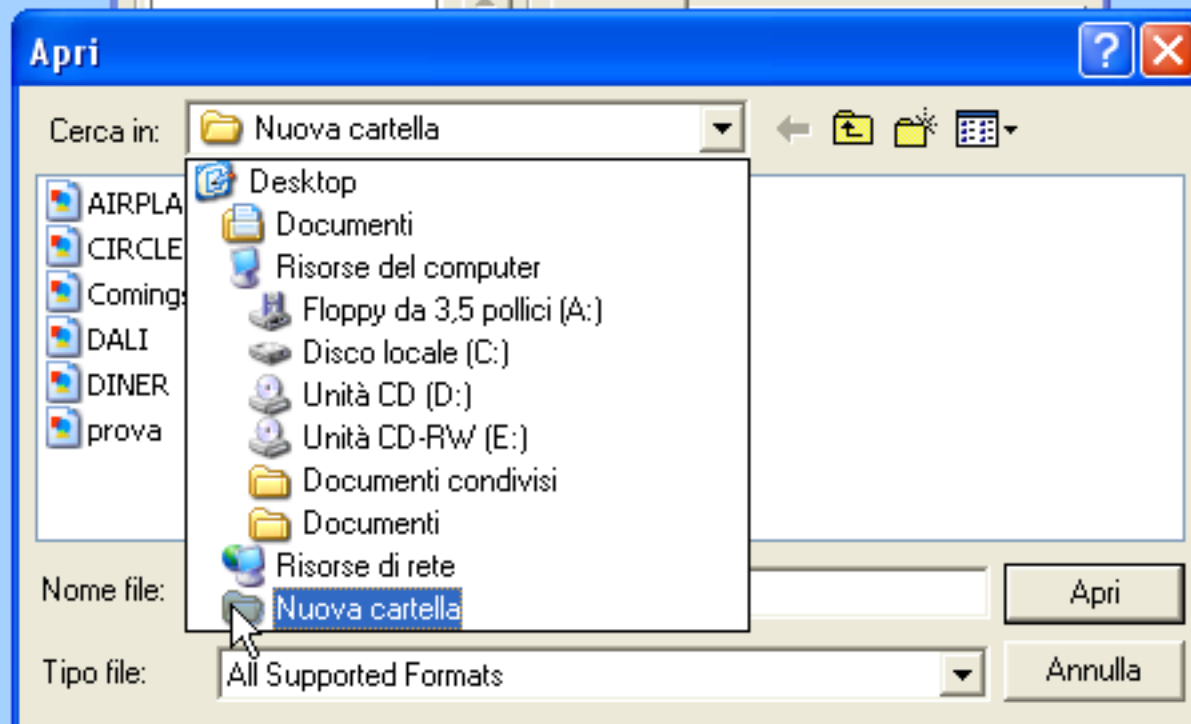
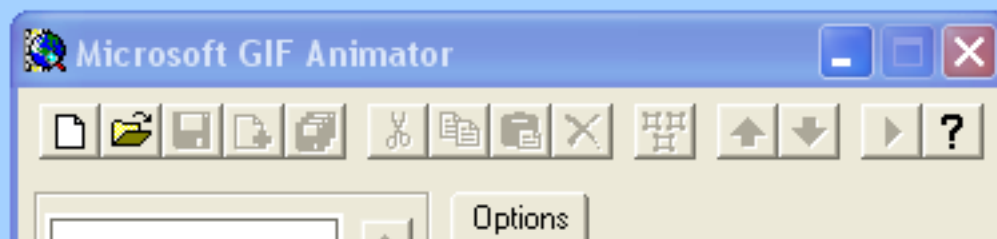
Next 

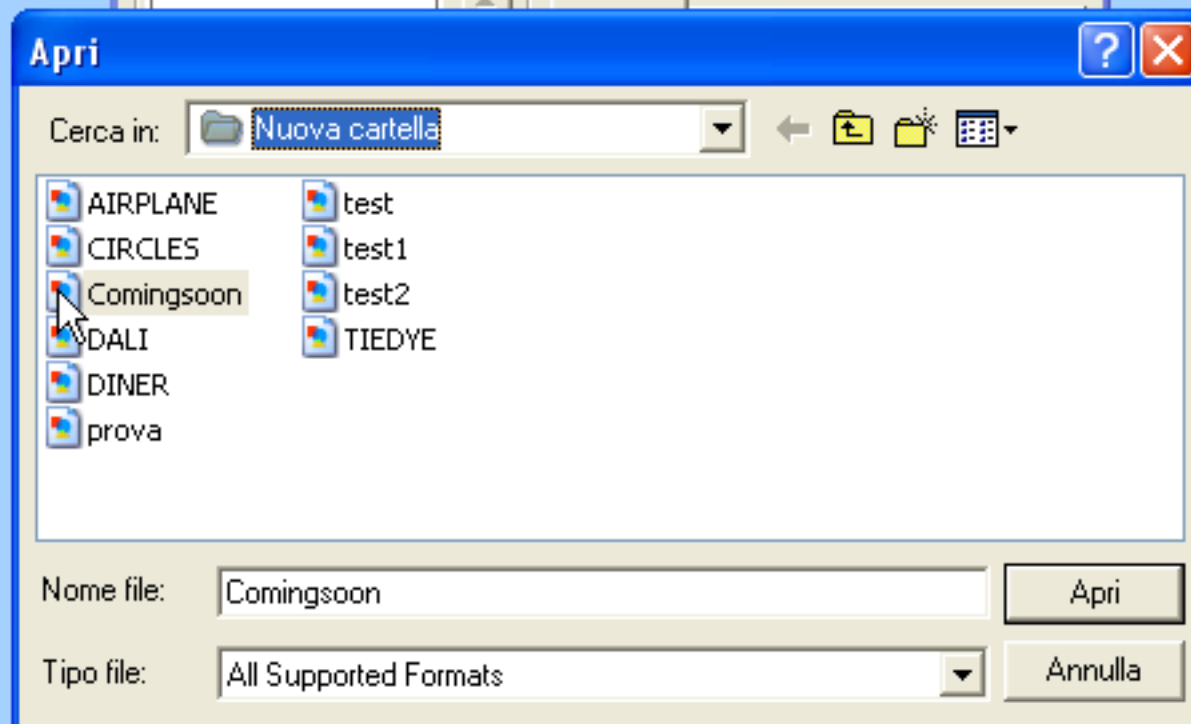
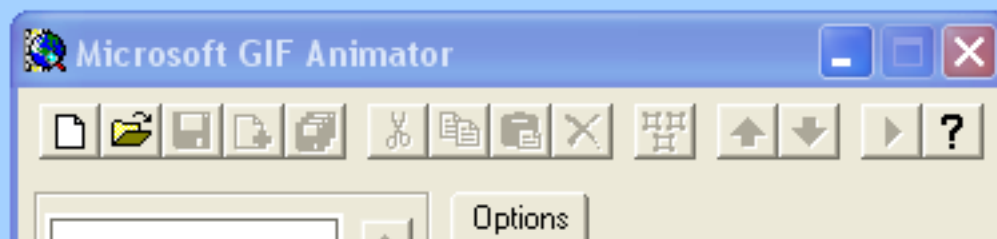
**Questa è la finestra di apertura
del file!**

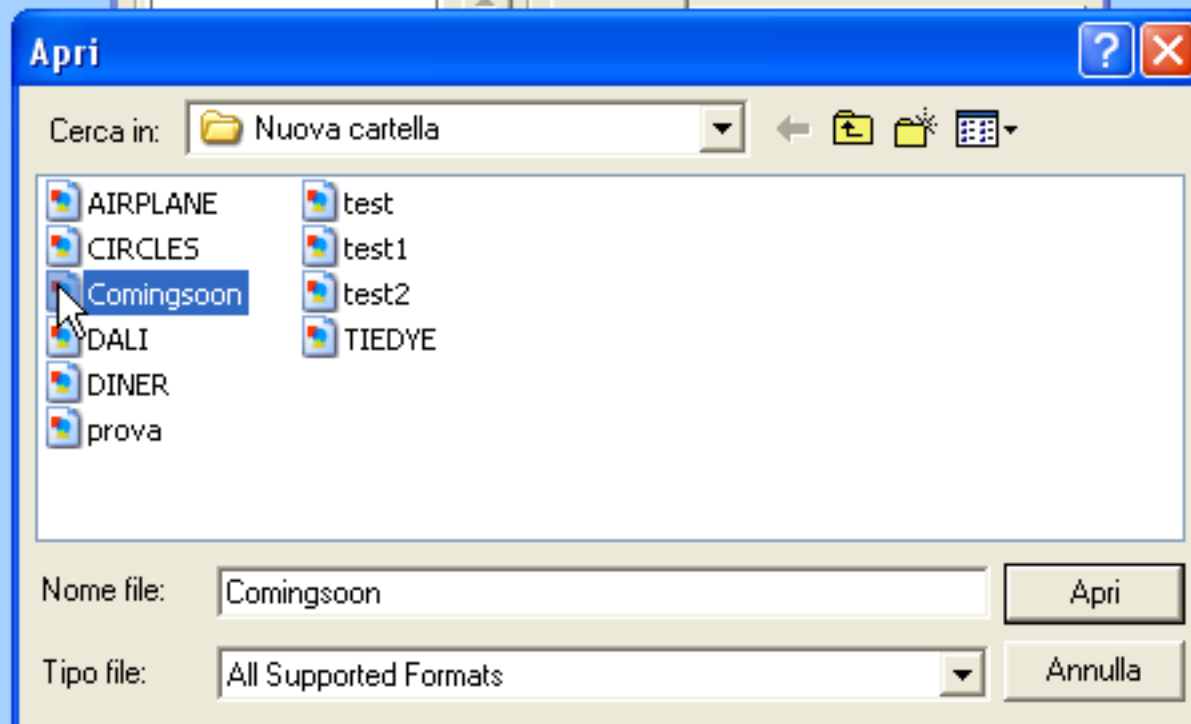
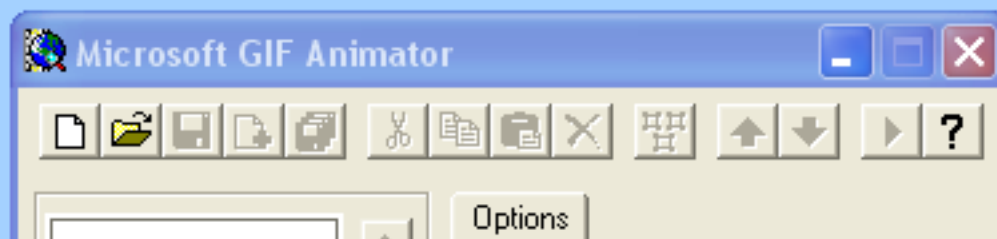
**Scegli la gif che desideri
animare...**

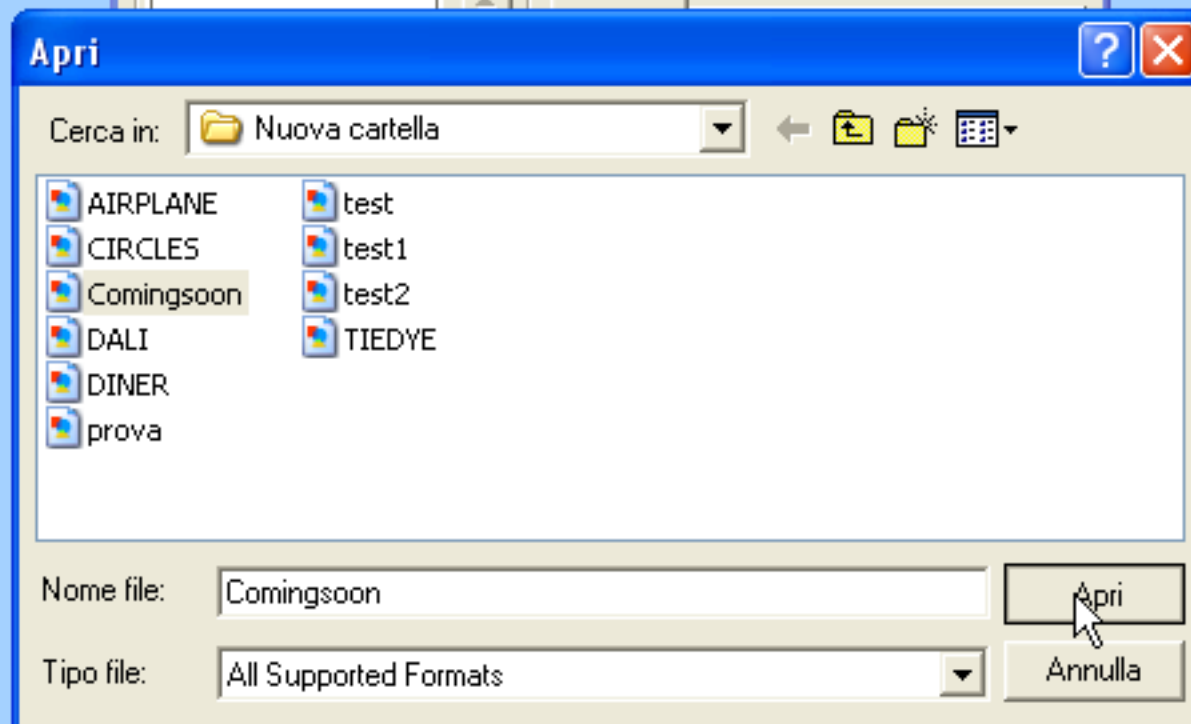
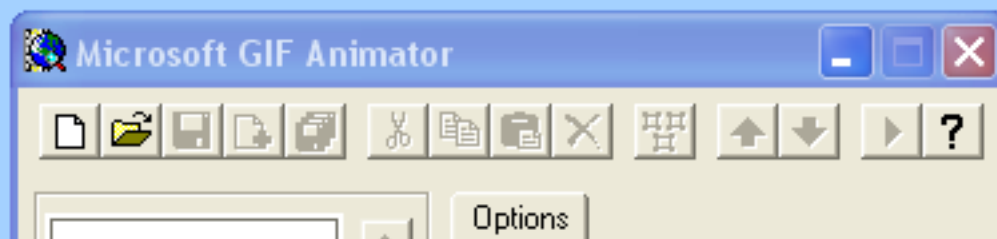




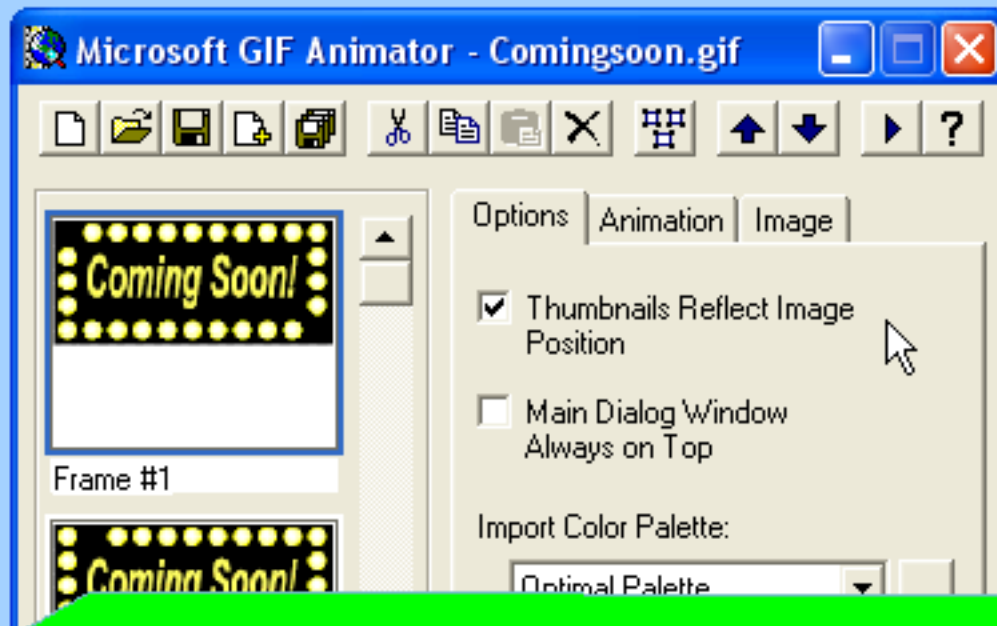








Ora la finestra di Microsoft GIF Animator è attiva...



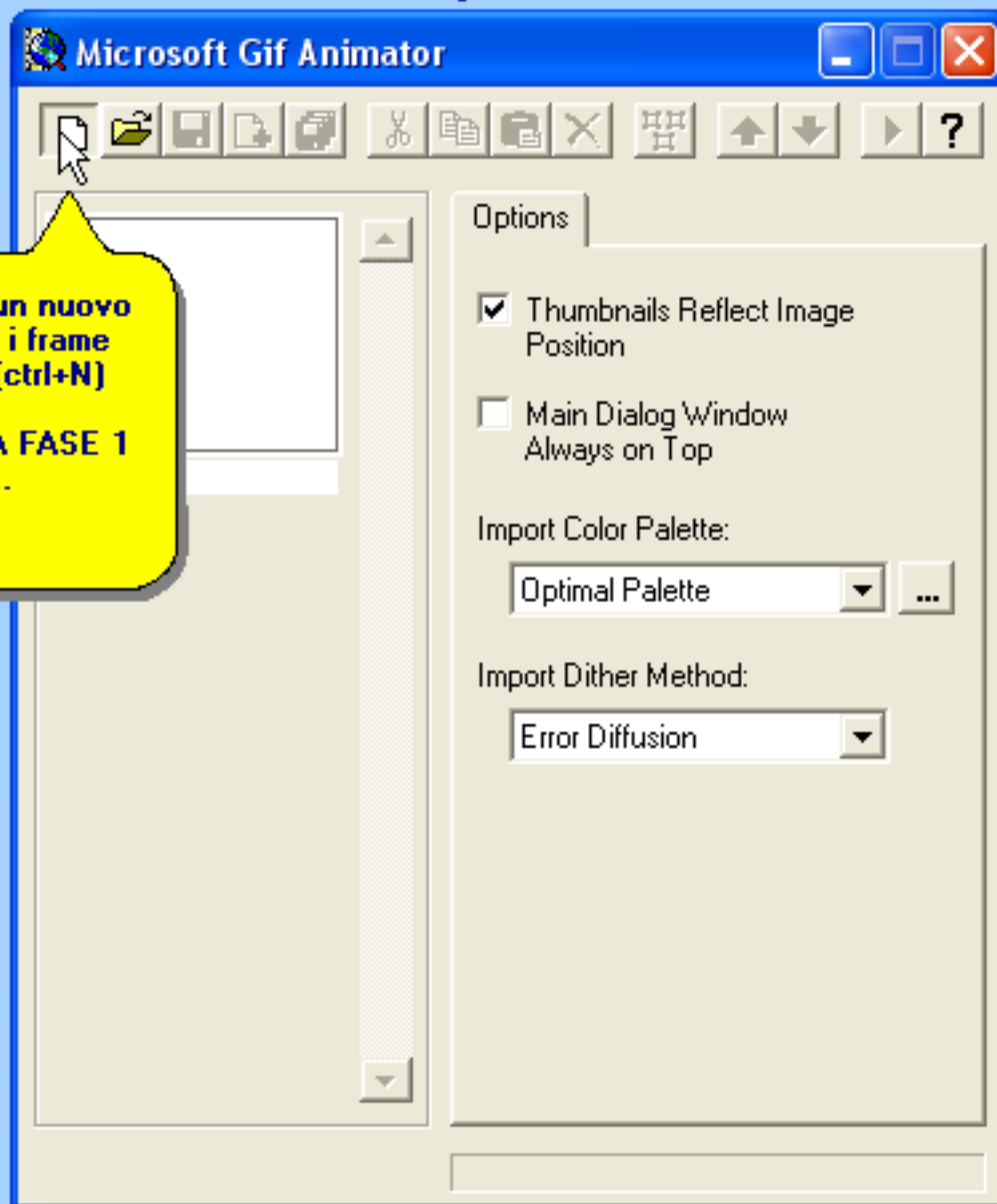
GIF Animator contiene una barra del menù principale nella parte in alto della finestra, in una colonna a sinistra ci sono i frame della gif animata e una barra di scorrimento, a destra compaiono tre tabelle:

- Options (opzioni) contiene i controlli per maneggiare i file.
- Animation (animazione) contiene i controlli per impostare le caratteristiche dell'animazione.
- Image (immagine) contiene i controlli per impostare ogni singolo frame.

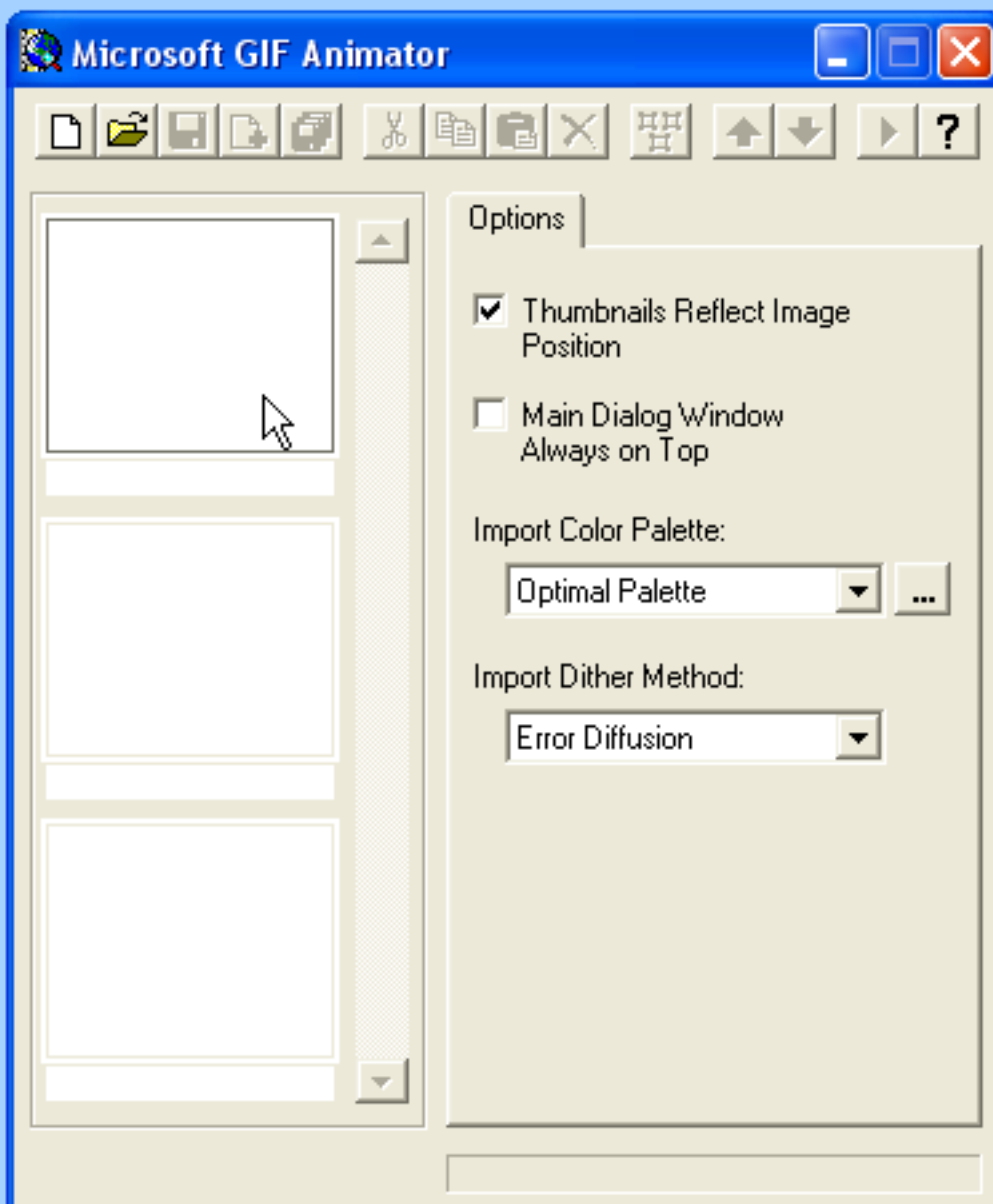
2. Utilizzo del pulsante 'NUOVO'

NUOVO: visualizza un nuovo file, in questo modo i frame risulteranno vuoti (ctrl+N)

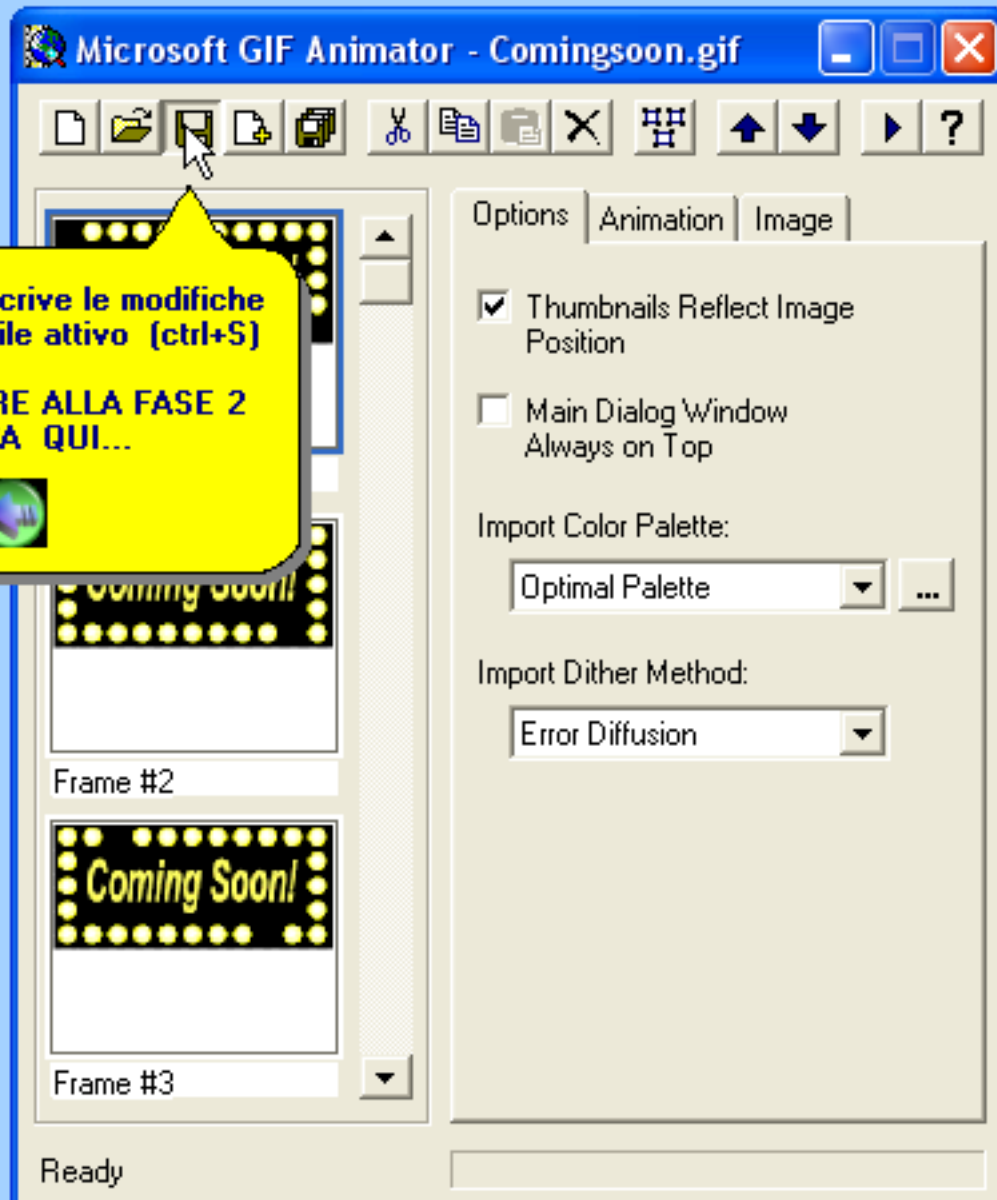
**PER TORNARE ALLA FASE 1
CLICCA QUI...**



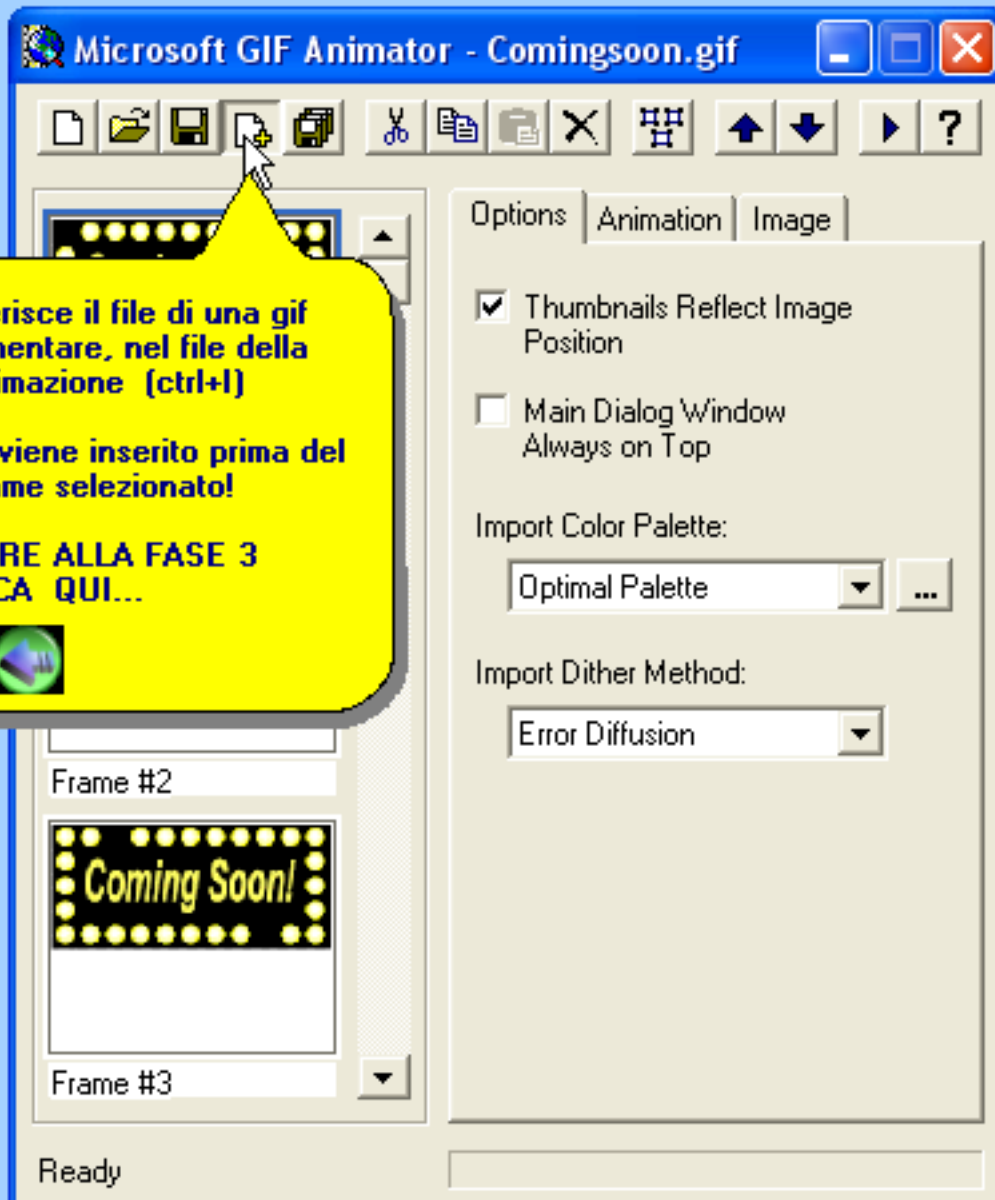
Next



3. Utilizzo del pulsante 'SALVA'



4. Utilizzo del pulsante 'INSERISCI'



INSERISCI: inserisce il file di una gif animata supplementare, nel file della corrente animazione (ctrl+I)

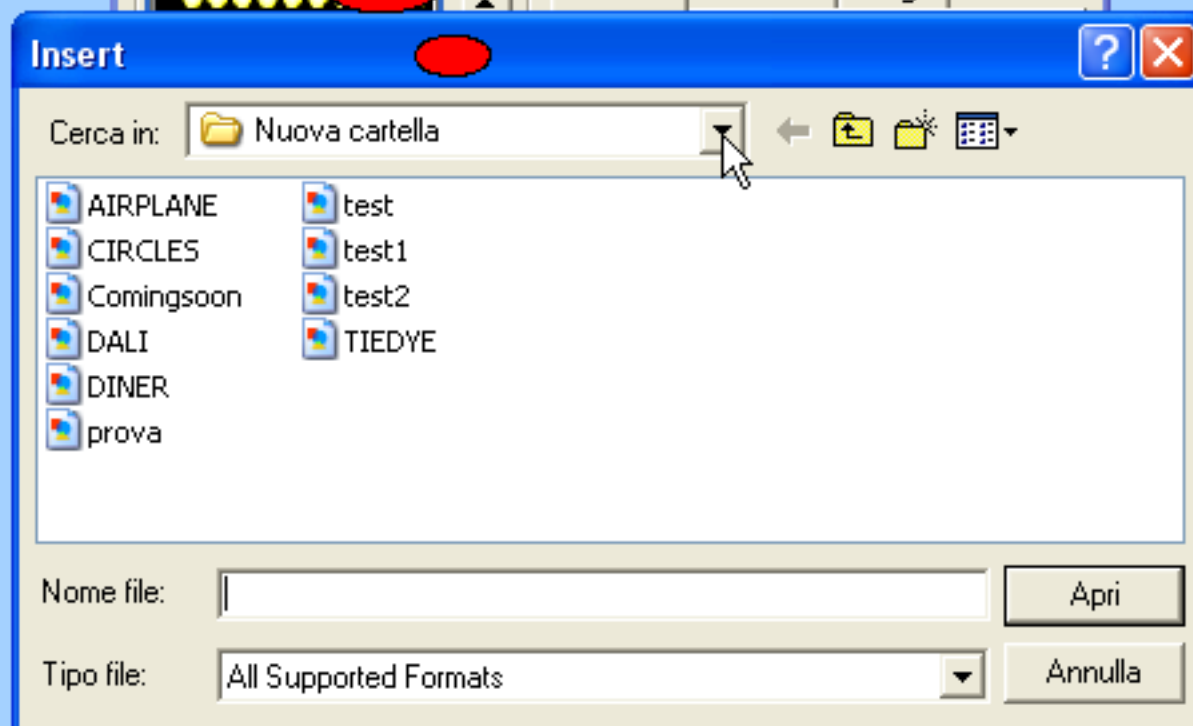
N.B.: Il nuovo file viene inserito prima del corrente frame selezionato!

**PER TORNARE ALLA FASE 3
CLICCA QUI...**



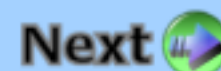
Questa è la finestra di
inserimento del file!

Scegli la gif animata che desideri
inserire...

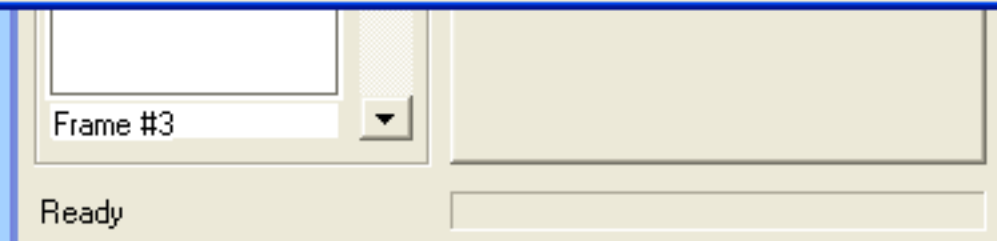
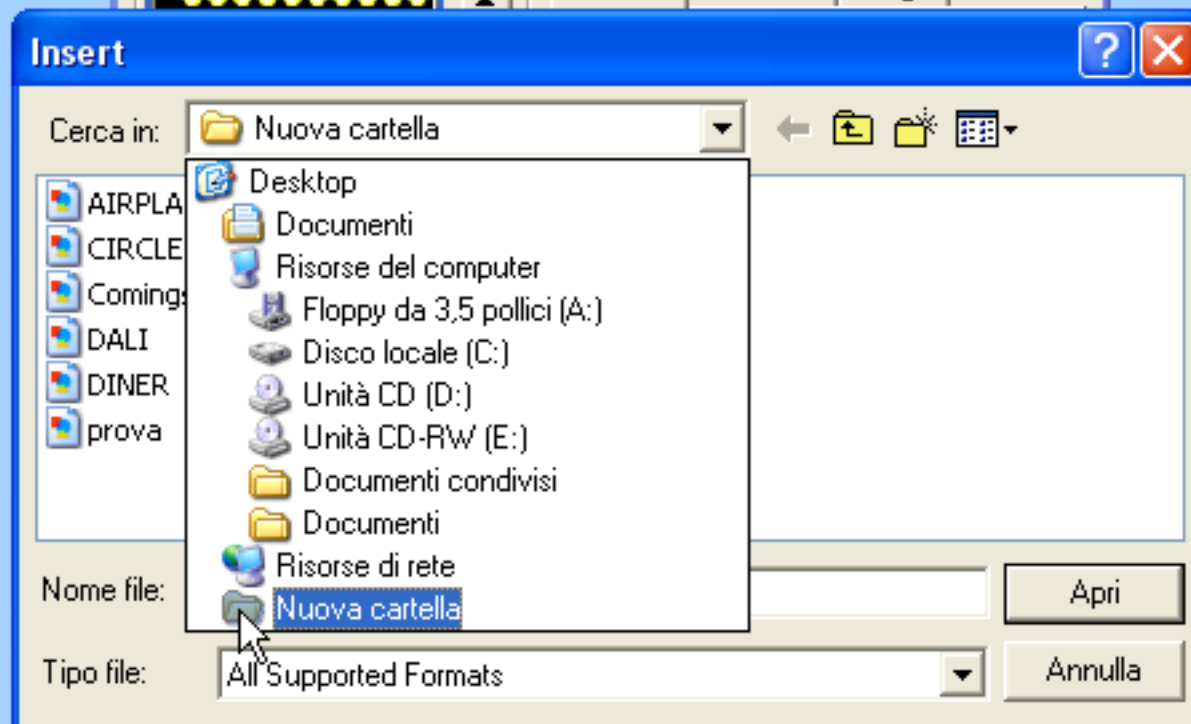
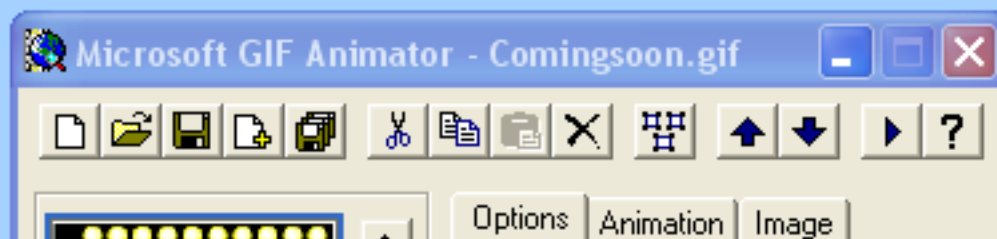


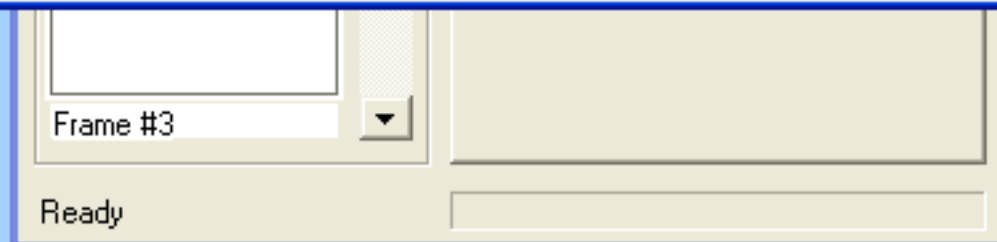
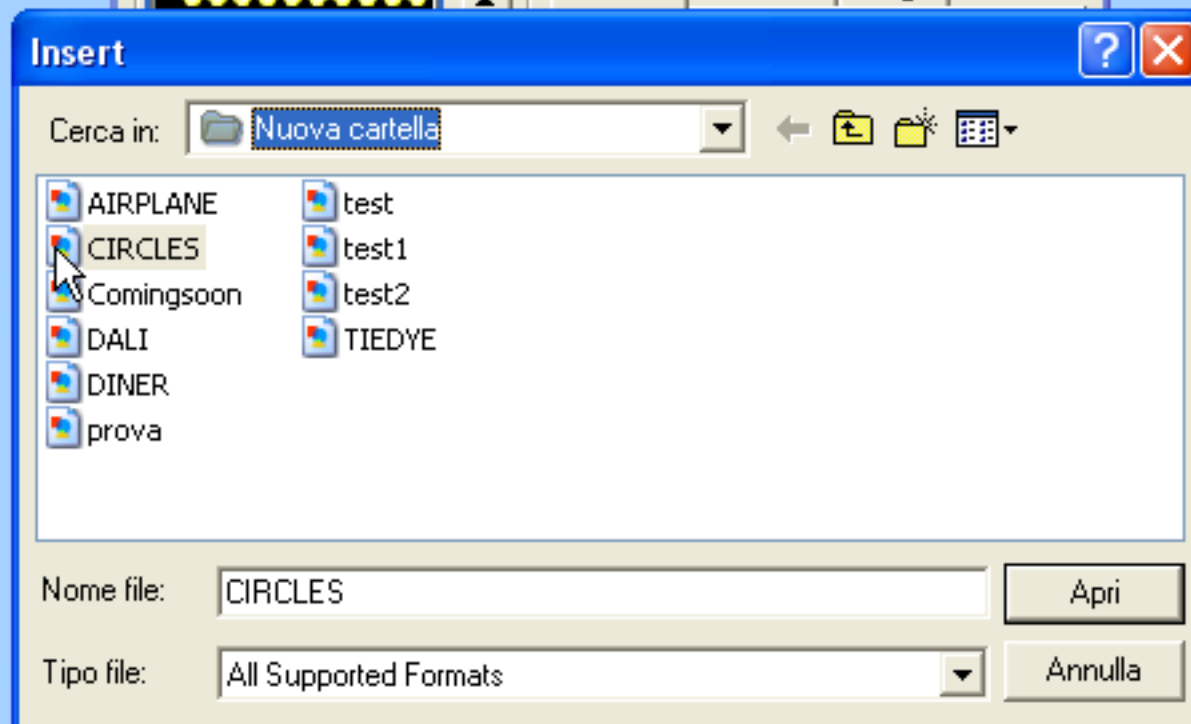
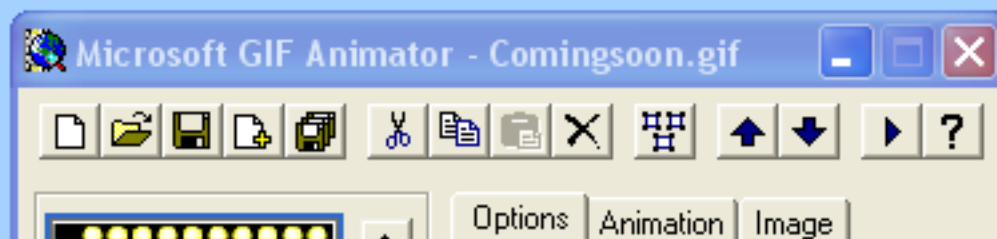
Frame #3

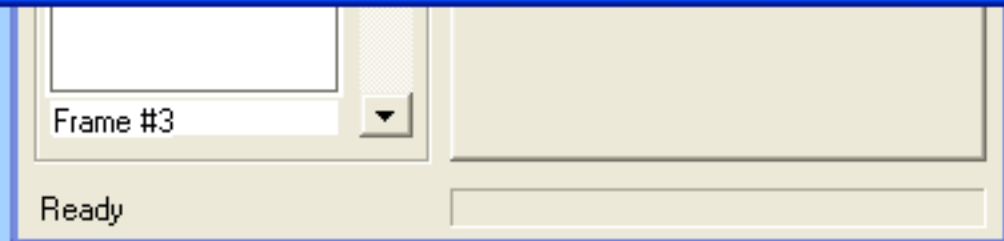
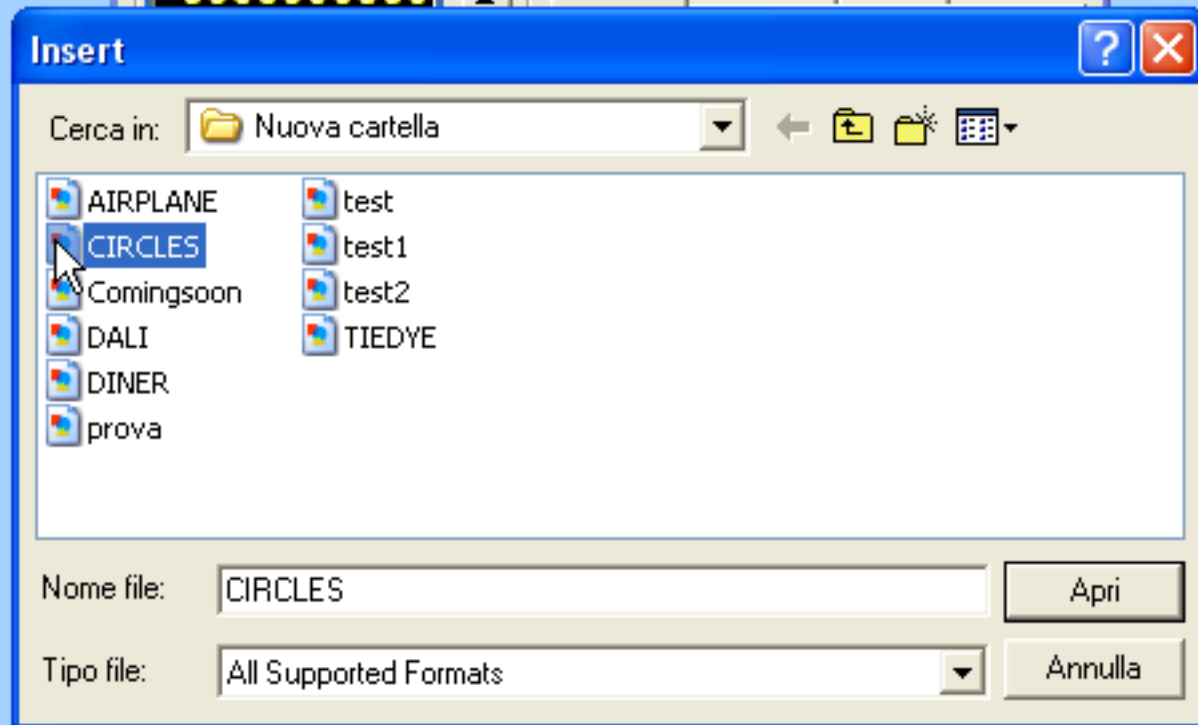
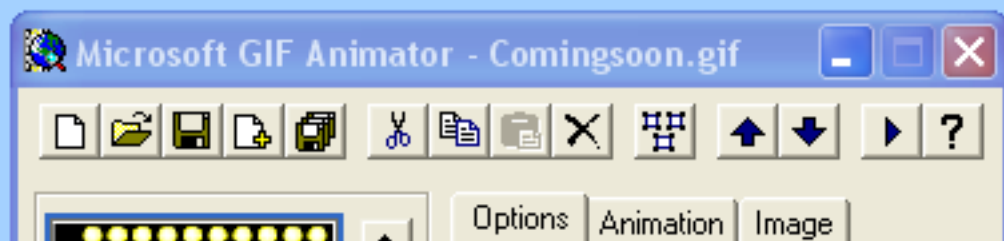
Ready

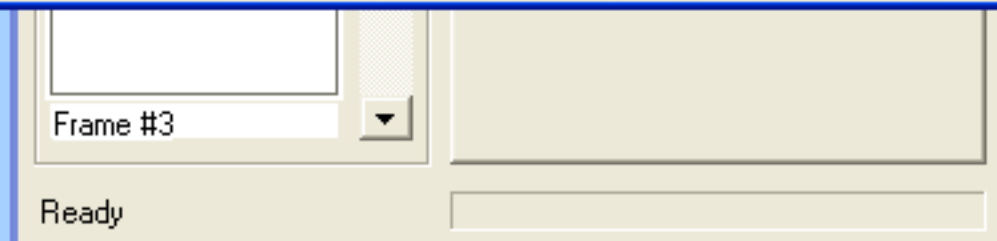
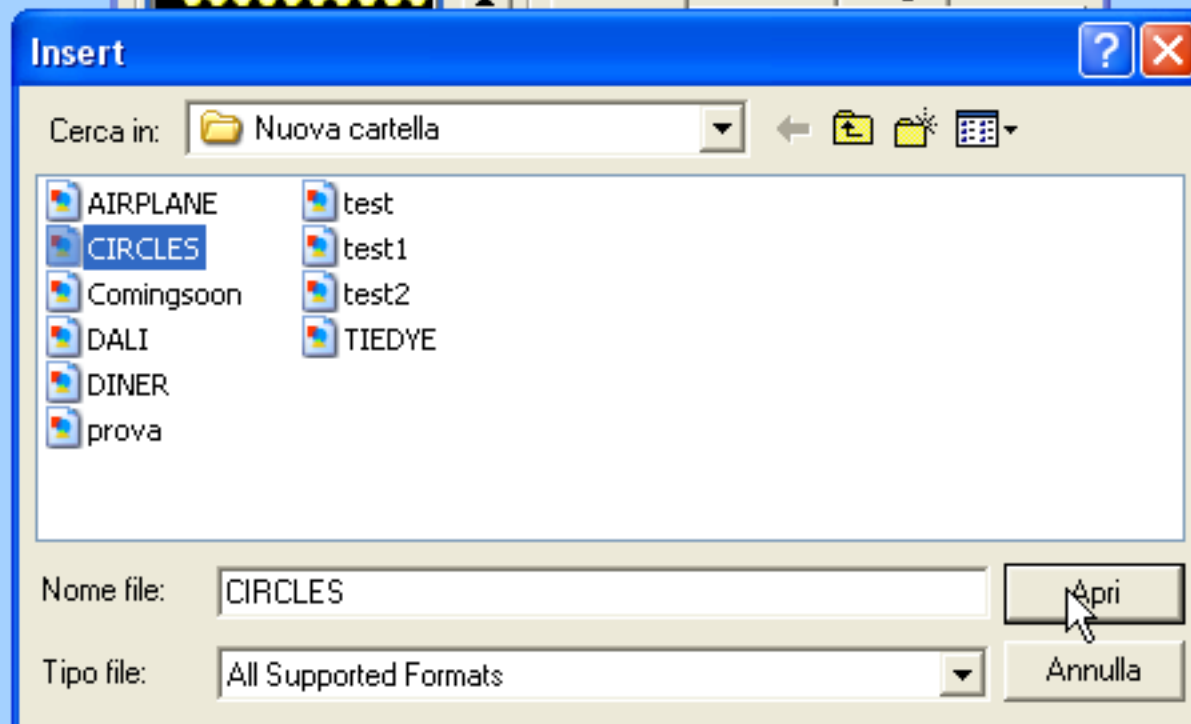
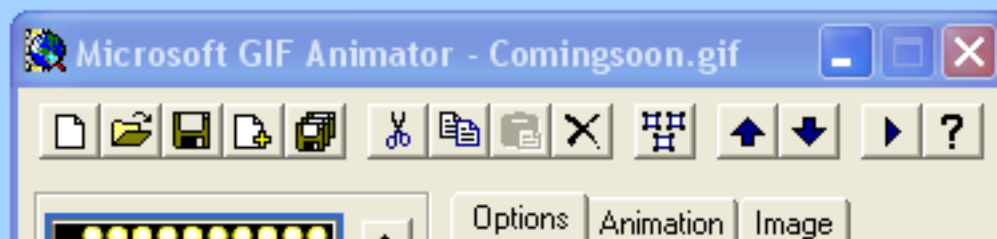


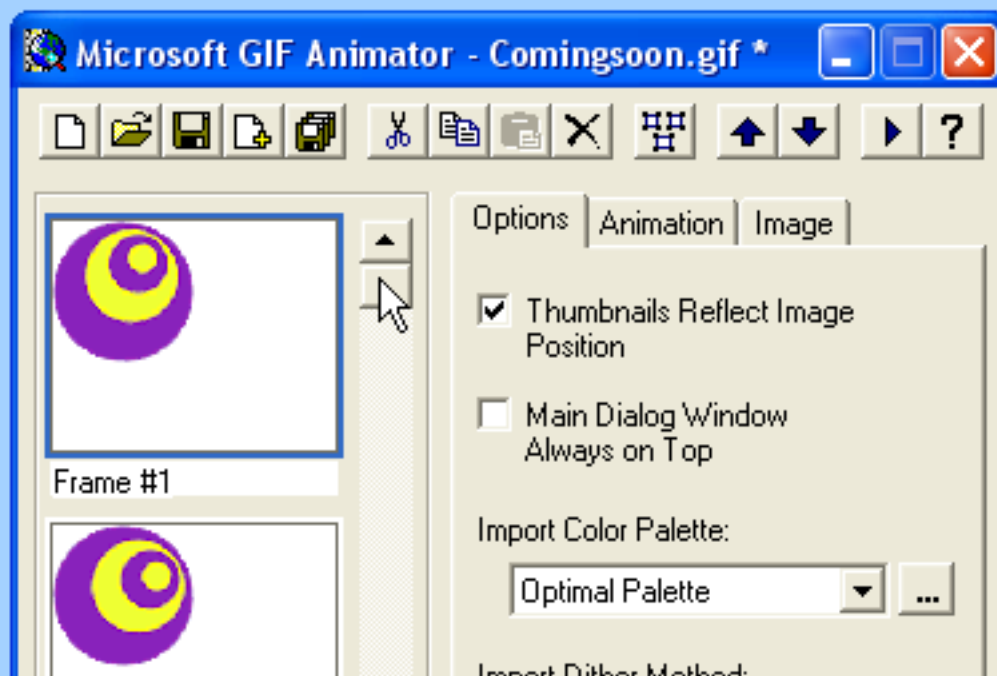












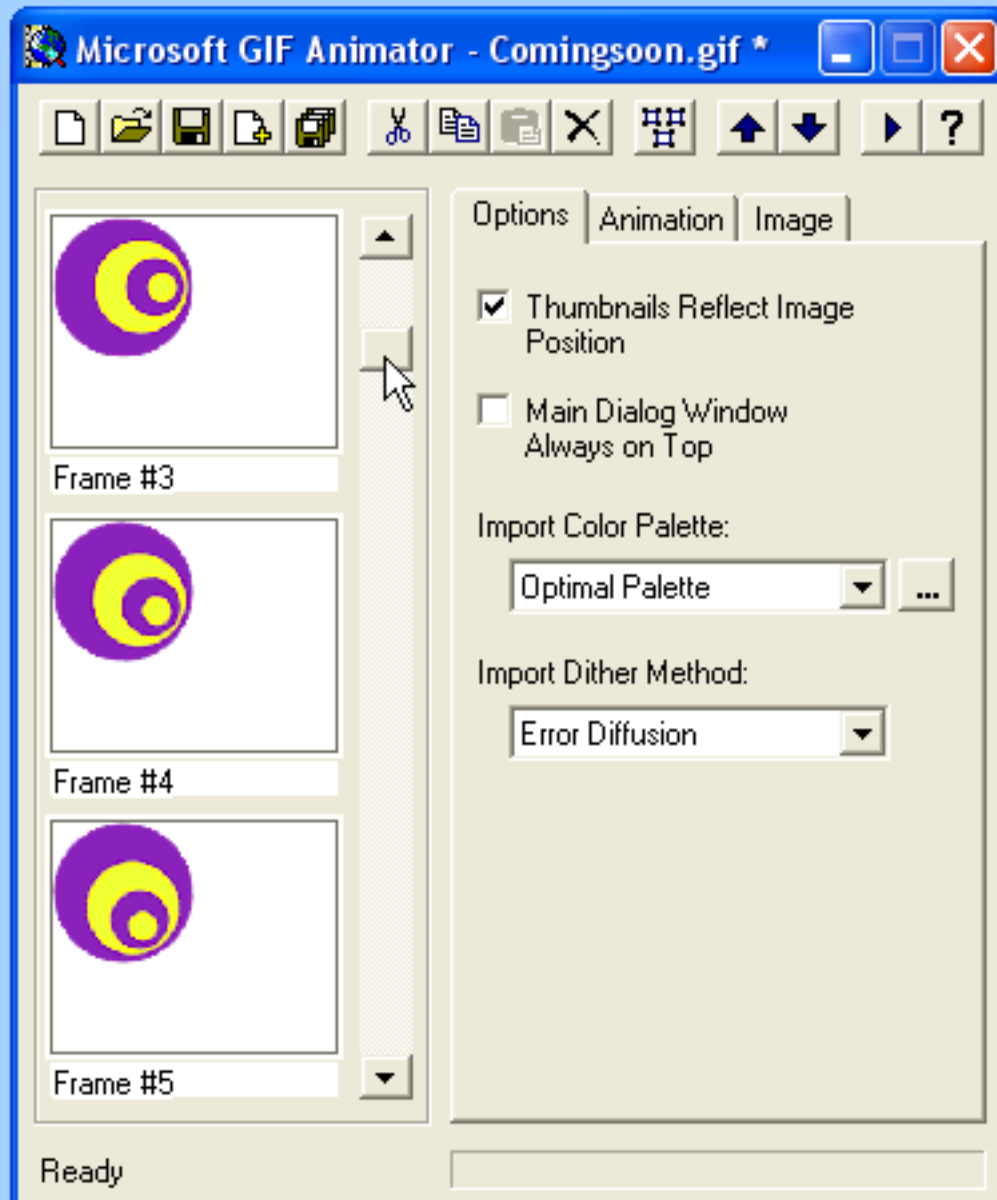
ATTENZIONE!

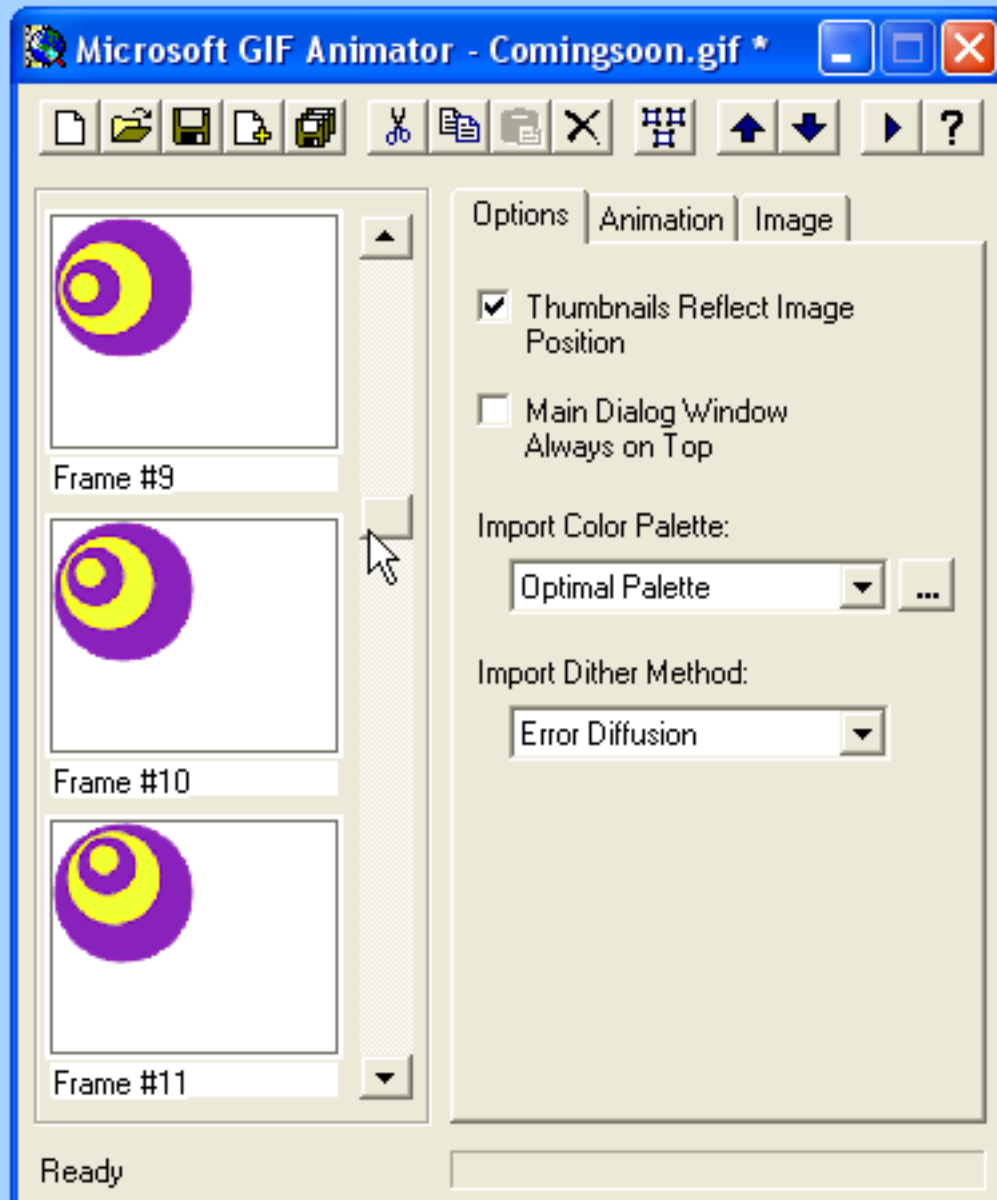
Il file CIRCLES.gif è stato inserito all'inizio
dei frame nel file Comingsoon.gif

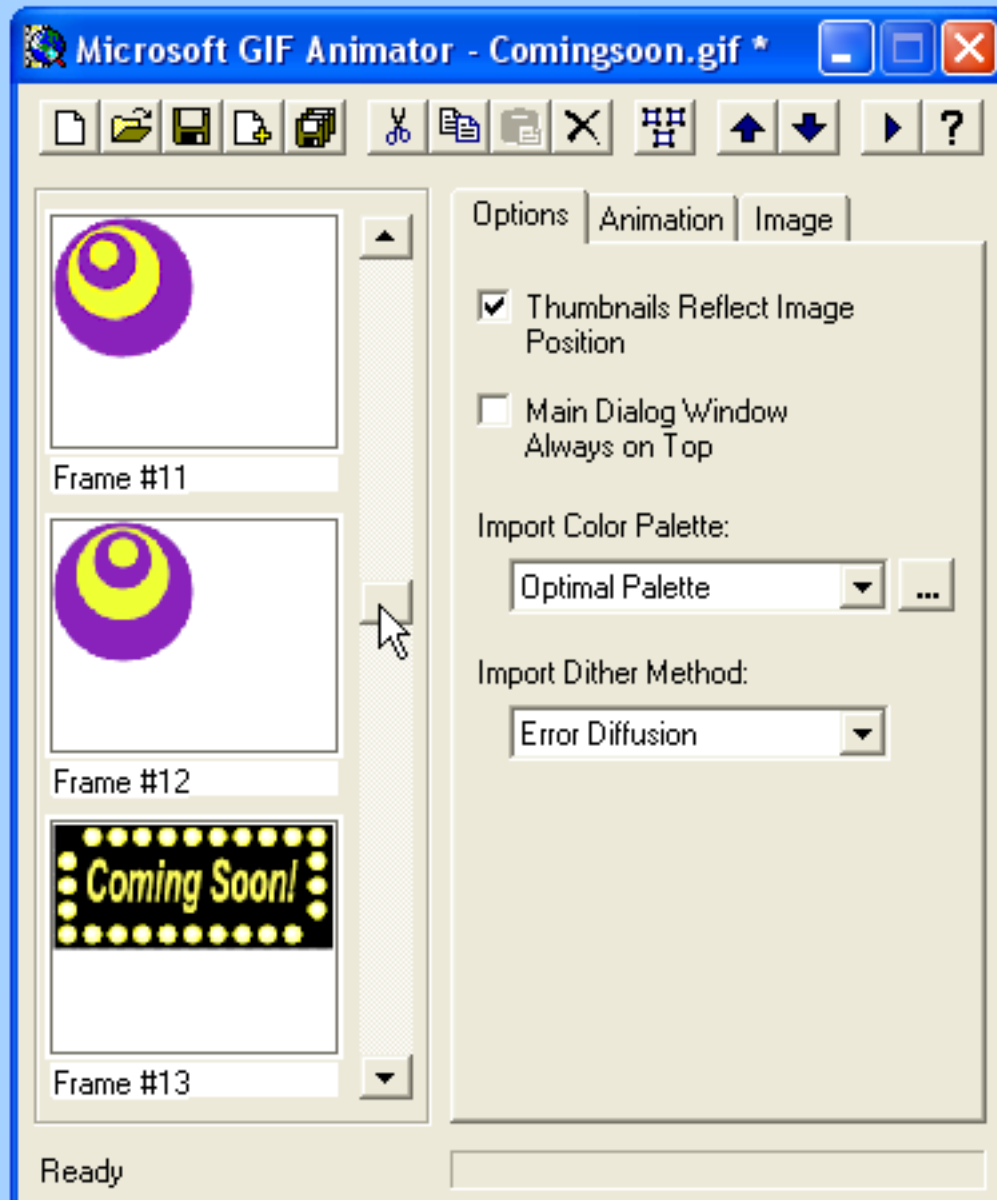
PER TORNARE ALLA FASE 4
CLICCA QUI...

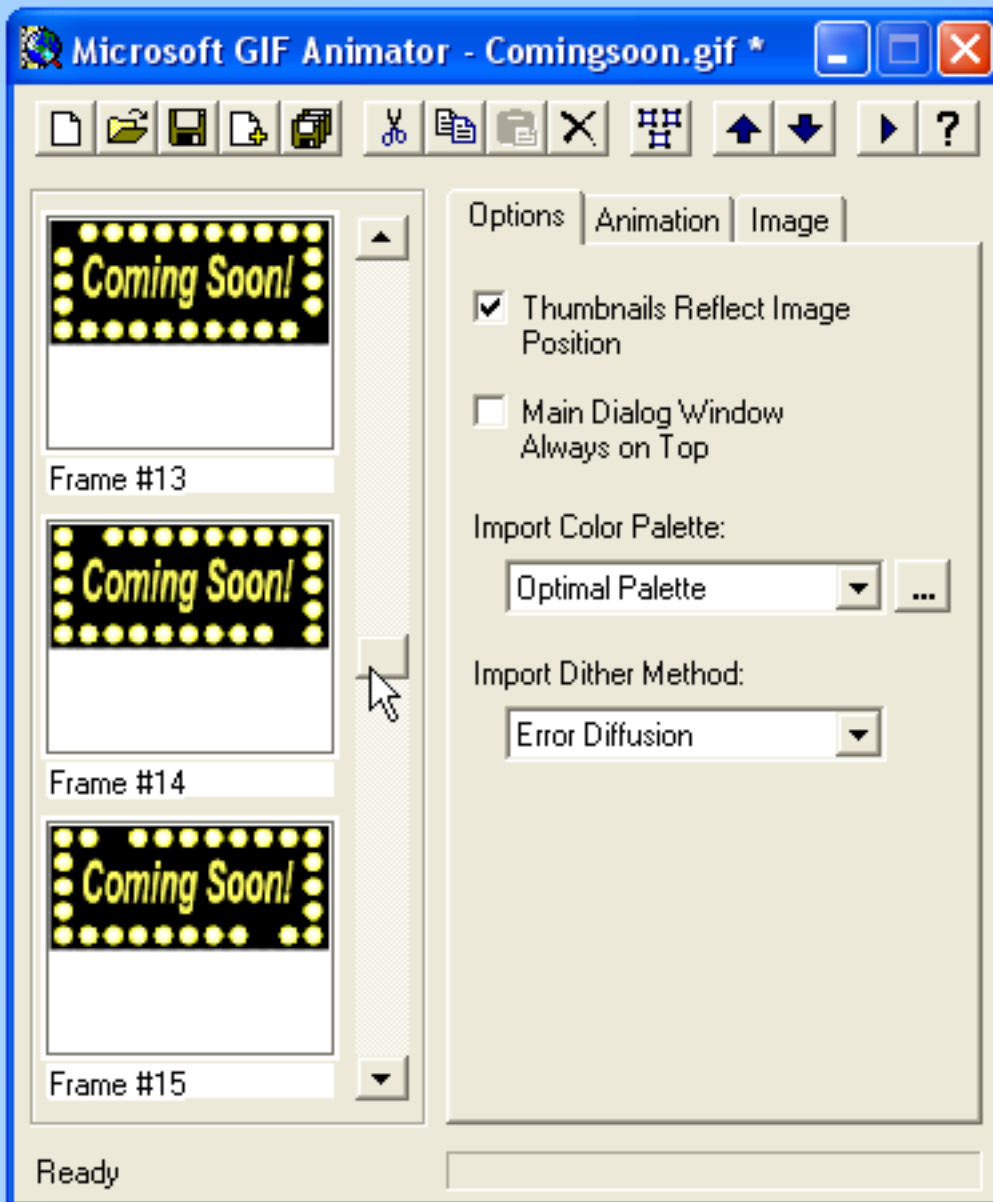


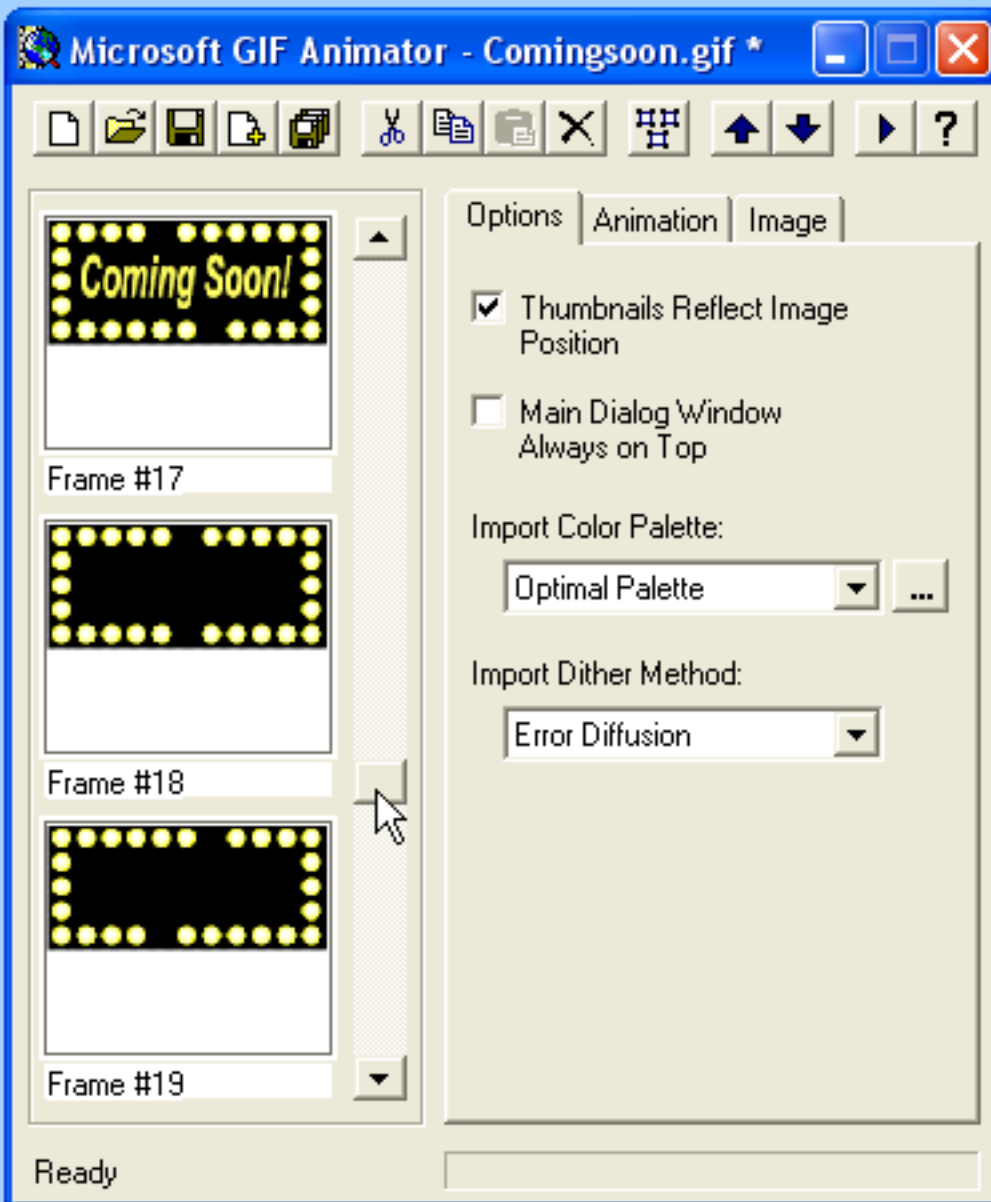
Next

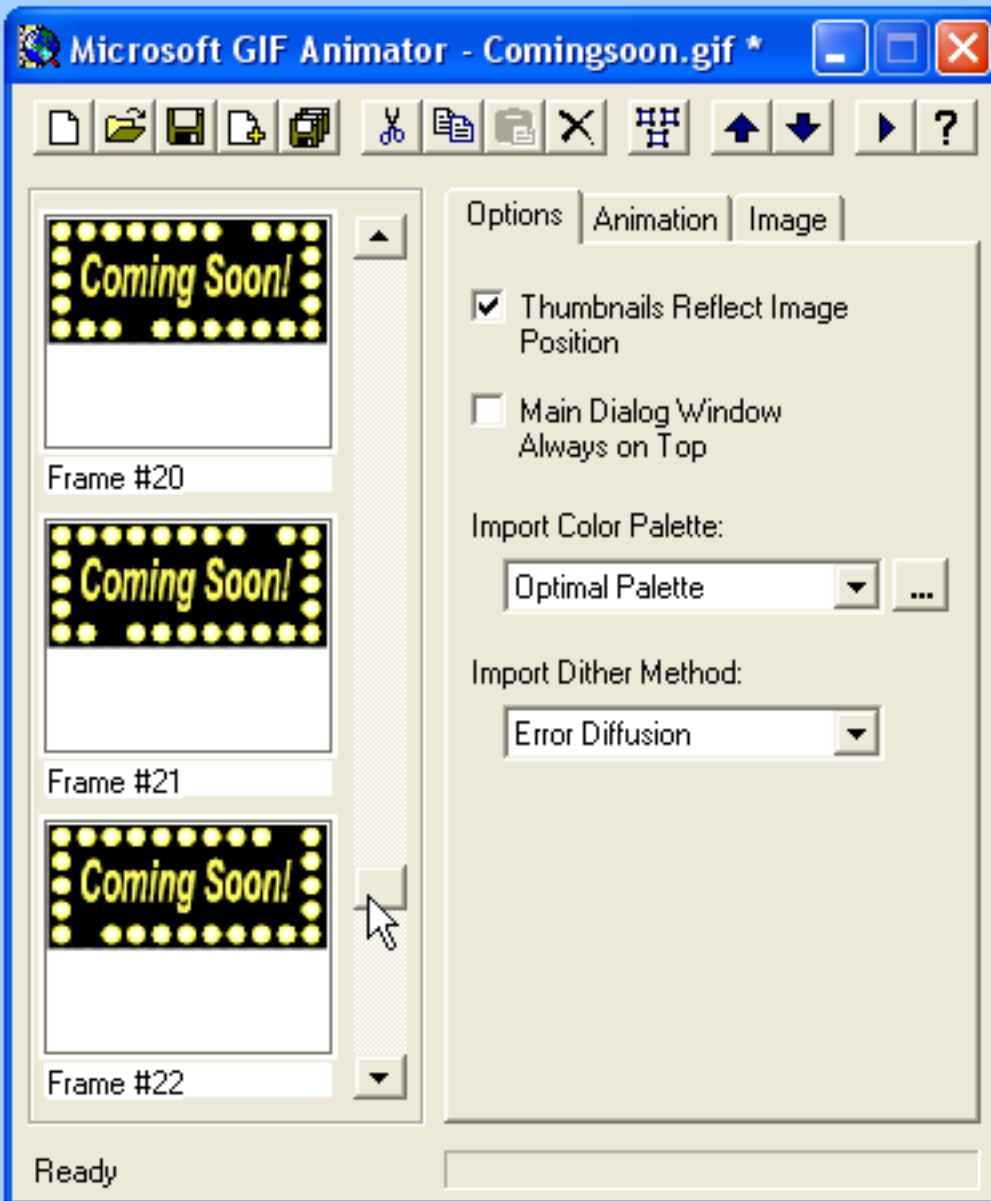


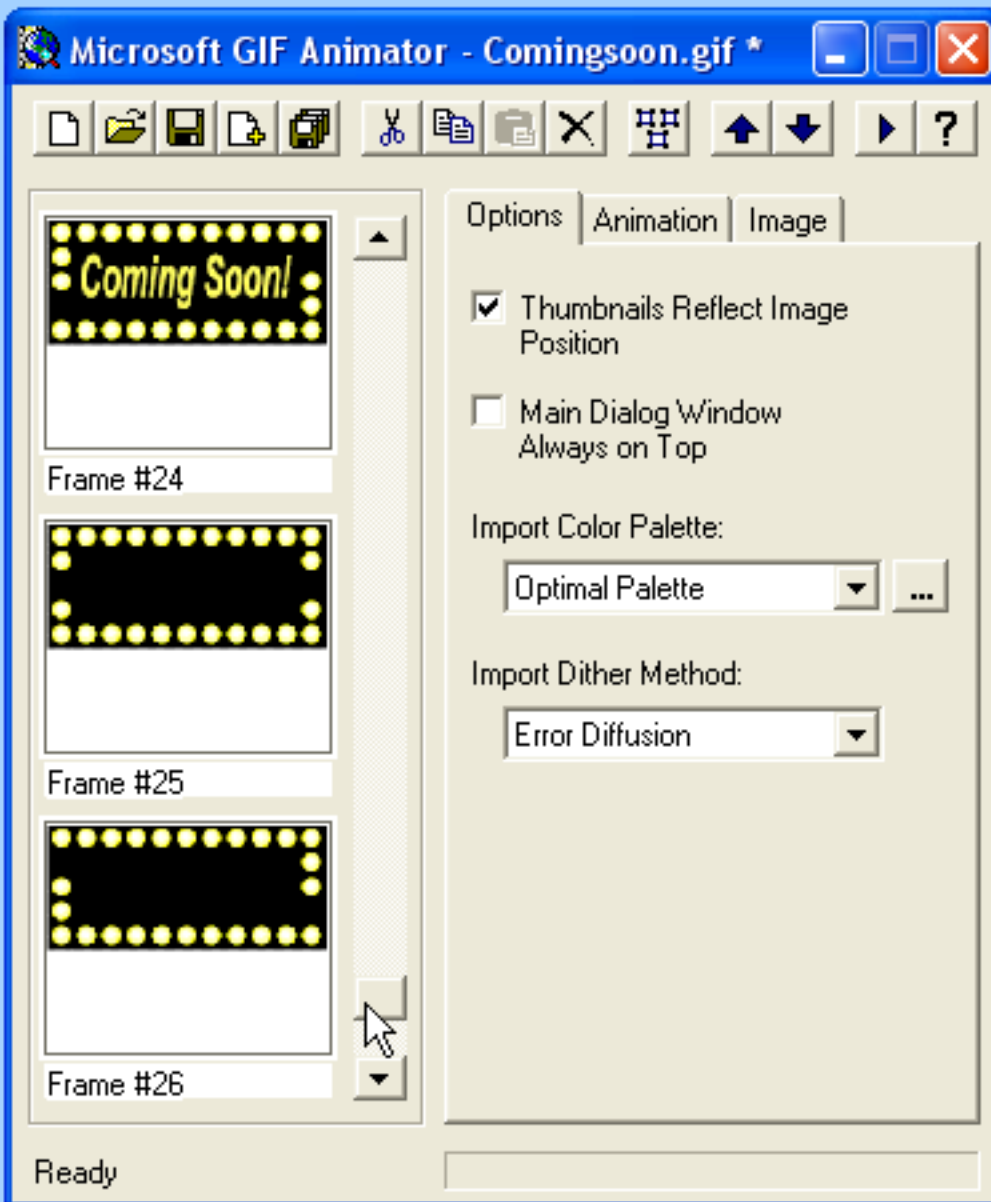


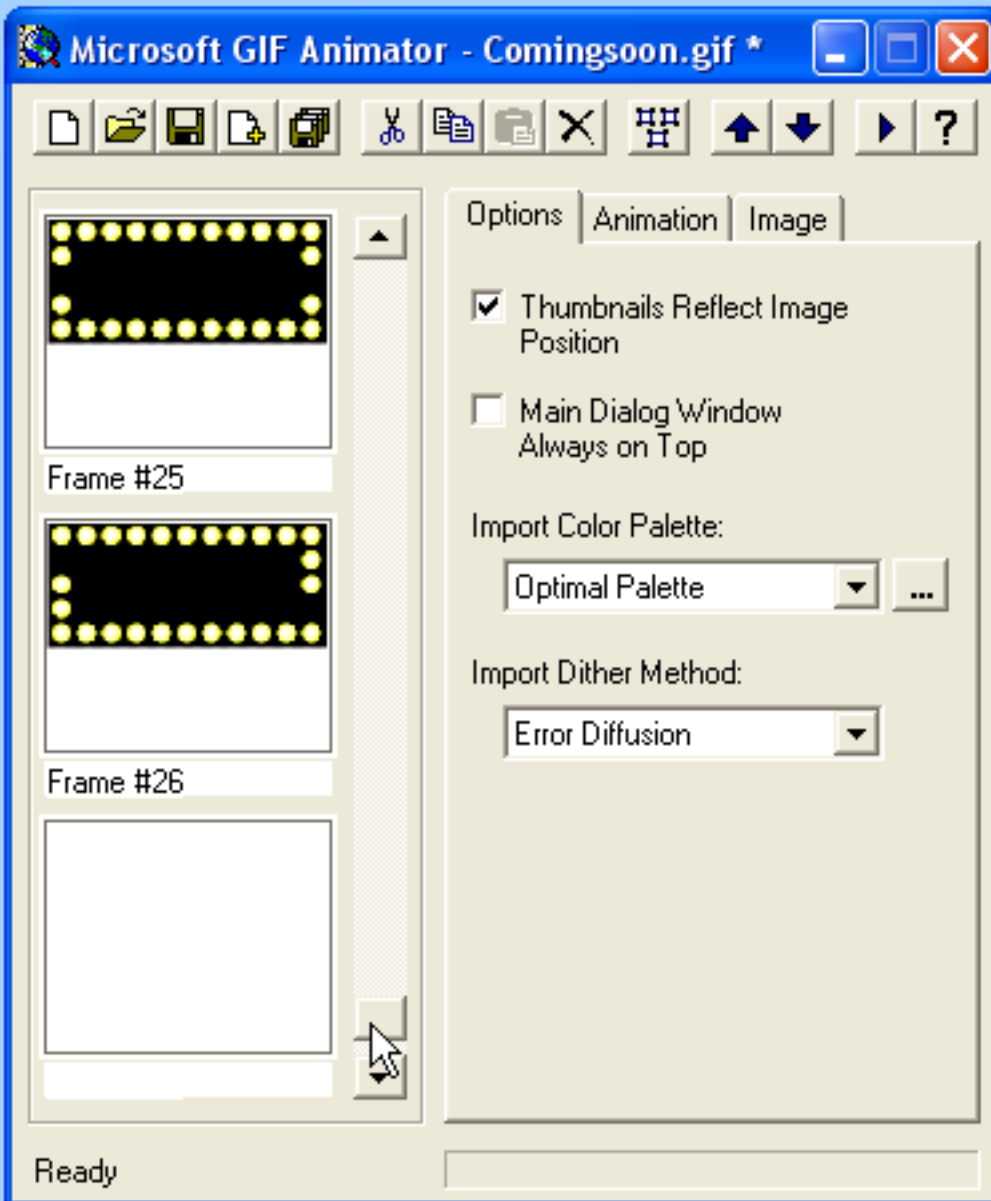


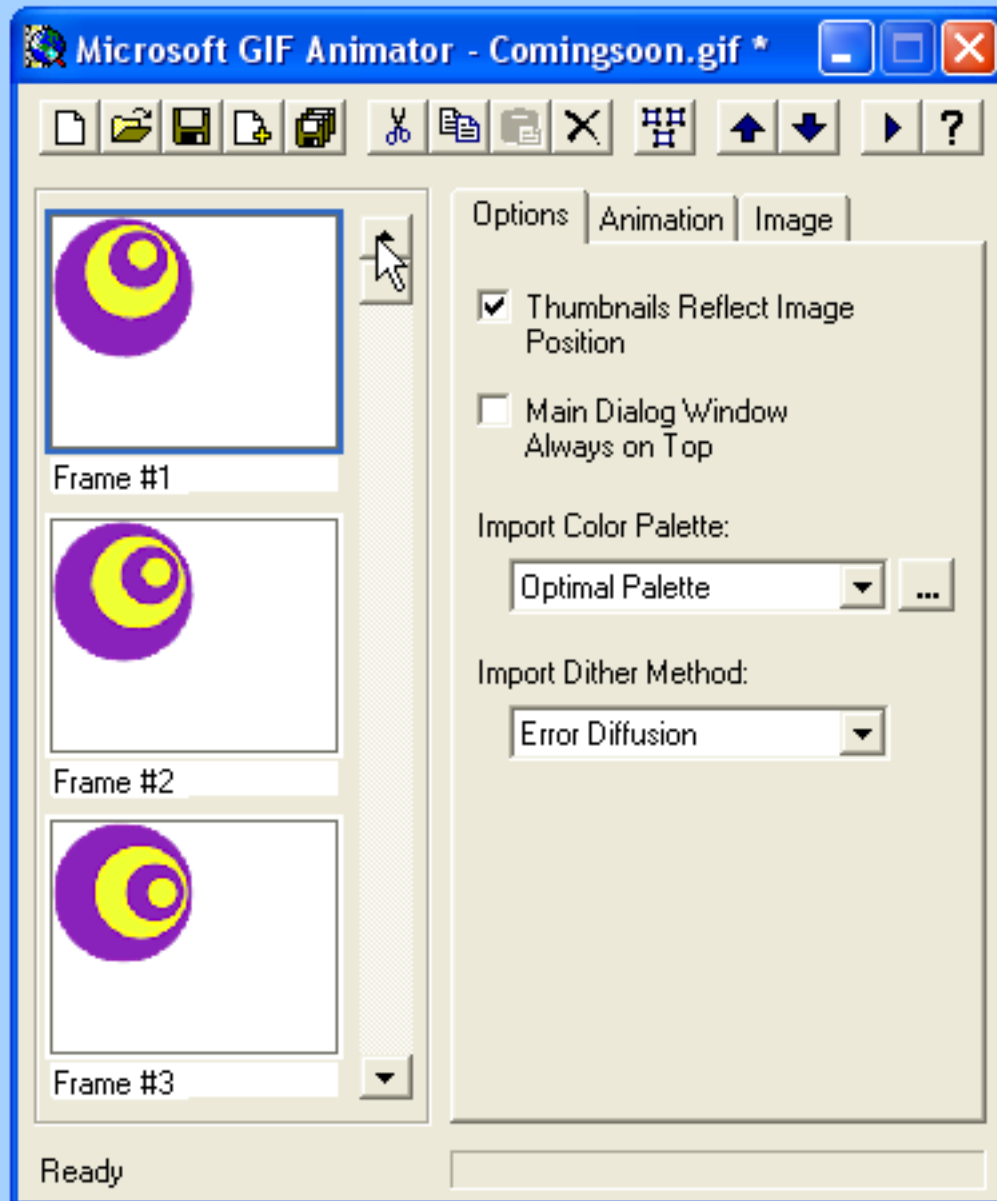








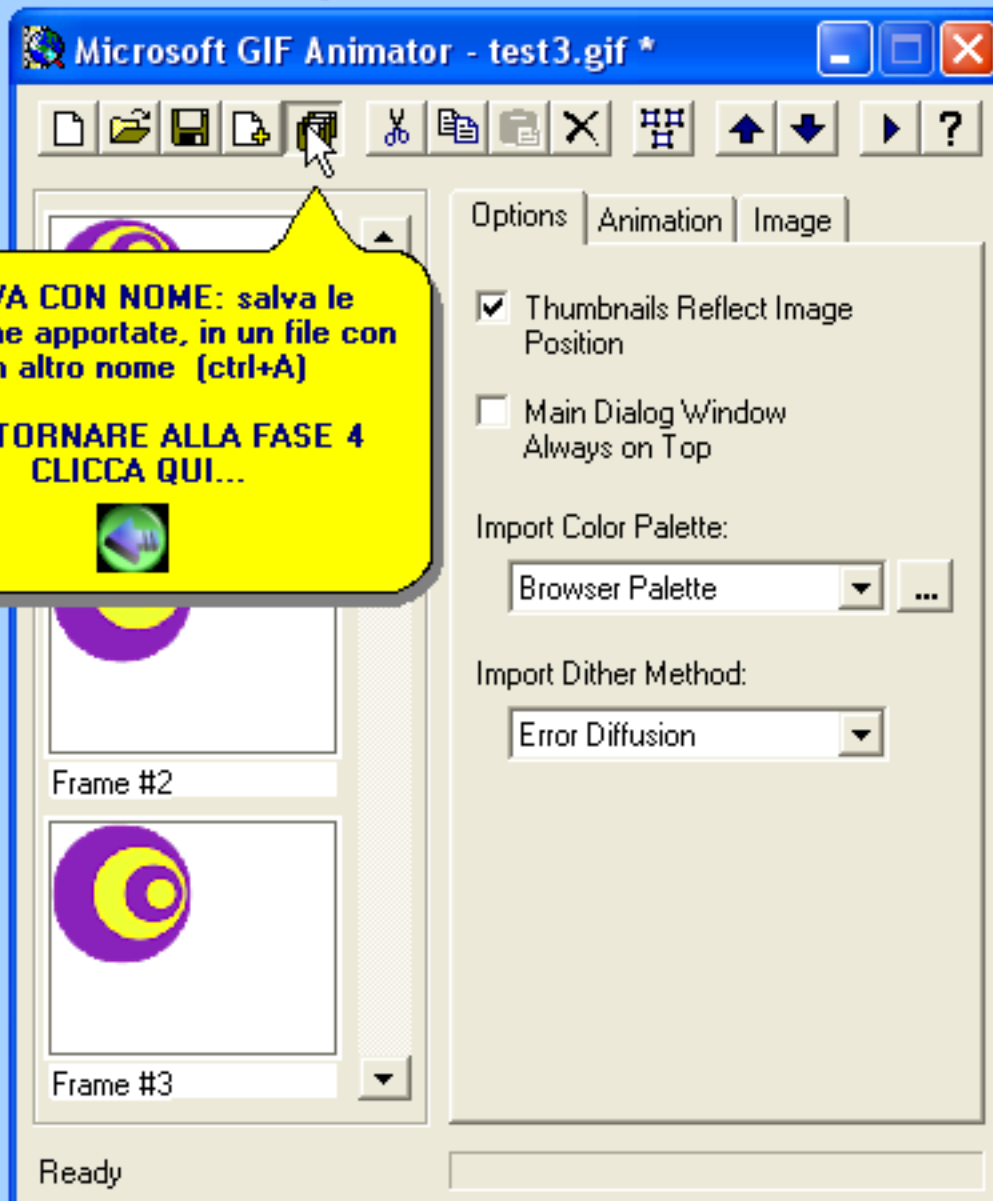




5. Utilizzo del pulsante 'SALVA CON NOME'

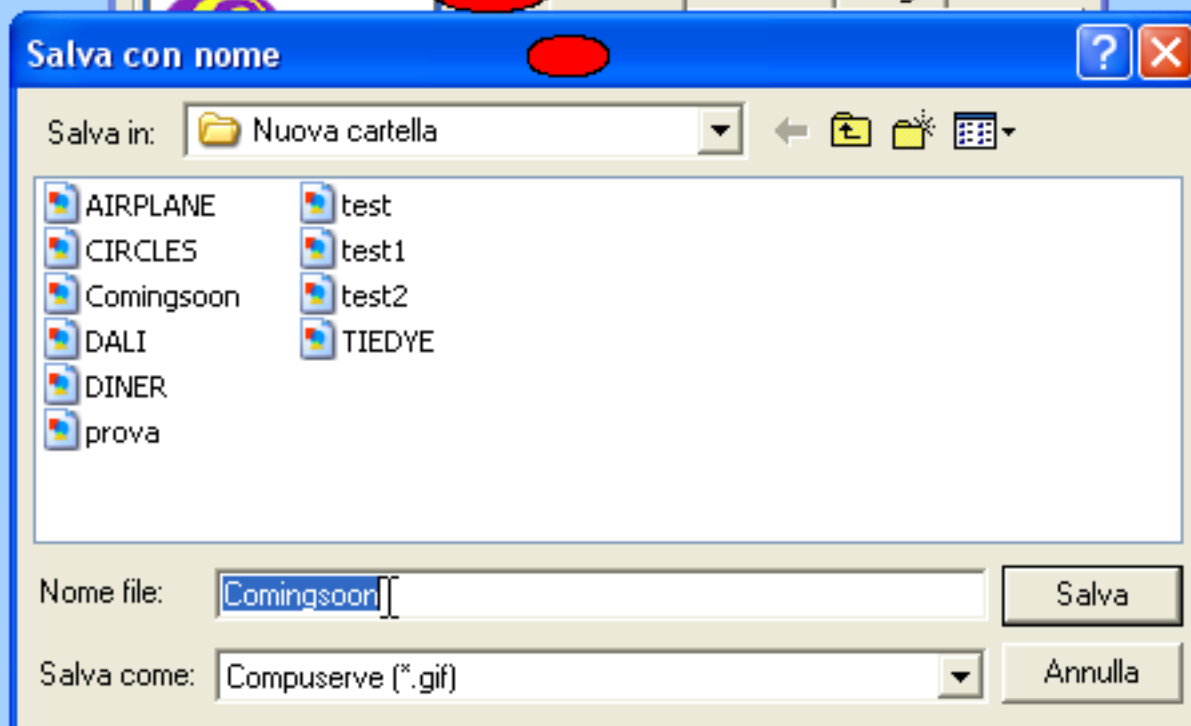
SALVA CON NOME: salva le modifiche apportate, in un file con un altro nome (ctrl+A)

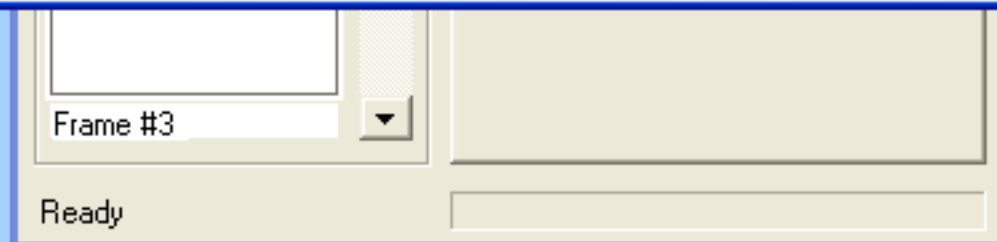
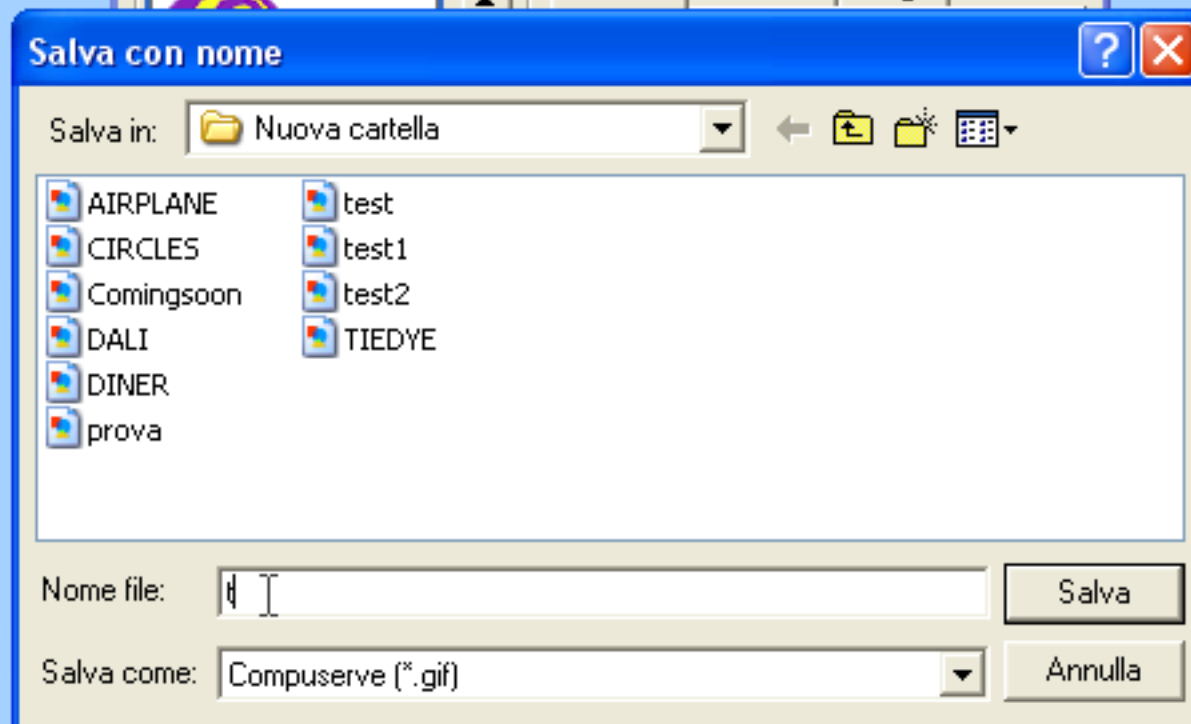
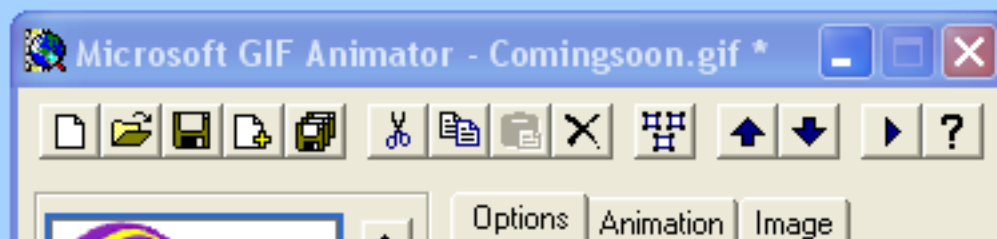
PER TORNARE ALLA FASE 4
CLICCA QUI...

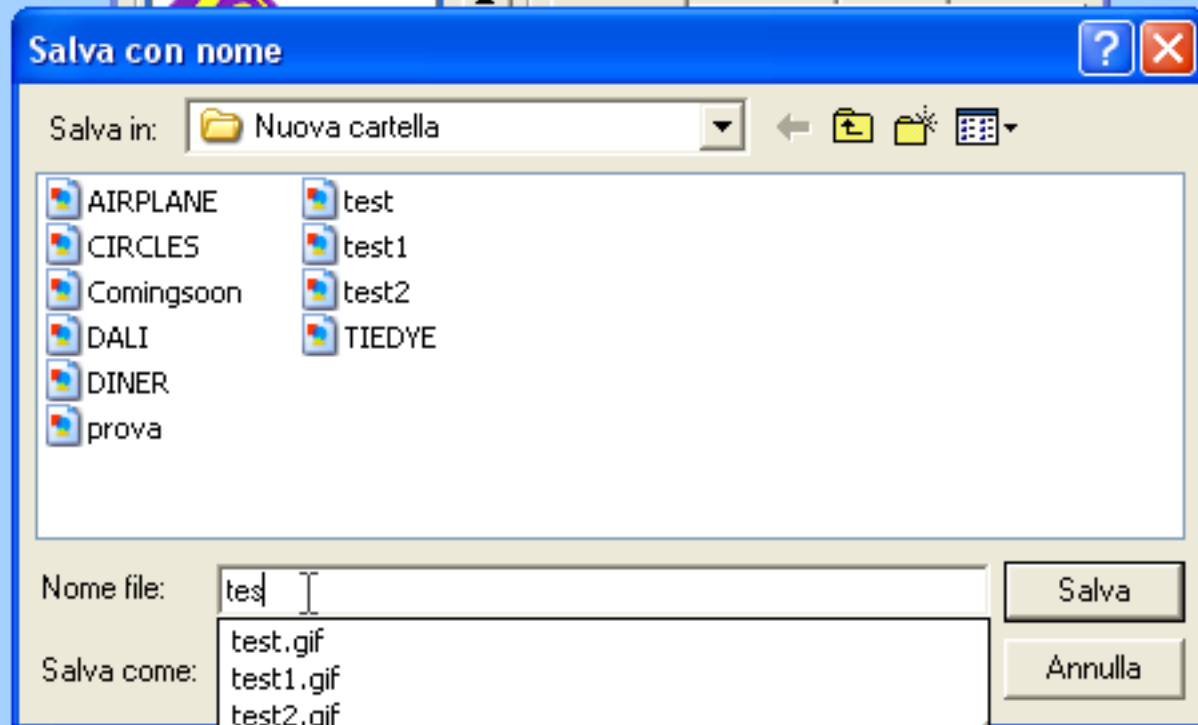
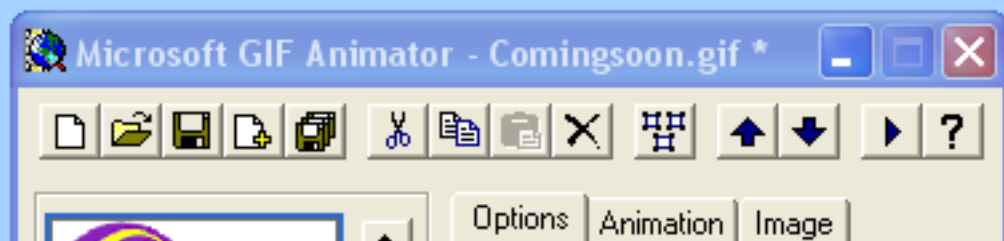


**Questa è la finestra di salvataggio
del file!**

**Dai un nuovo nome alla gif animata
che hai modificato...**

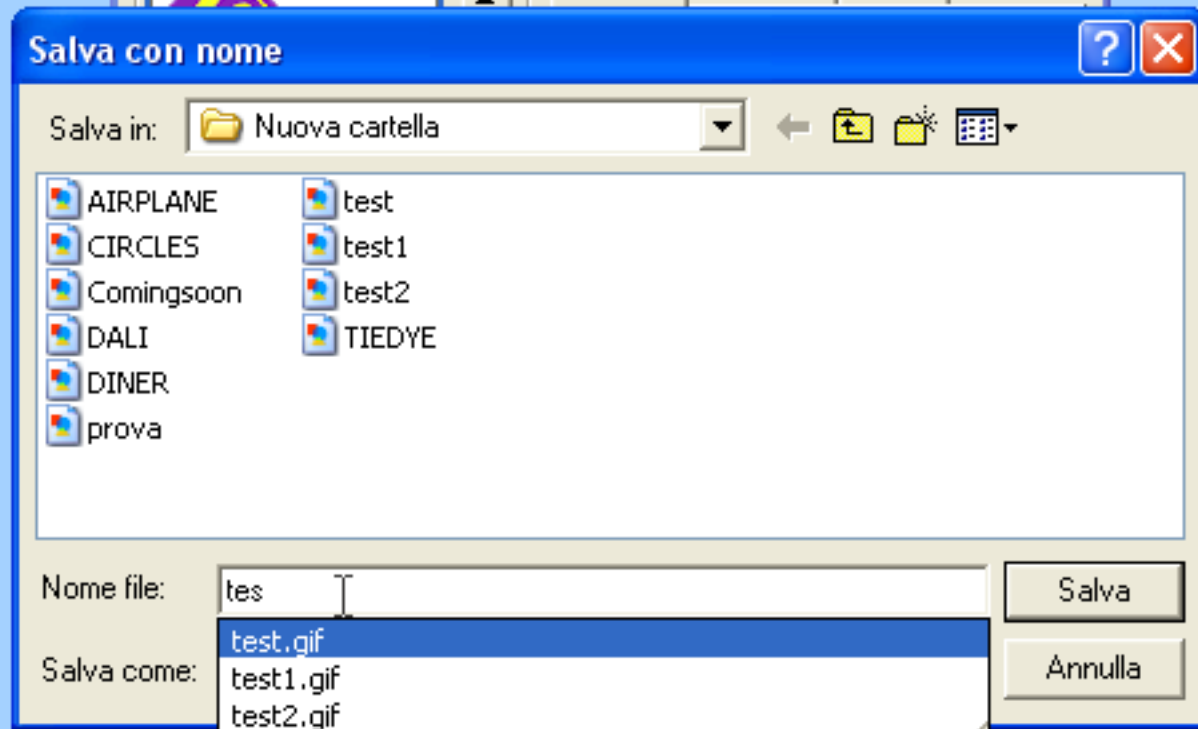
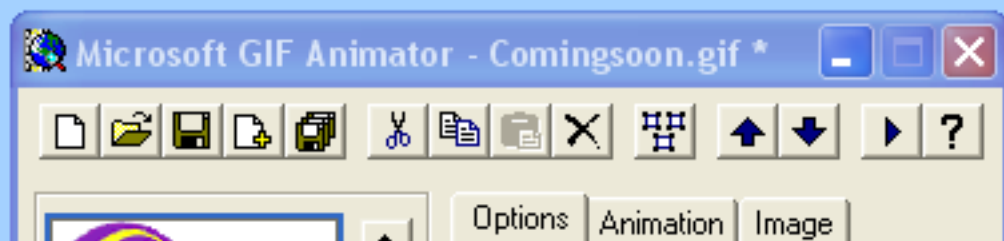






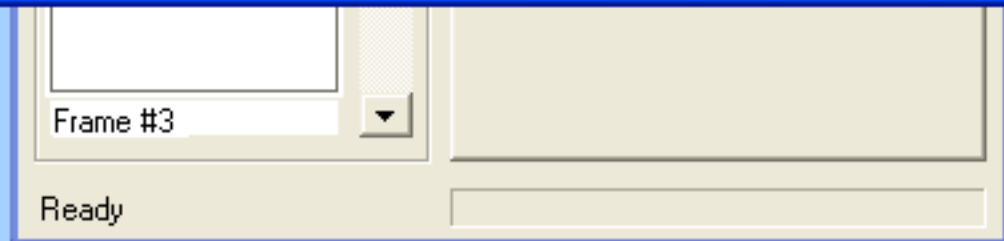
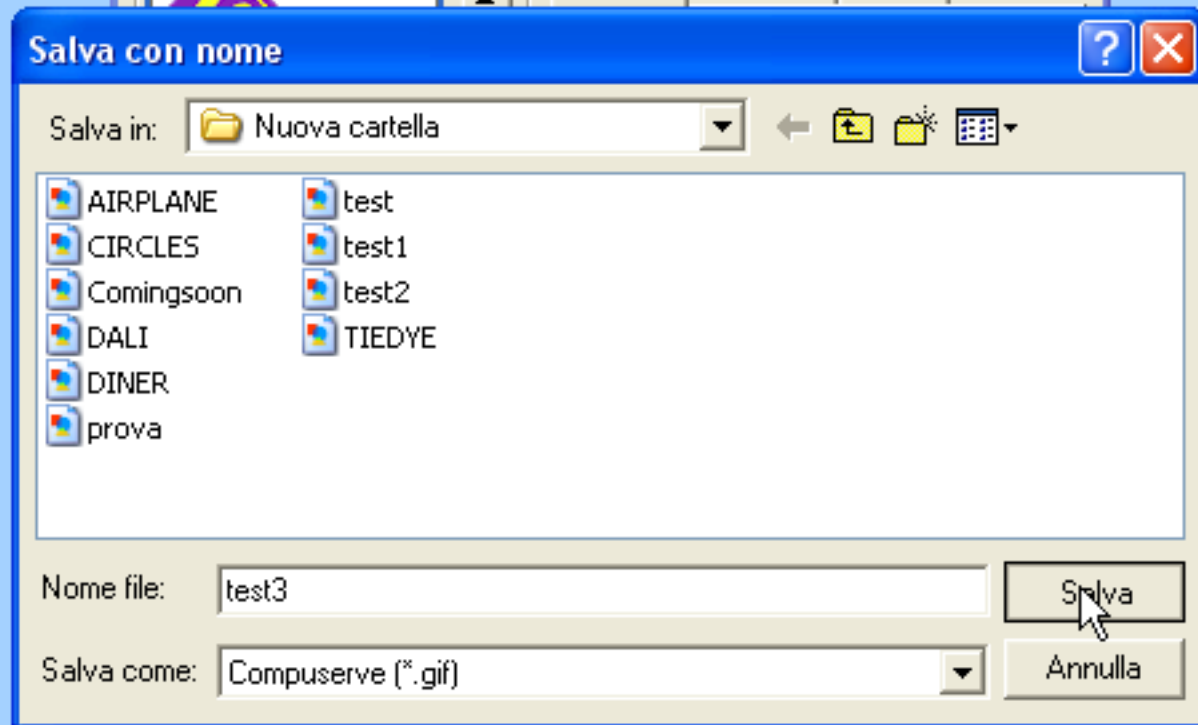
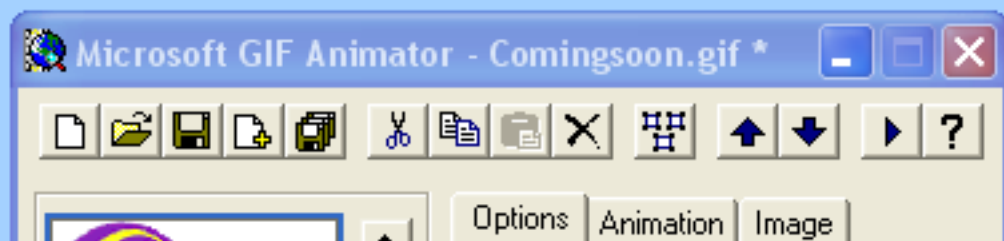
Frame #3

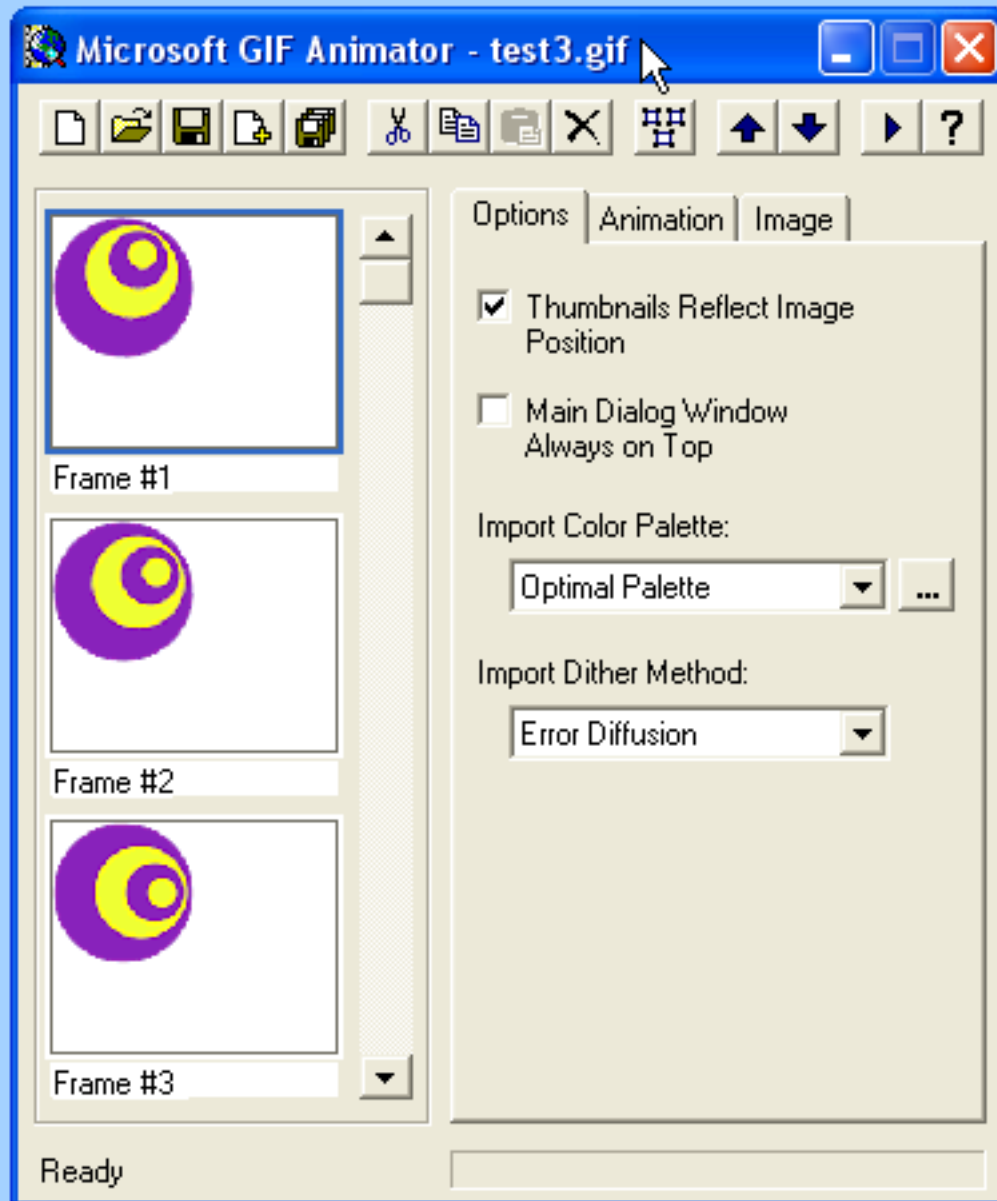
Ready

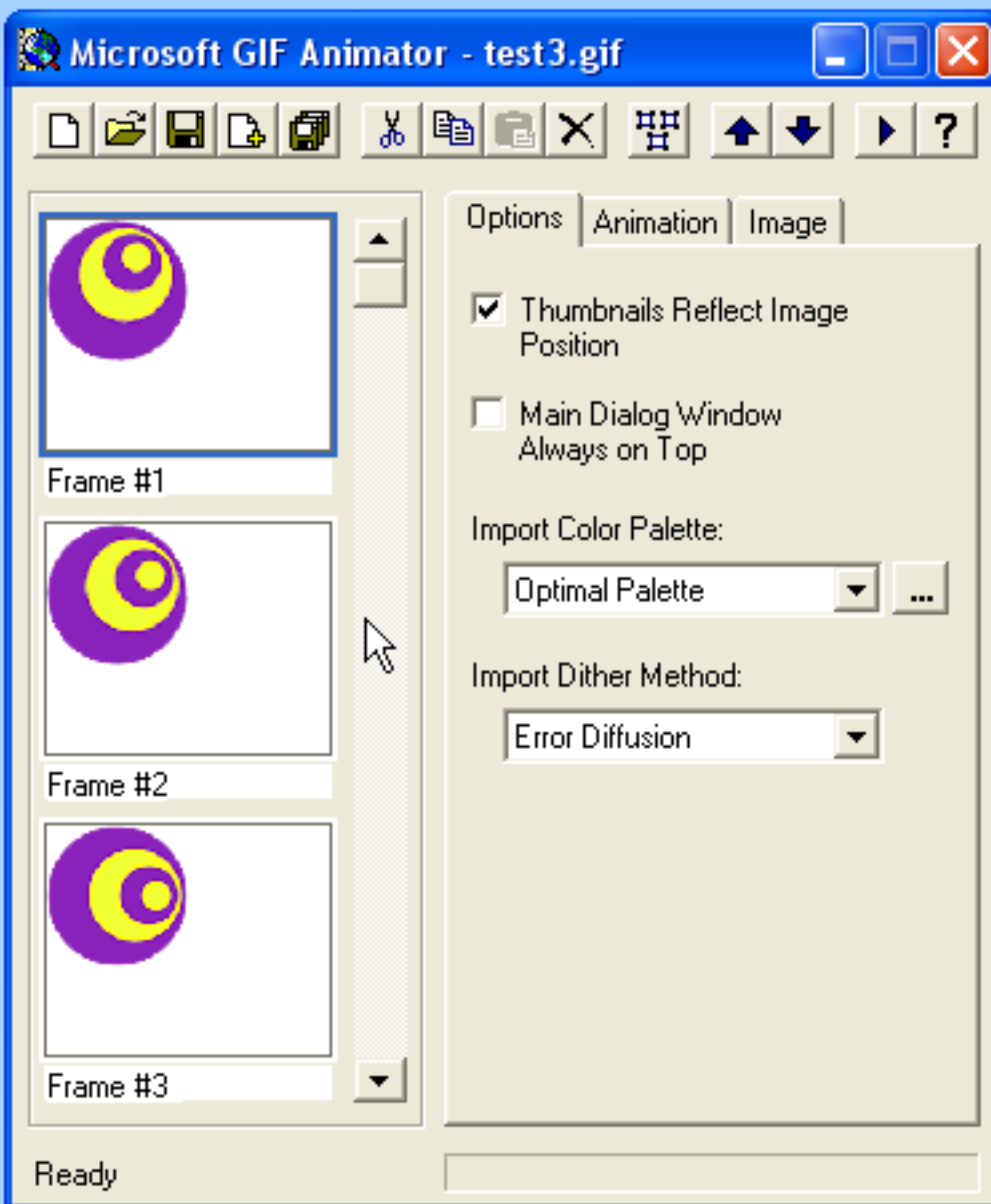


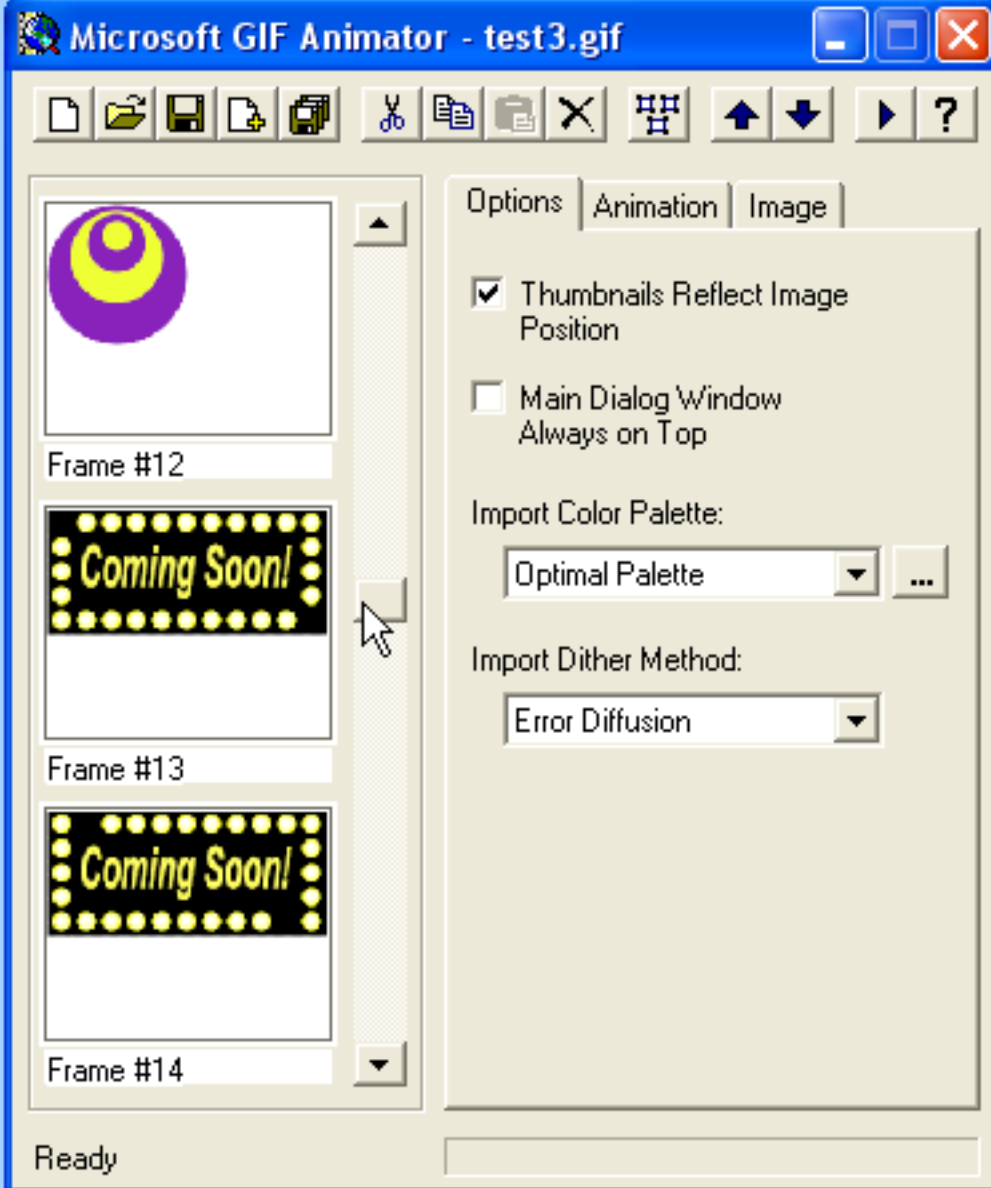
Frame #3

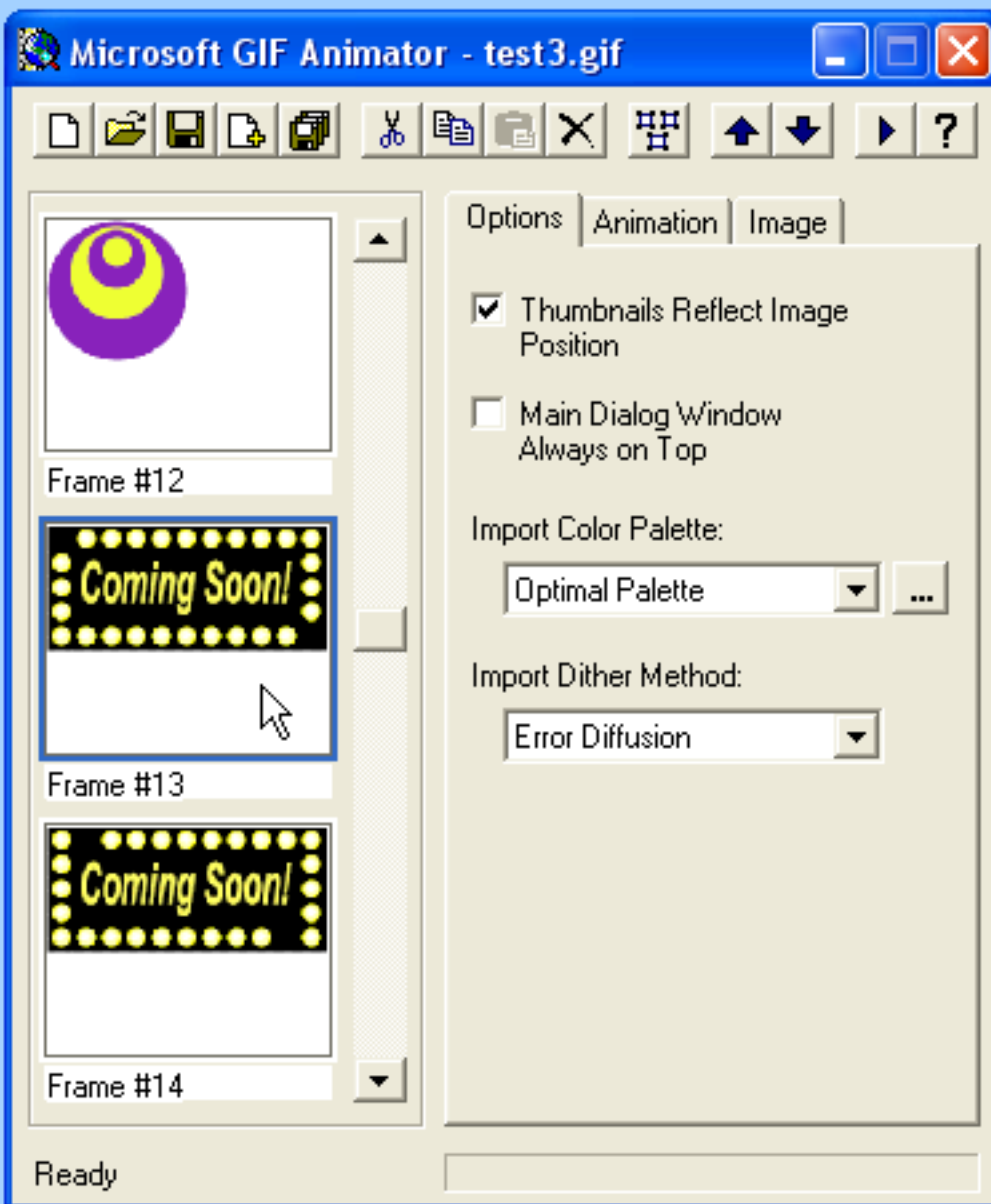
Ready



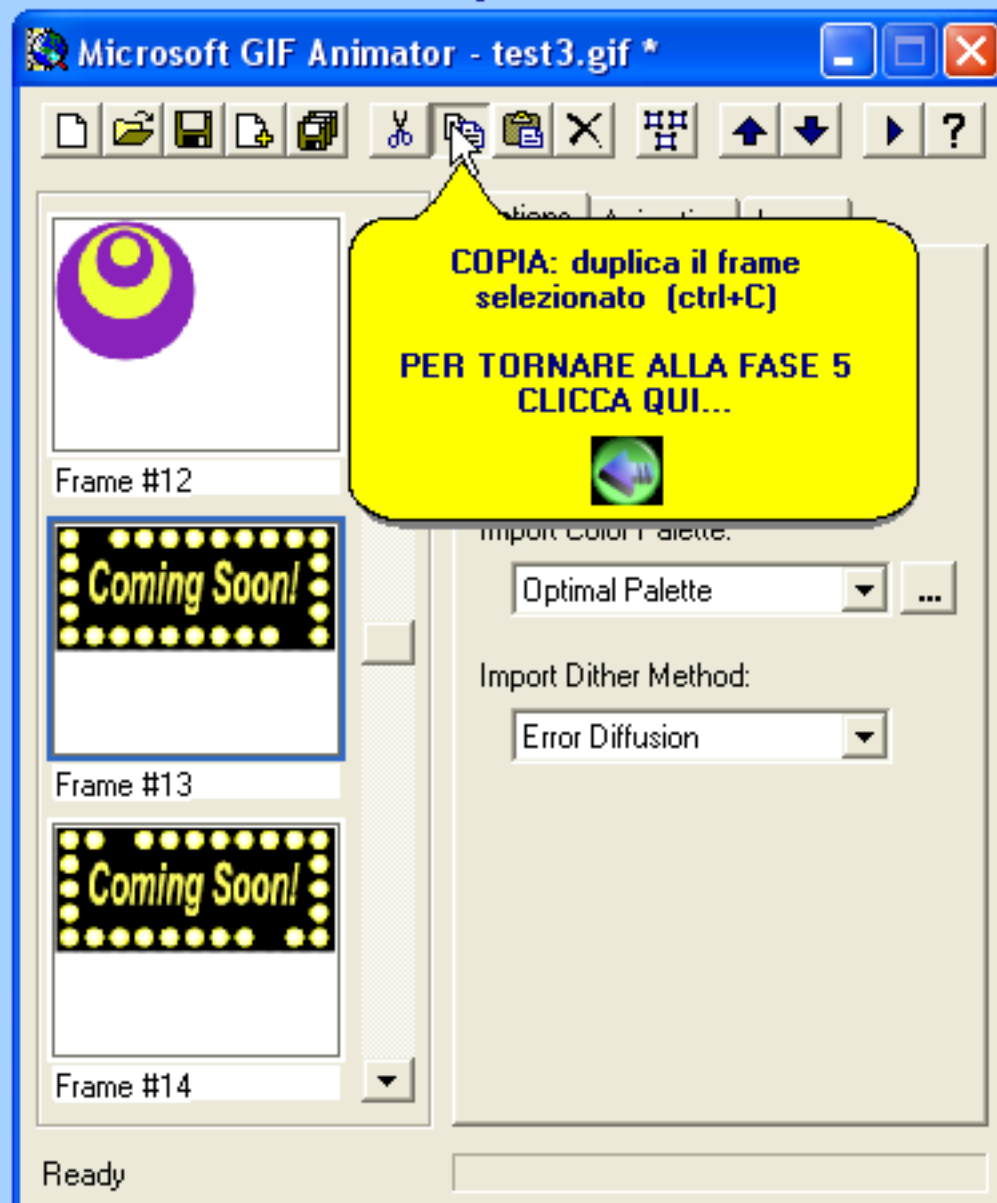


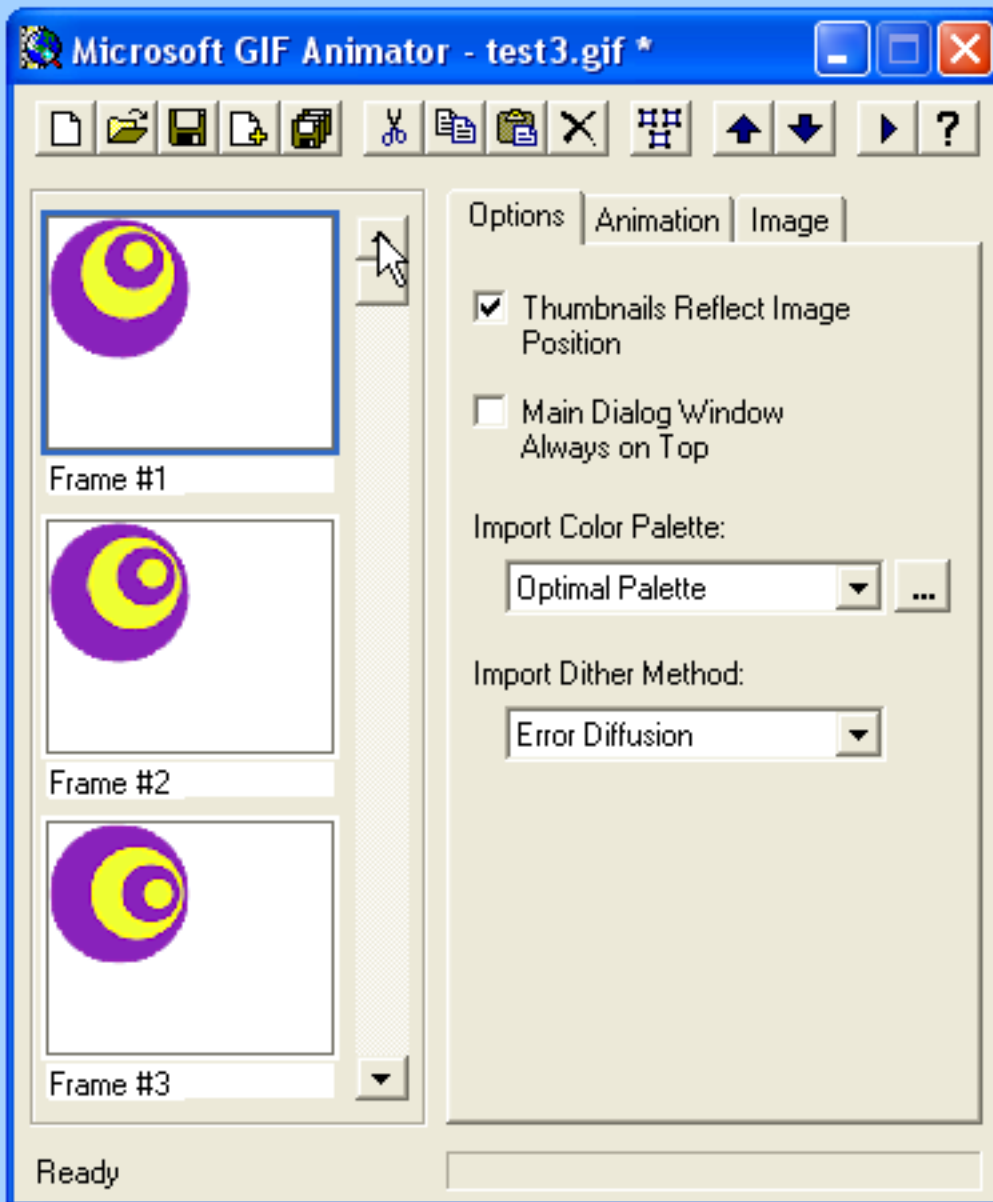






6. Utilizzo del pulsante 'COPIA'



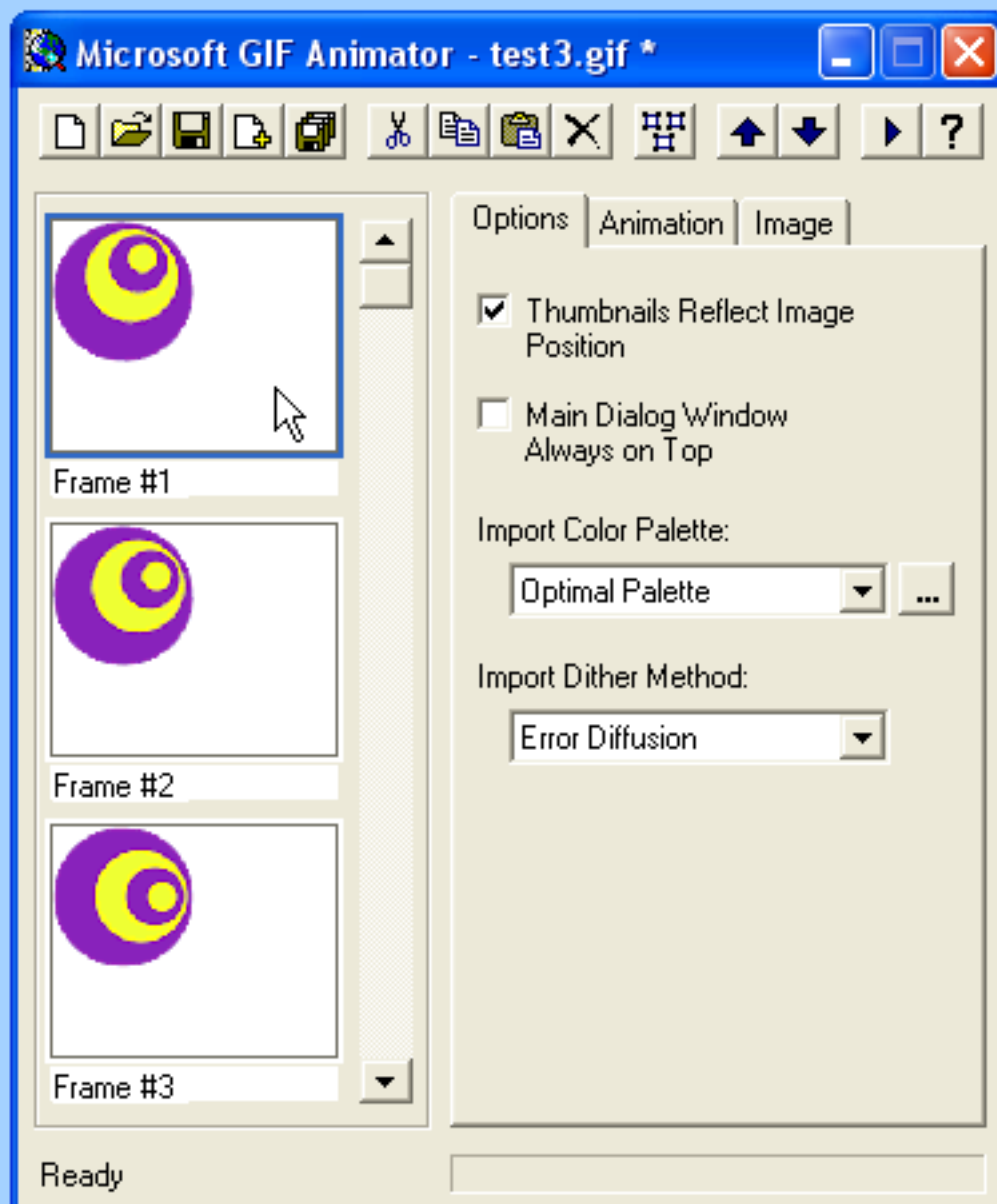


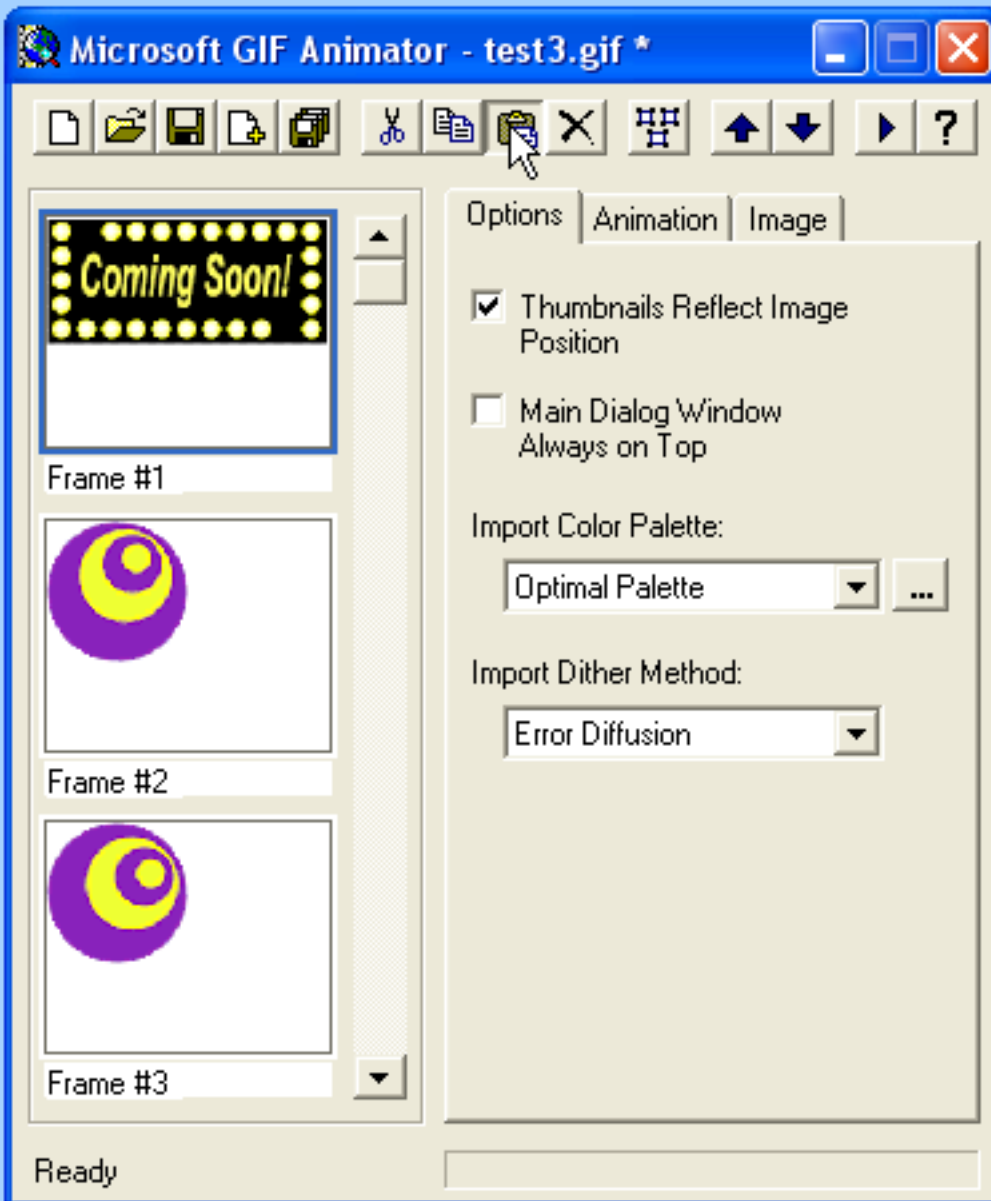
7. Utilizzo del pulsante 'INCOLLA'



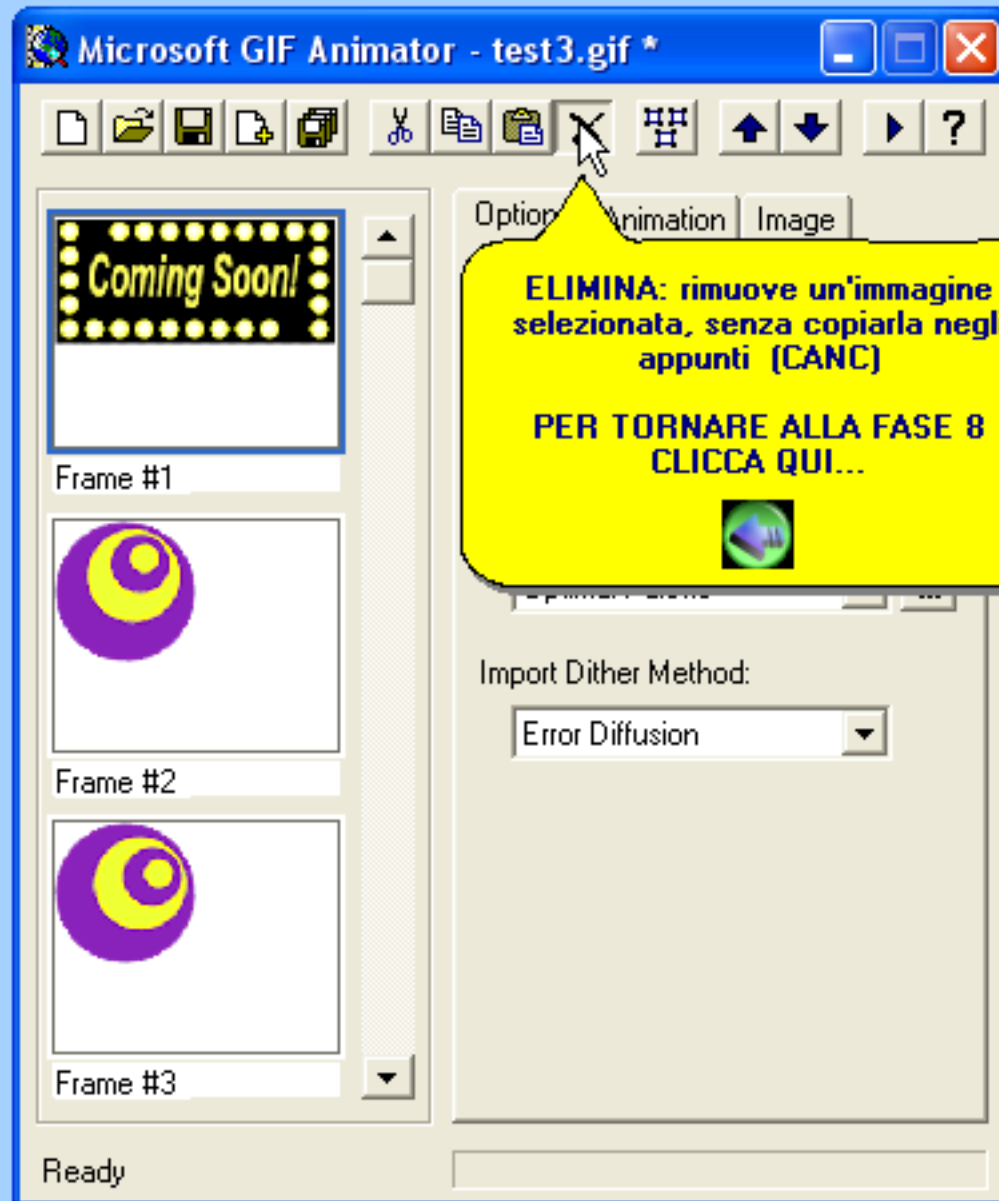
8. Utilizzo del pulsante 'TAGLIA'

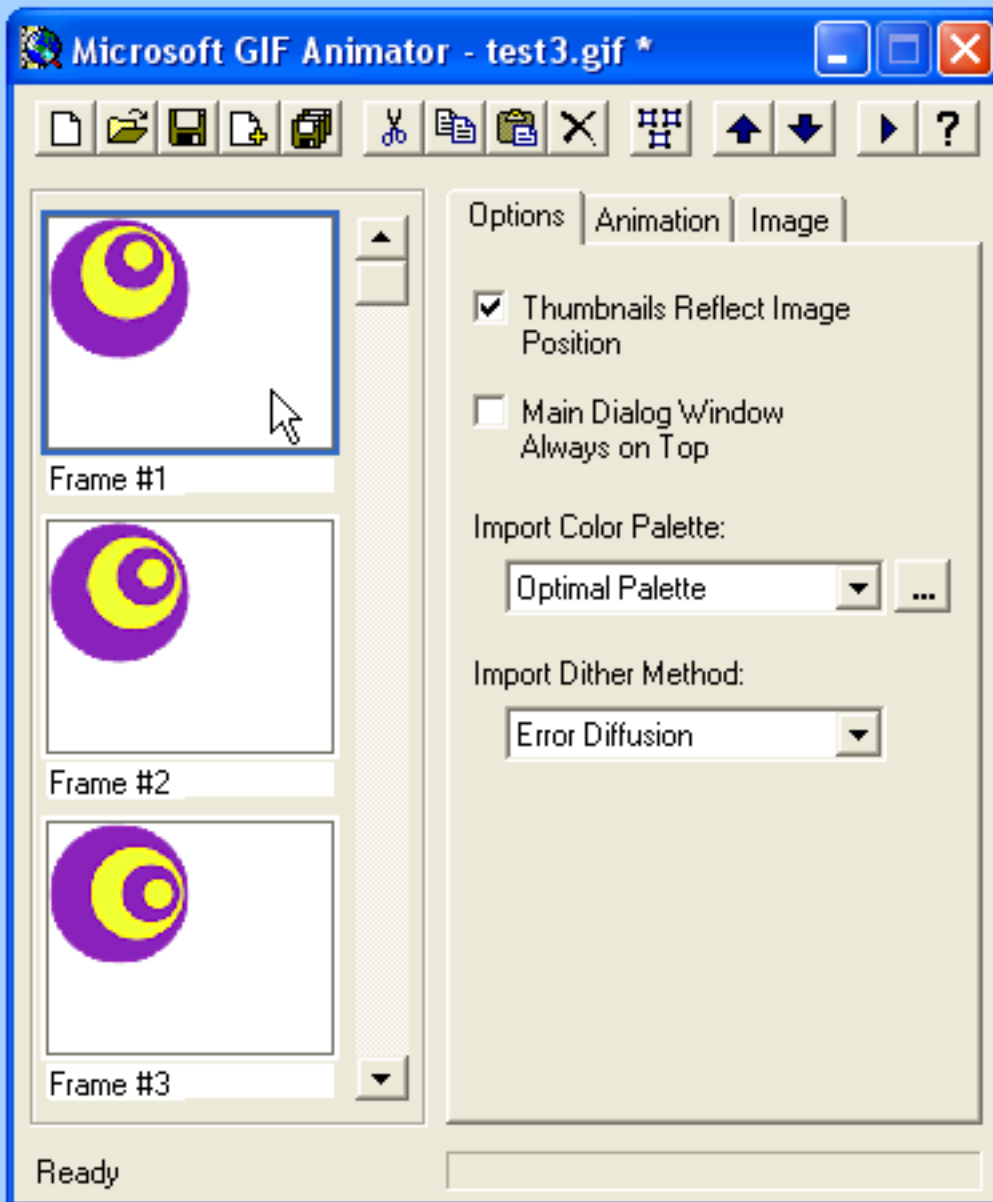




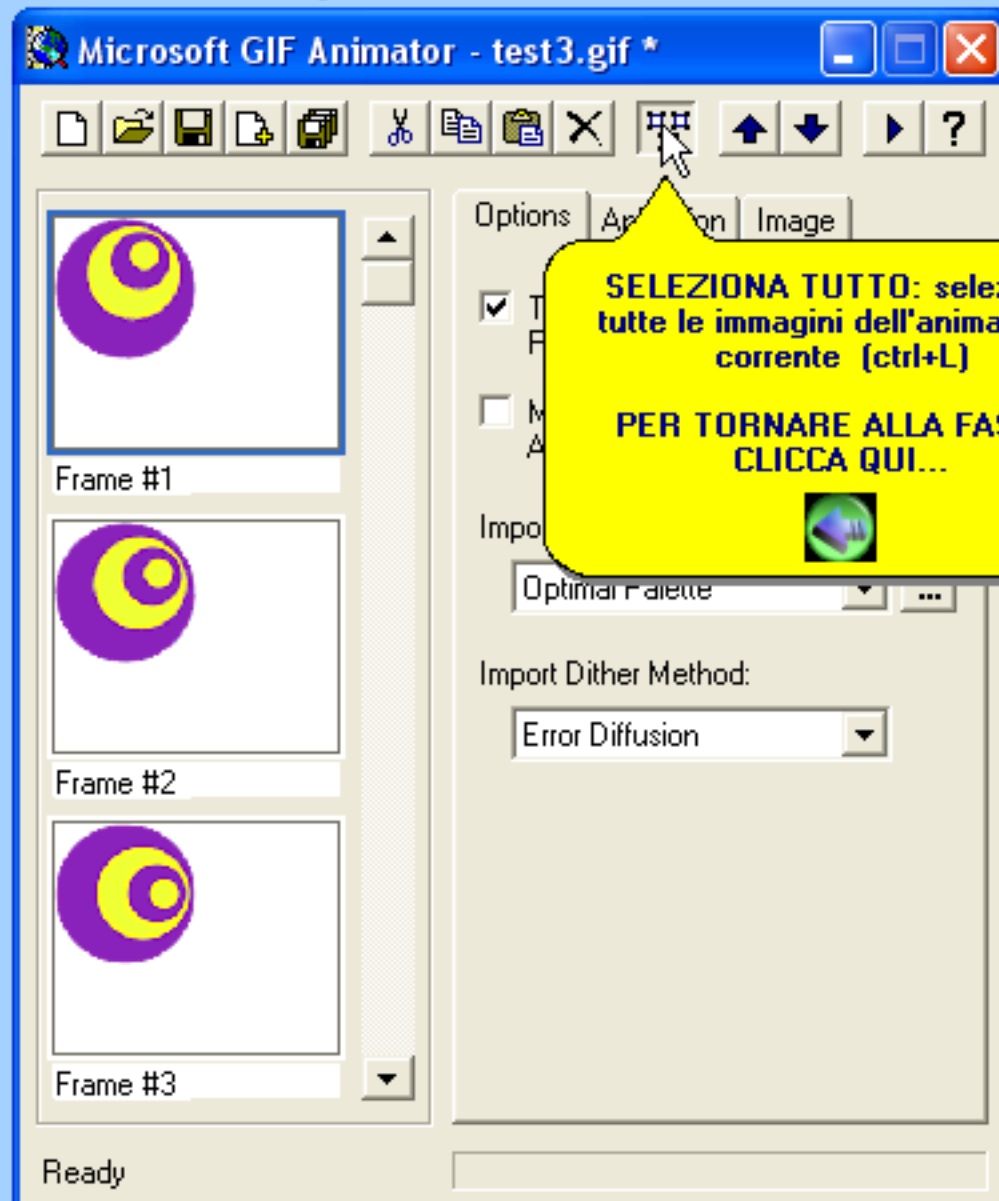


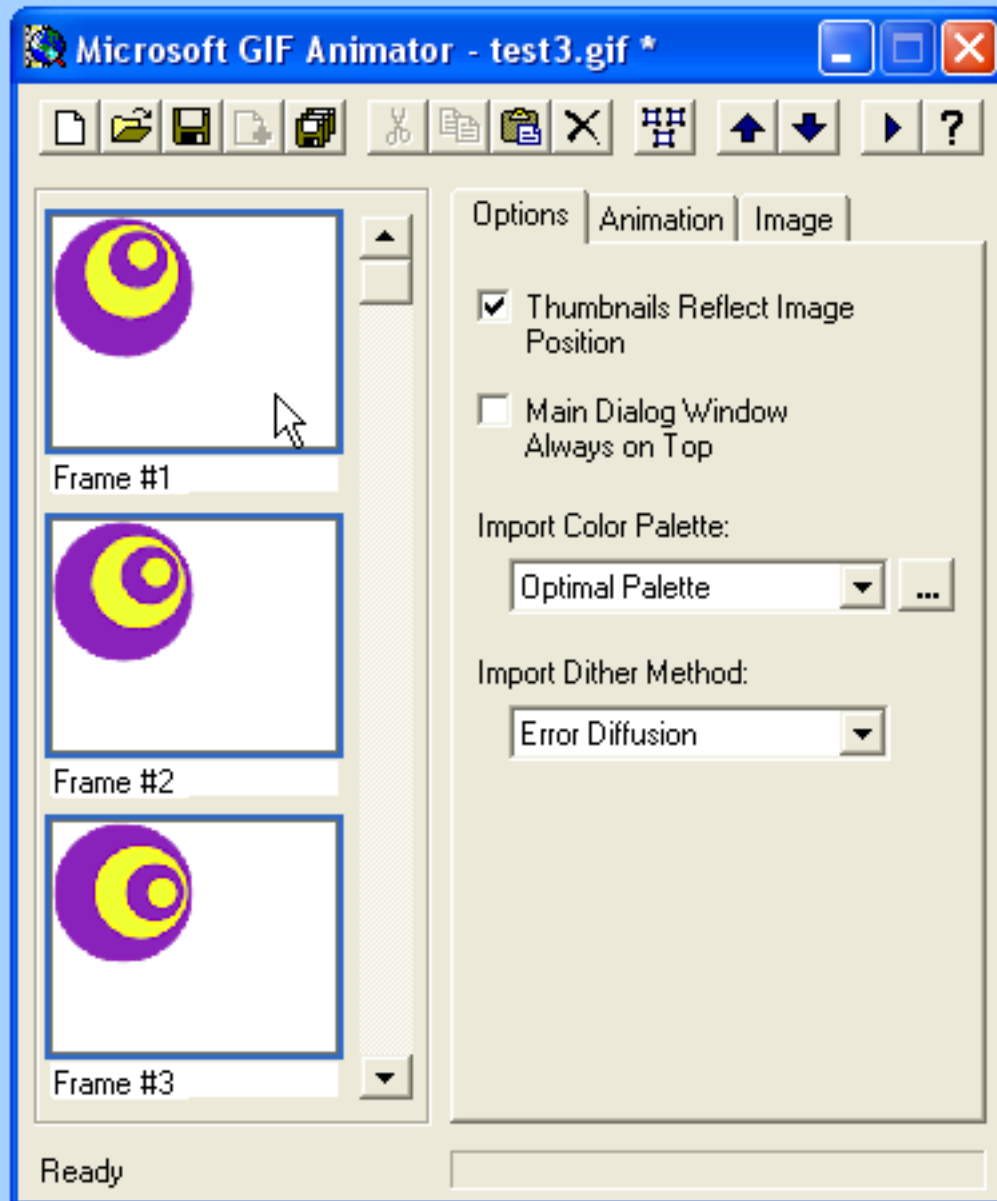
9. Utilizzo del pulsante 'ELIMINA'

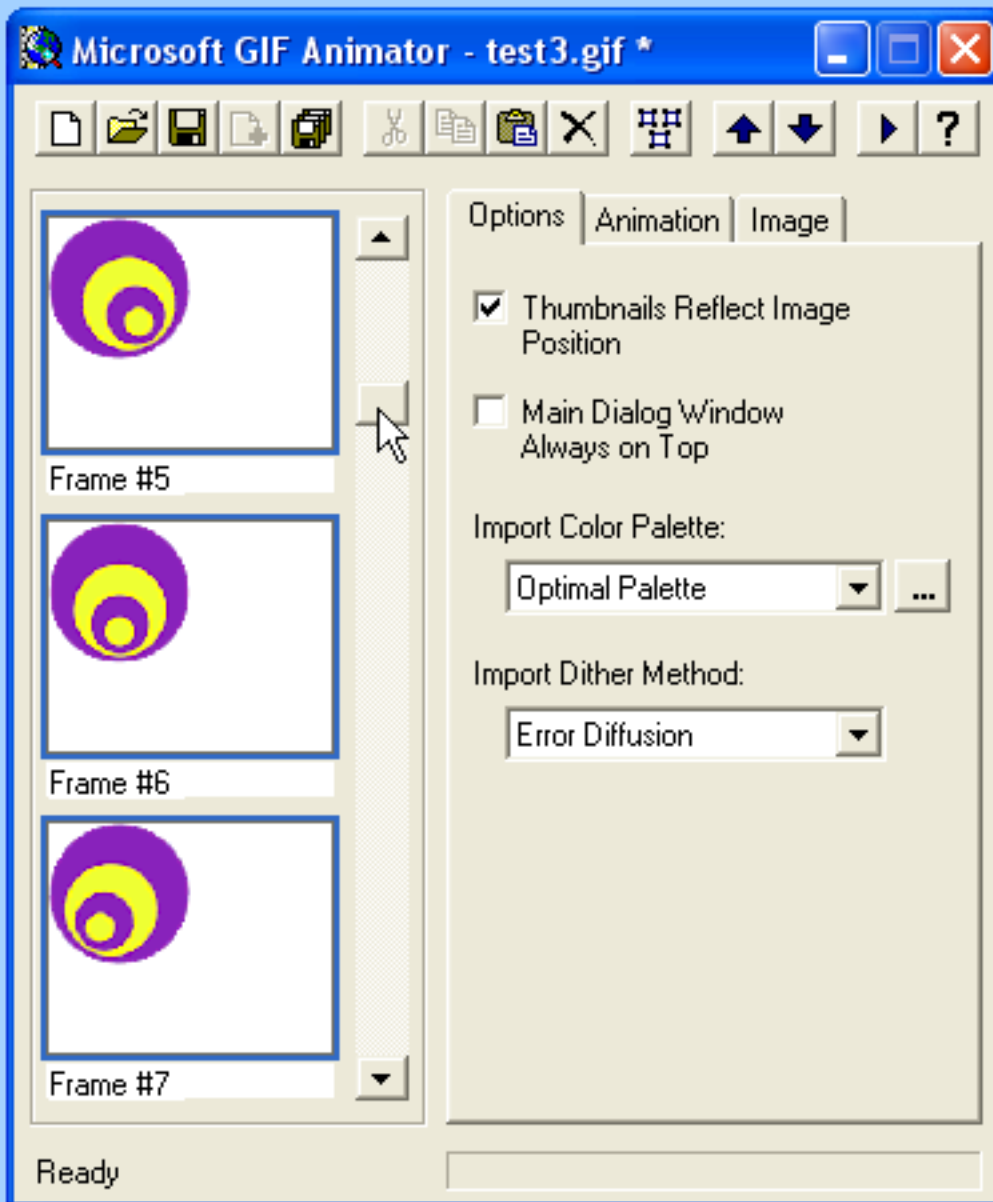


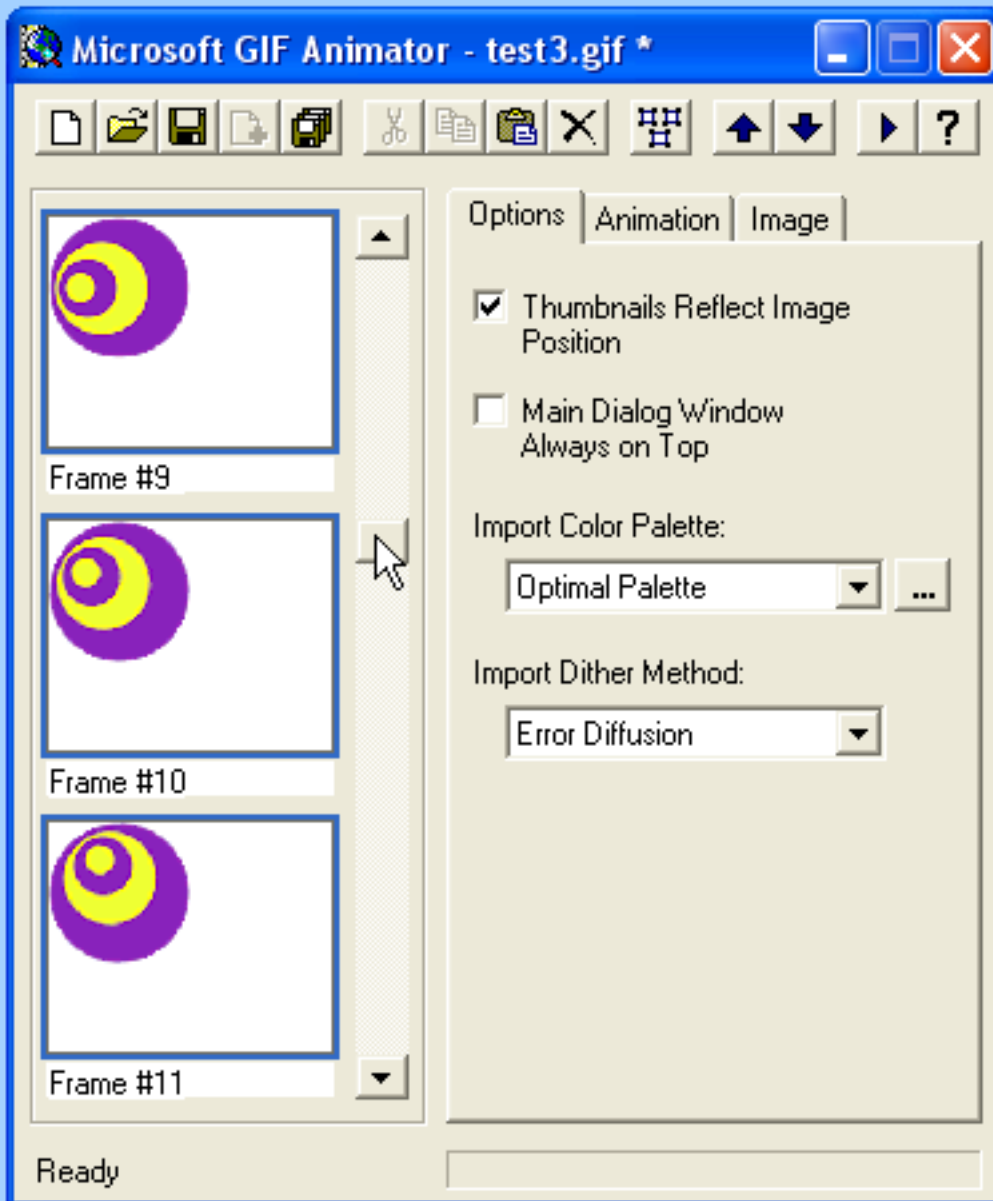


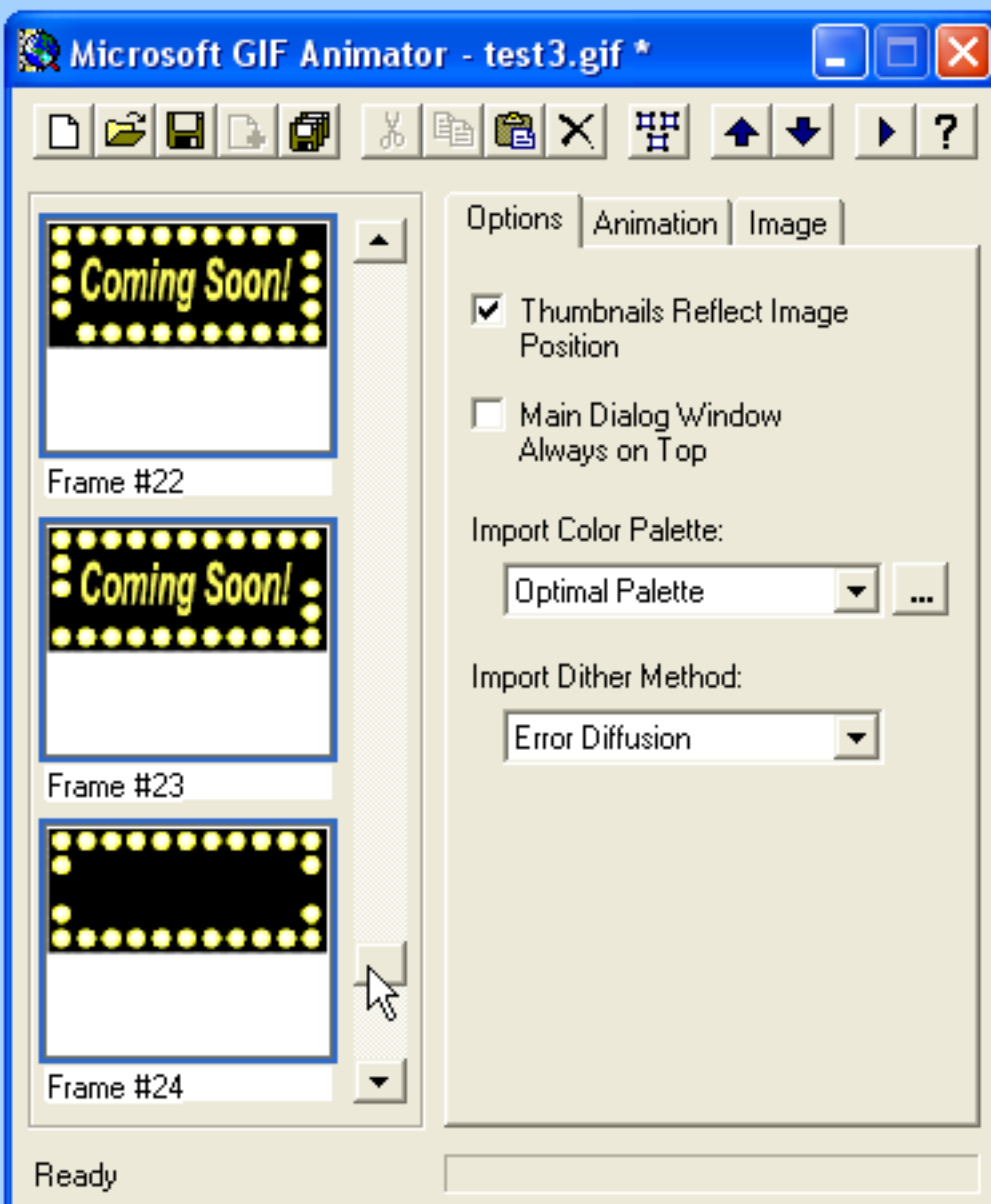
10. Utilizzo del pulsante 'SELEZIONA TUTTO'

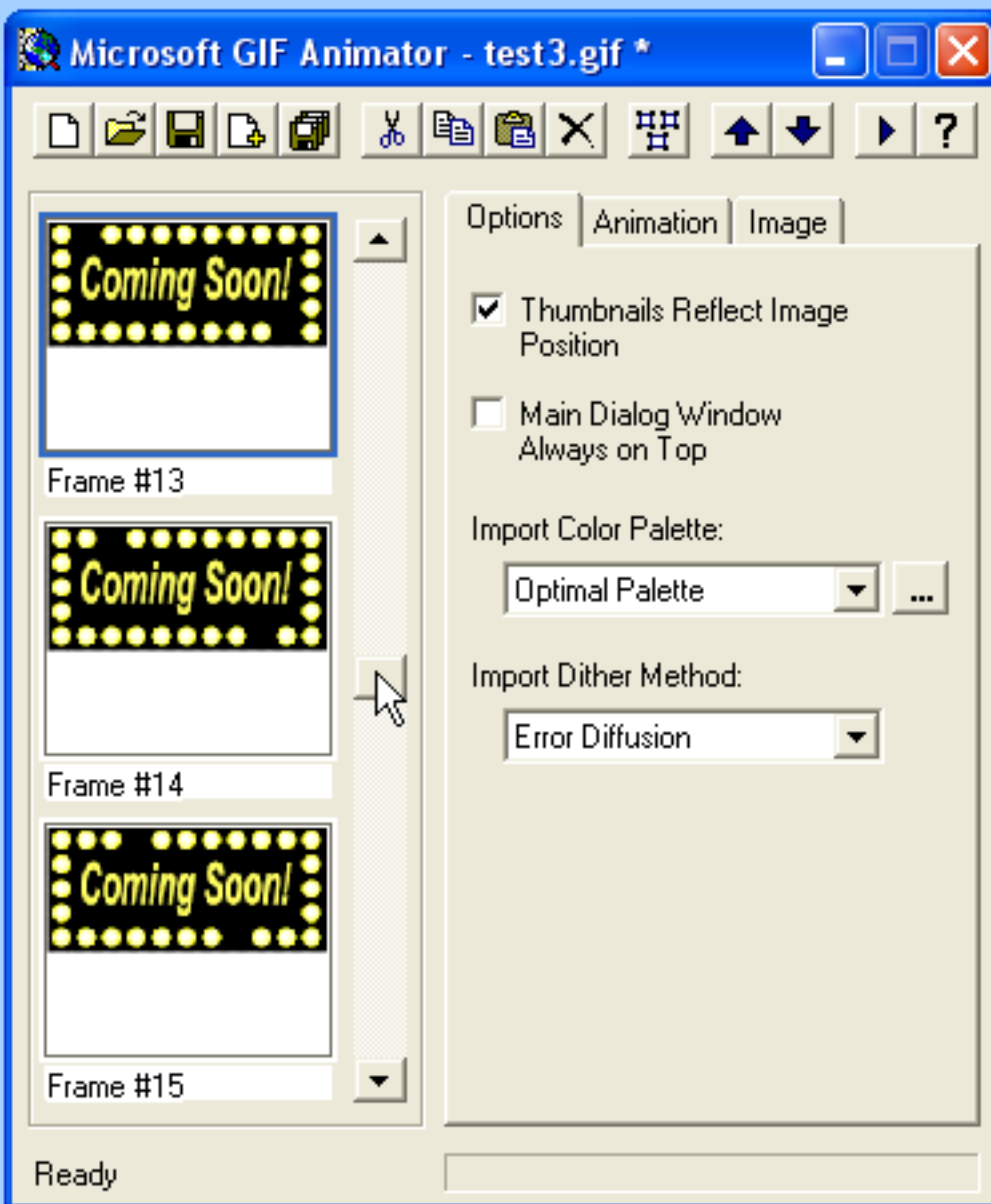




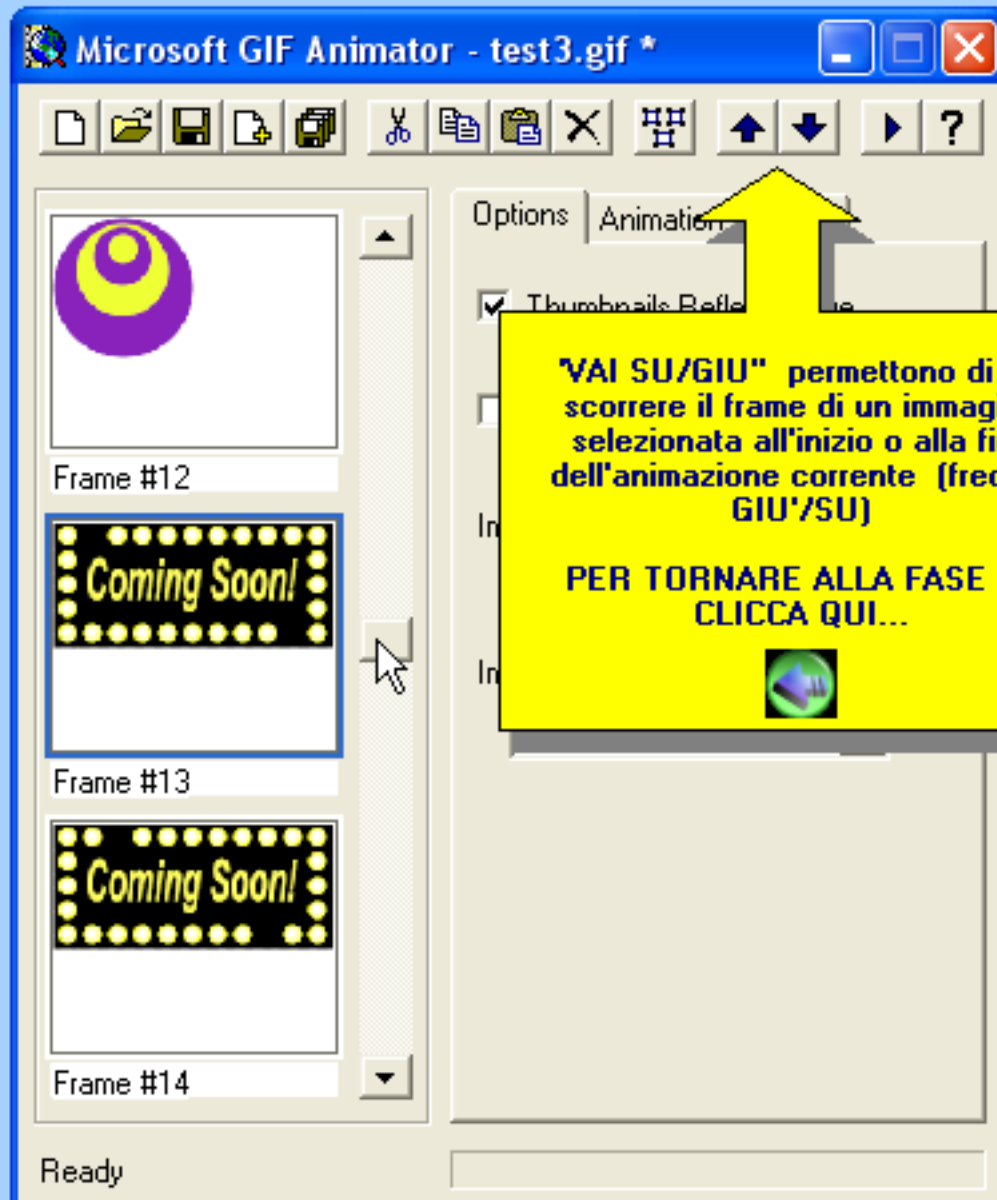






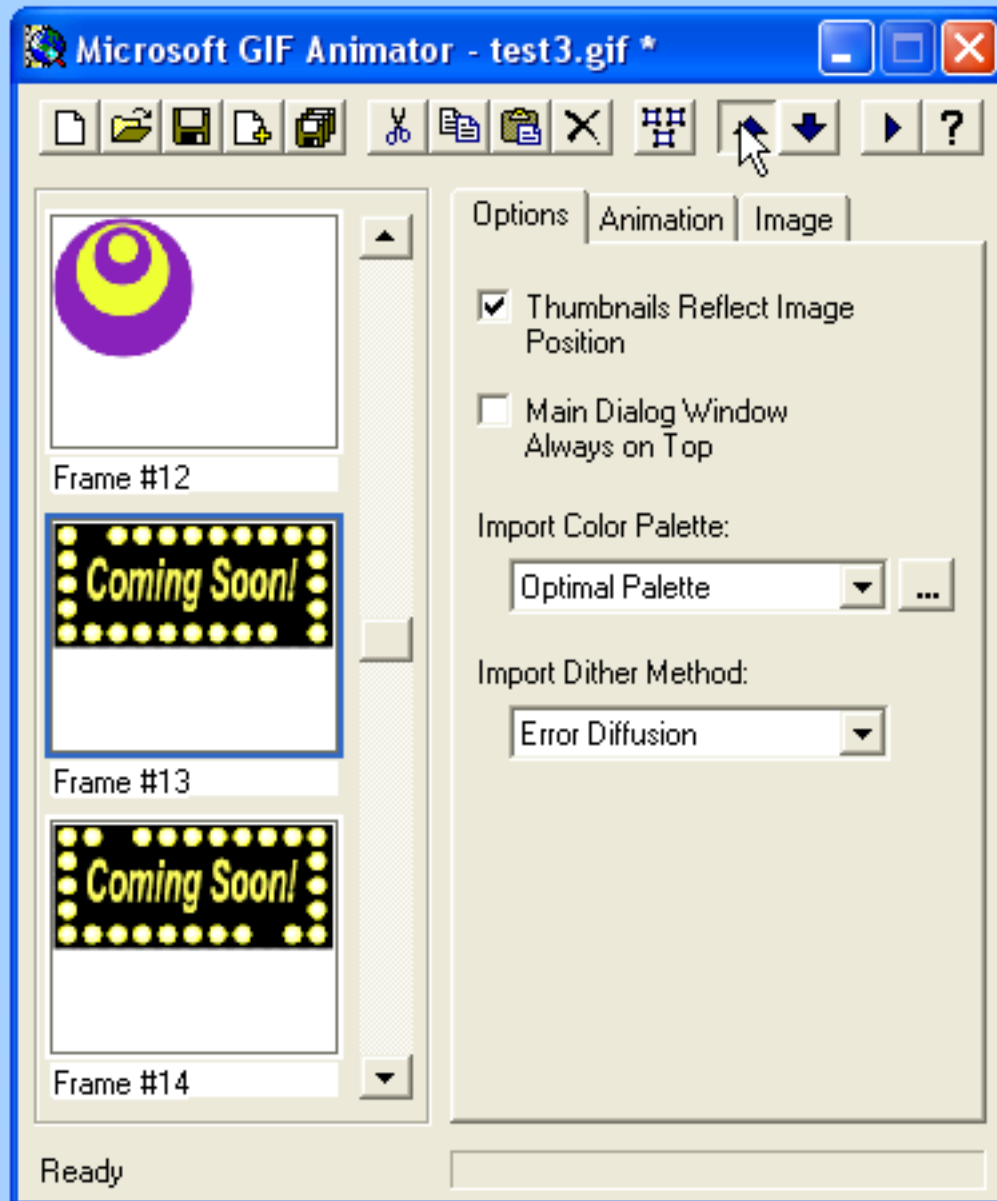


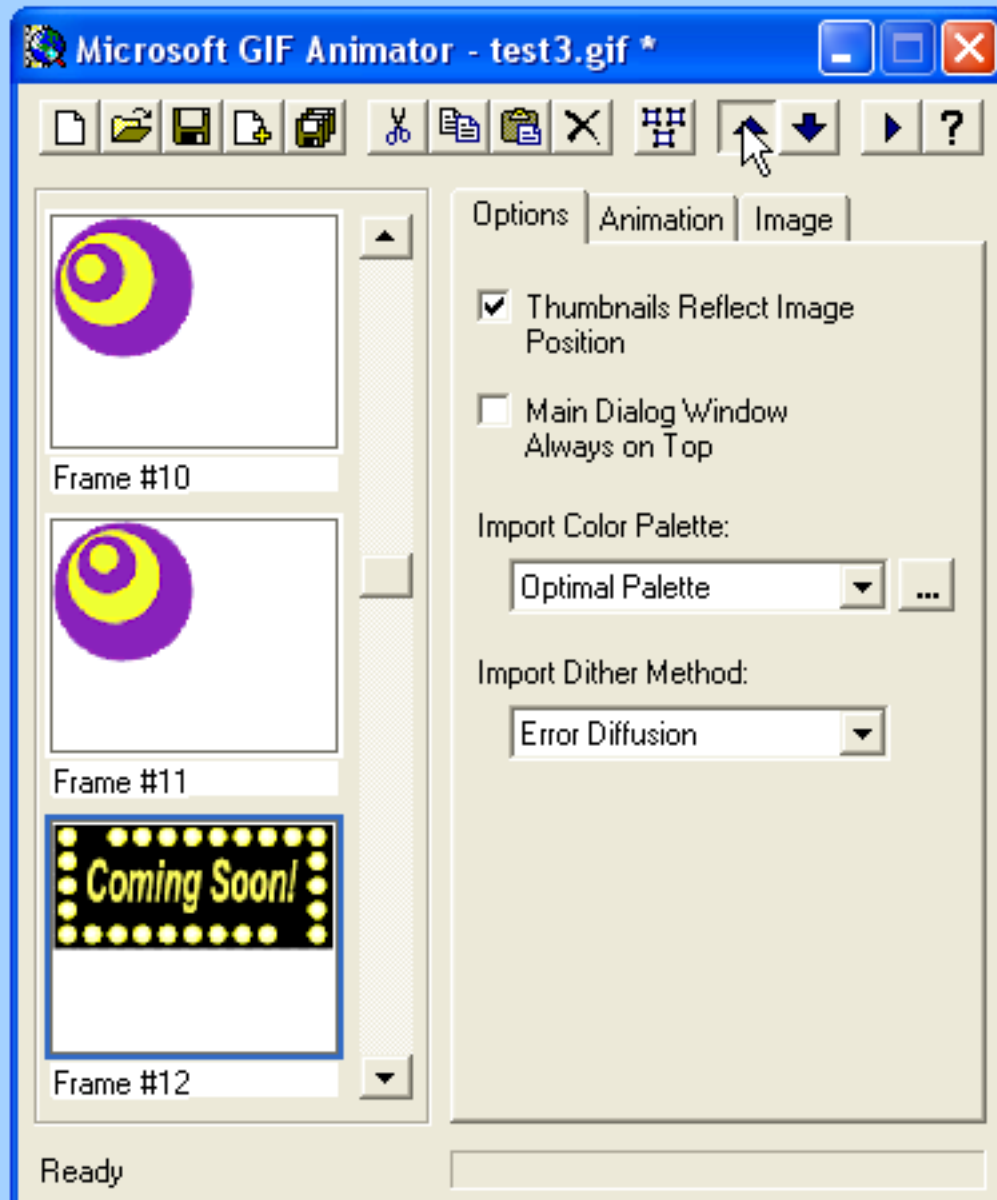
11. Utilizzo dei pulsanti 'VAI SU/GIU'

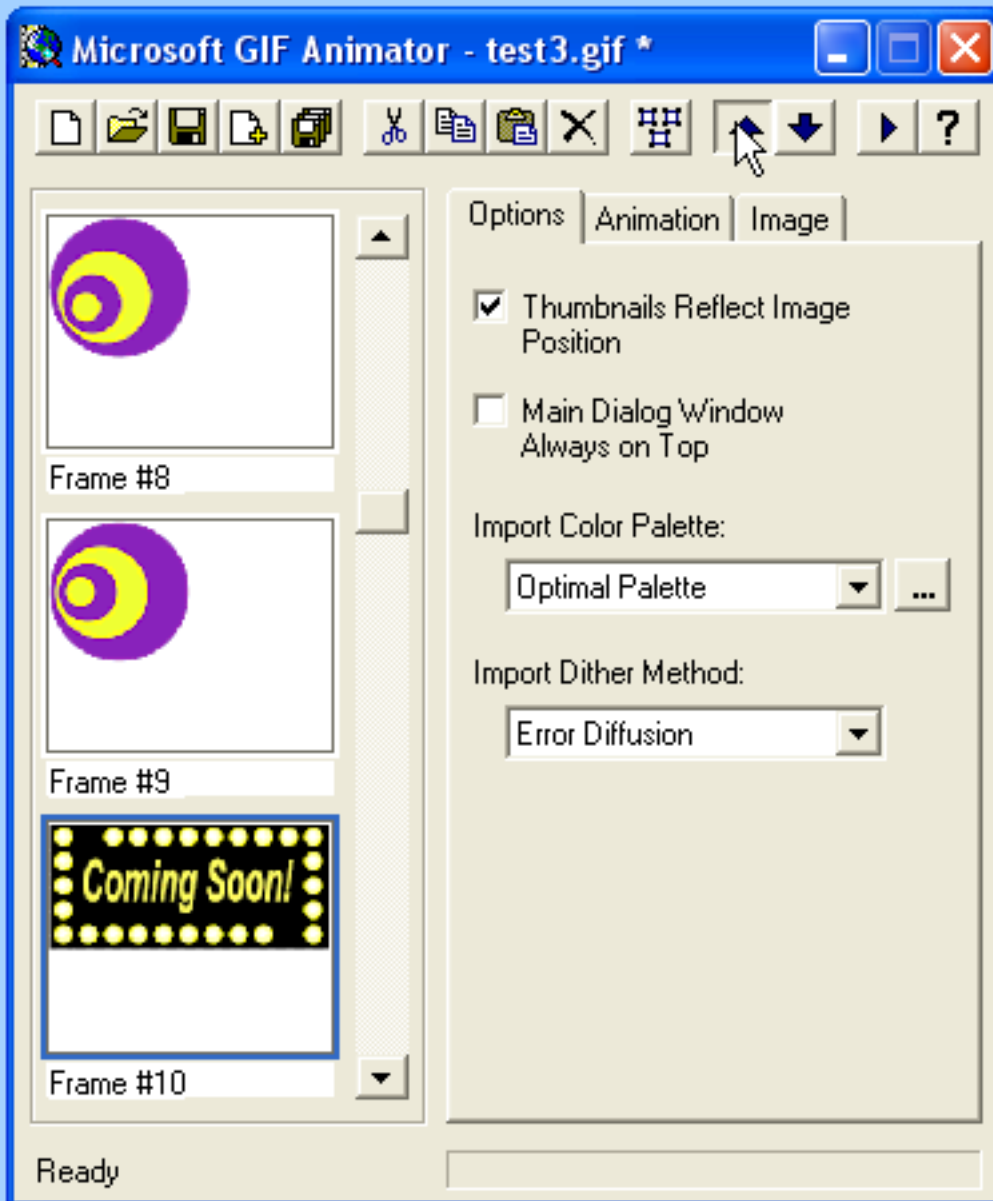


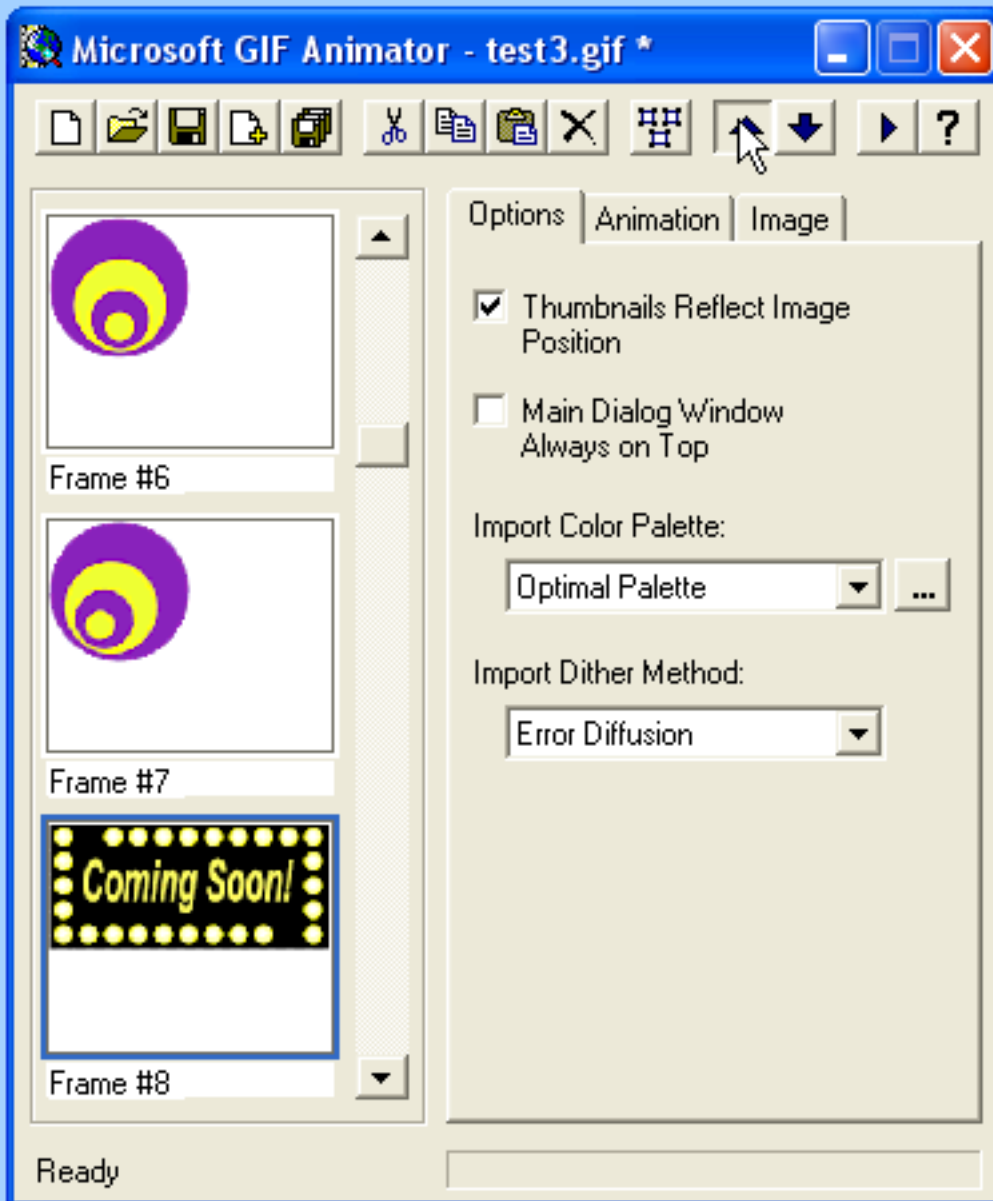
Next 

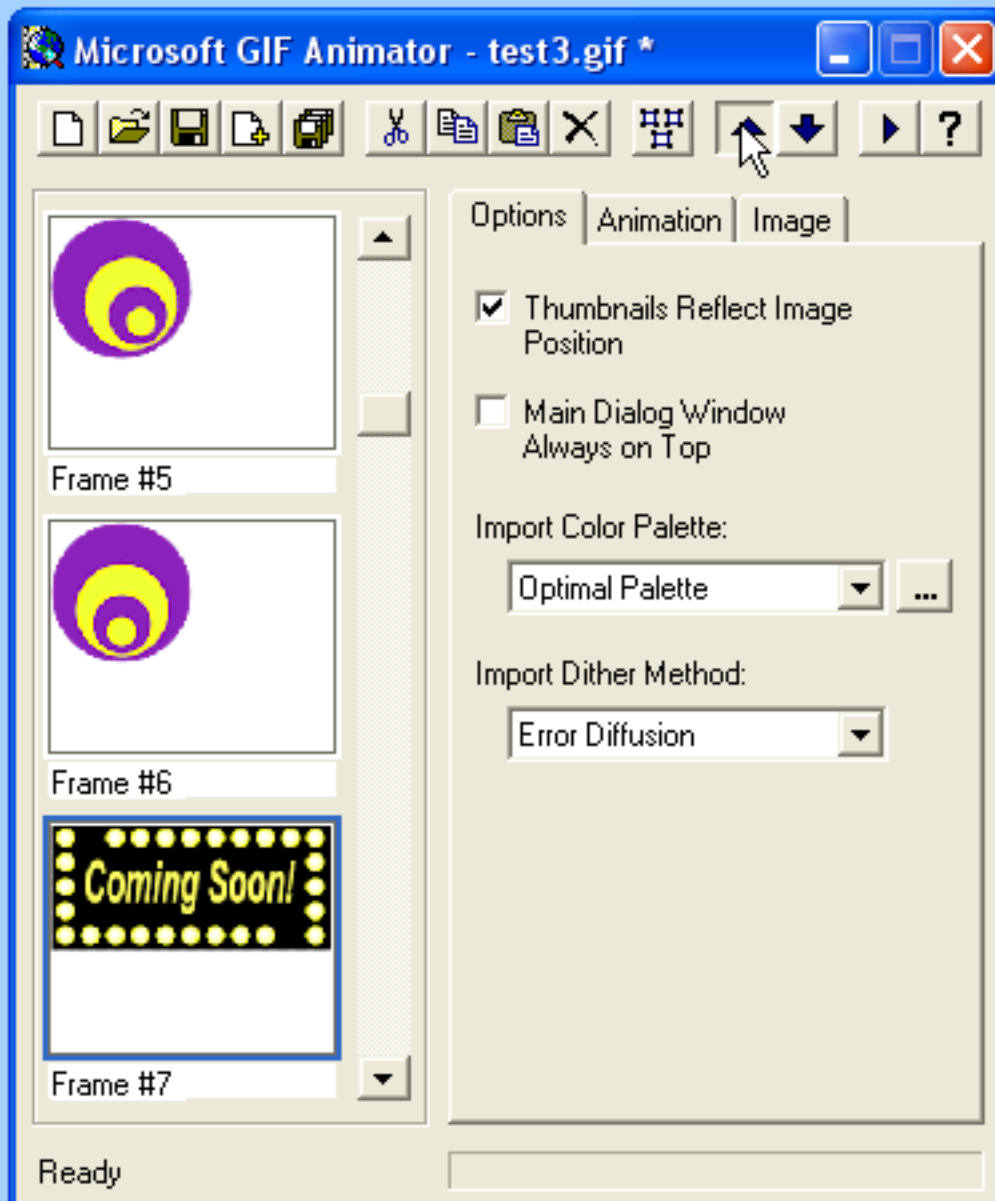
VAI SU...

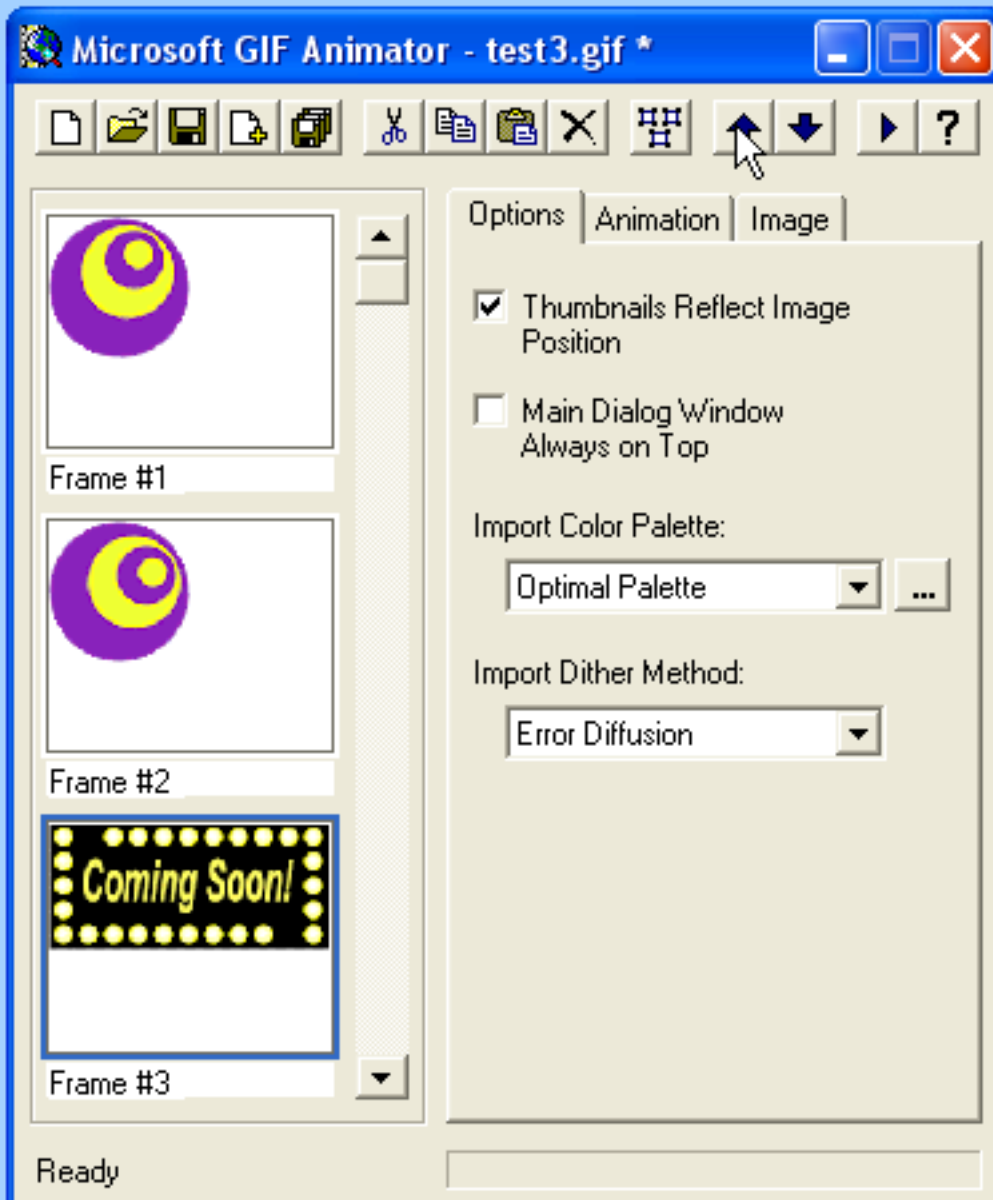


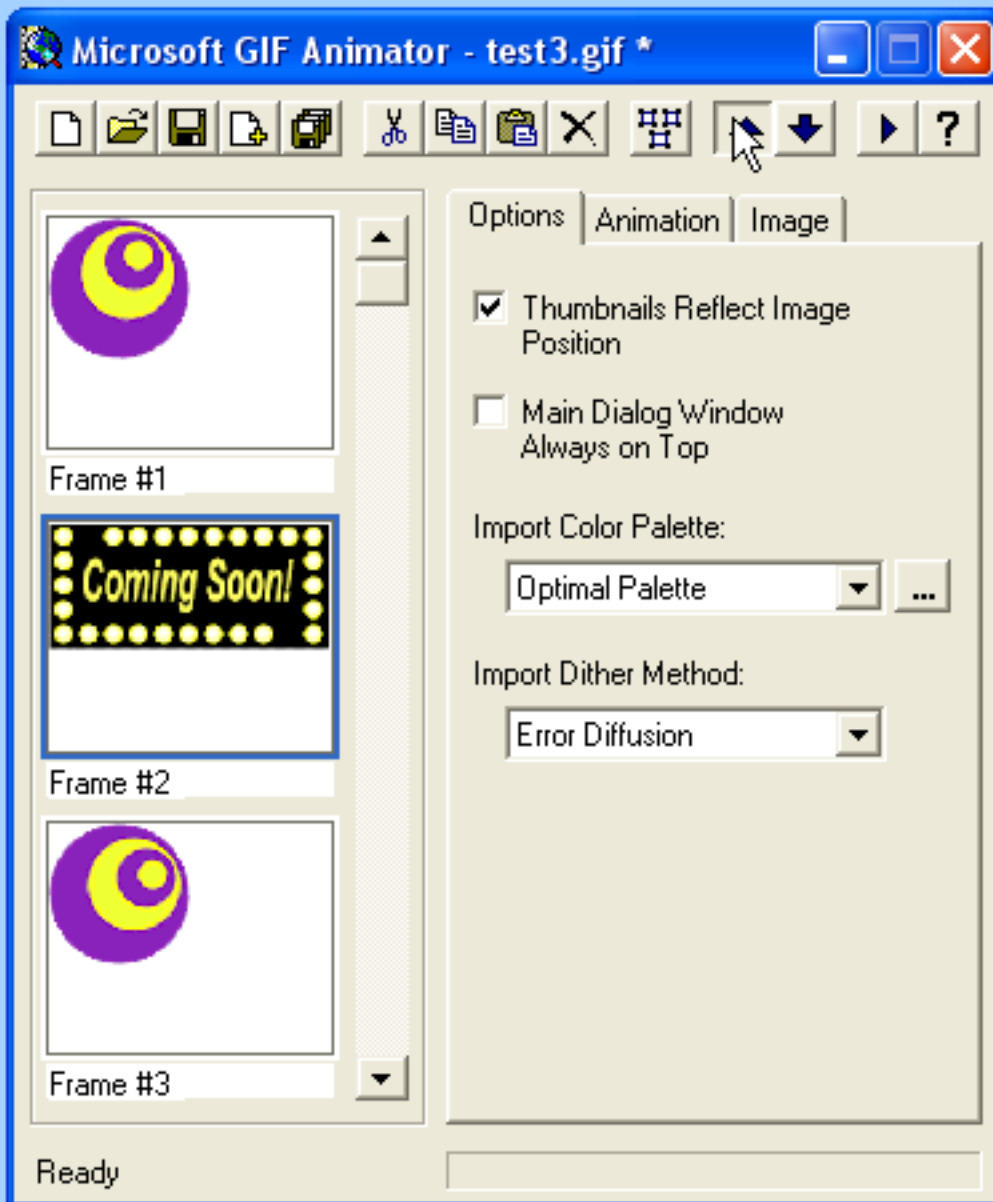




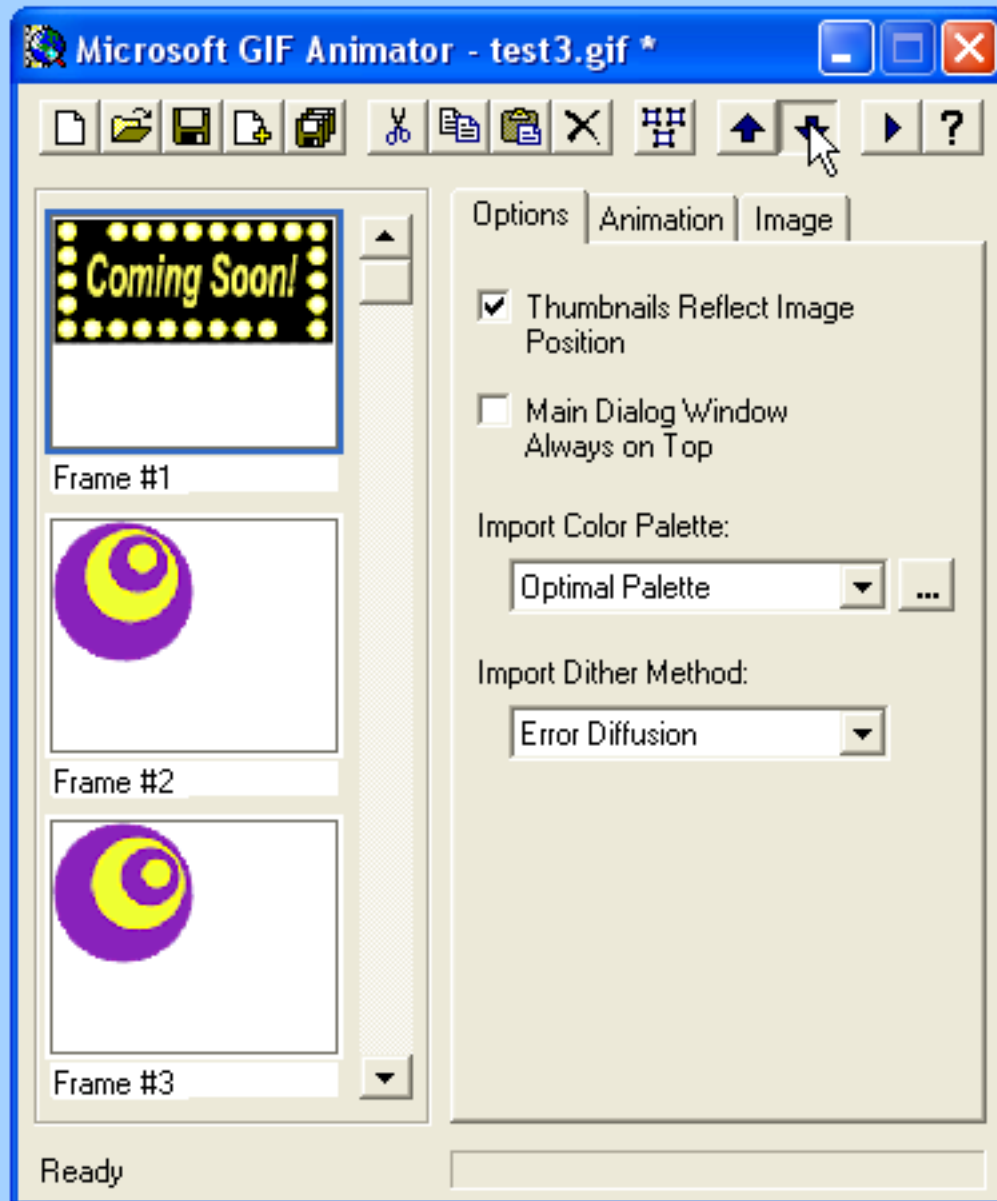


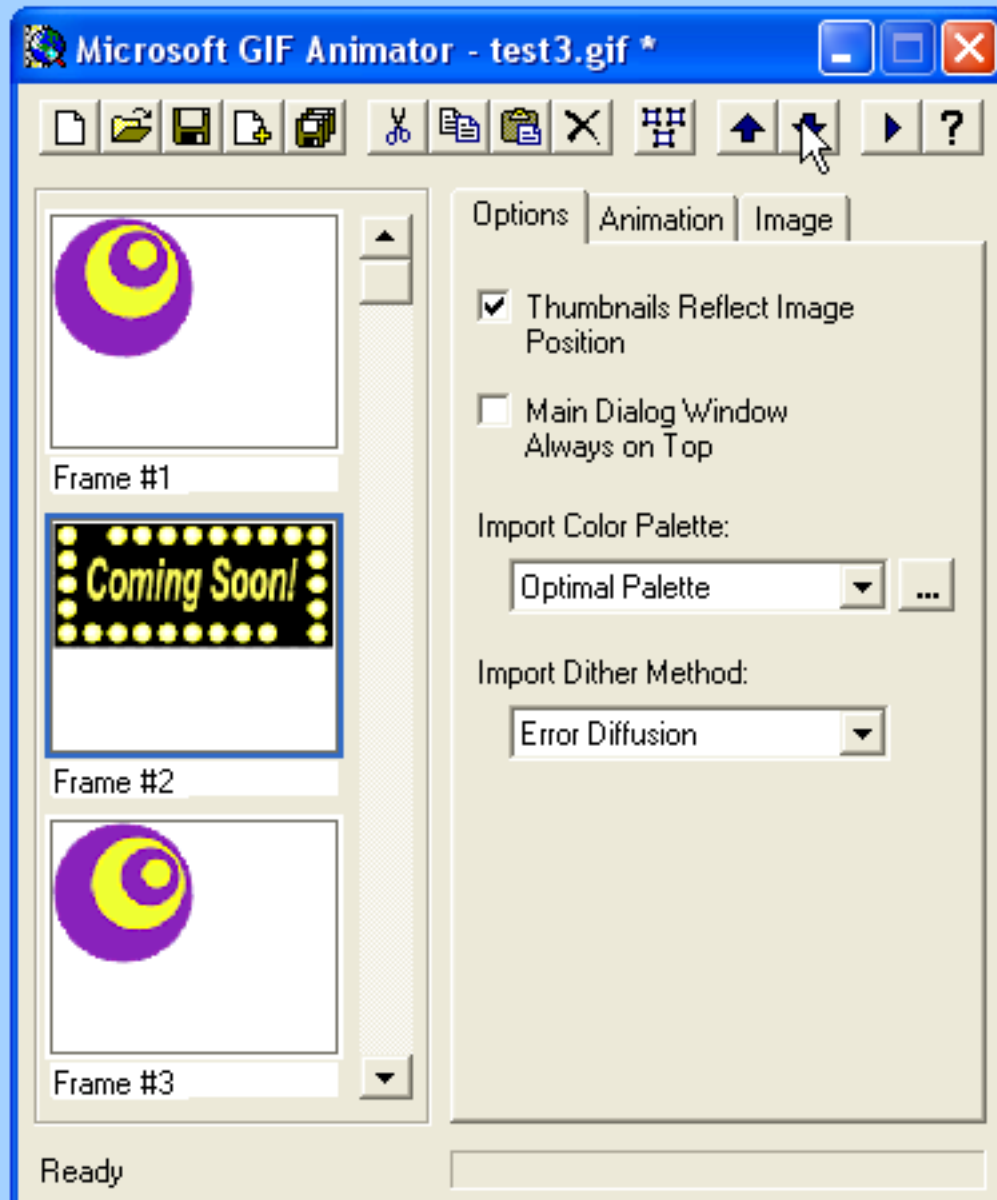


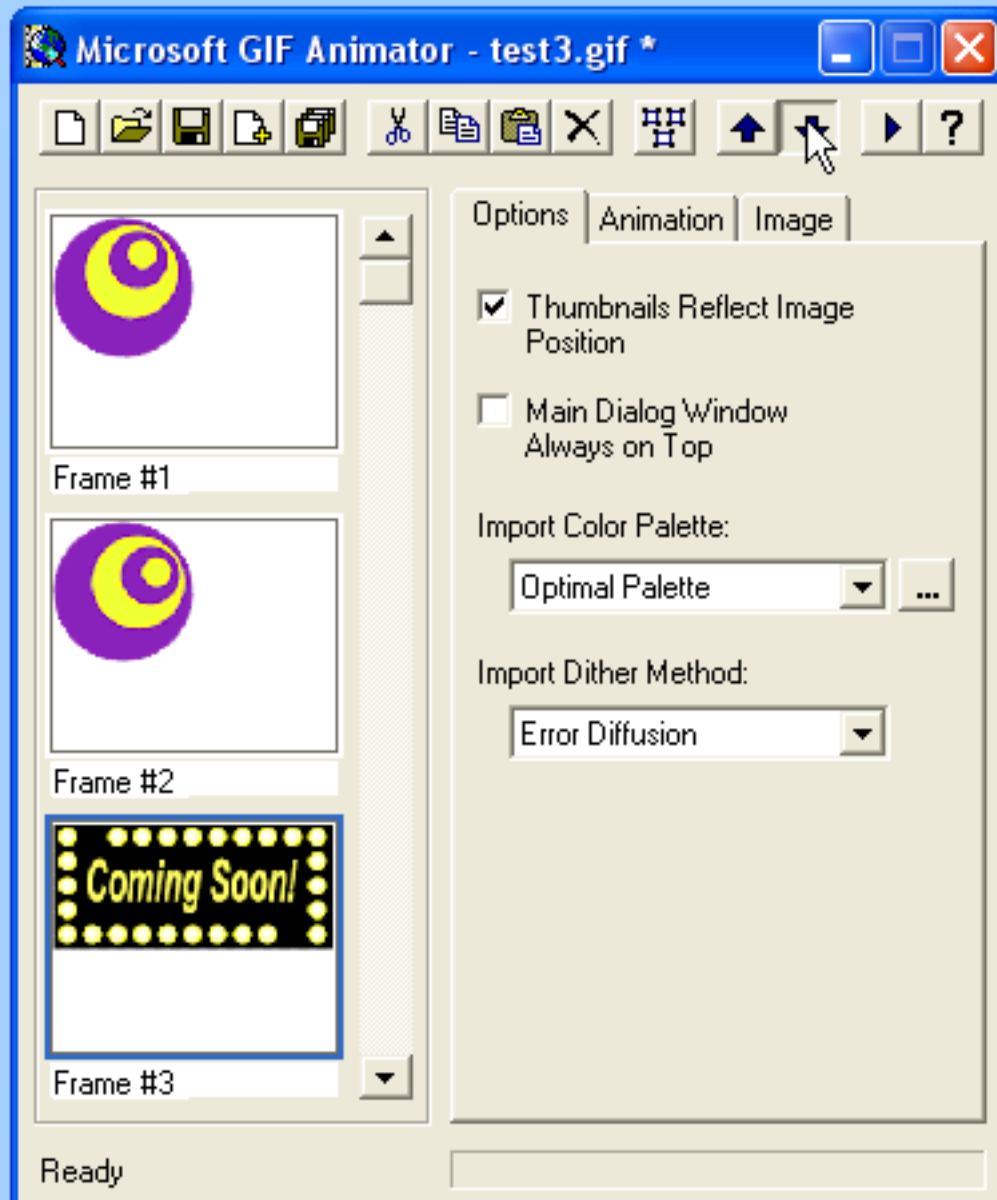


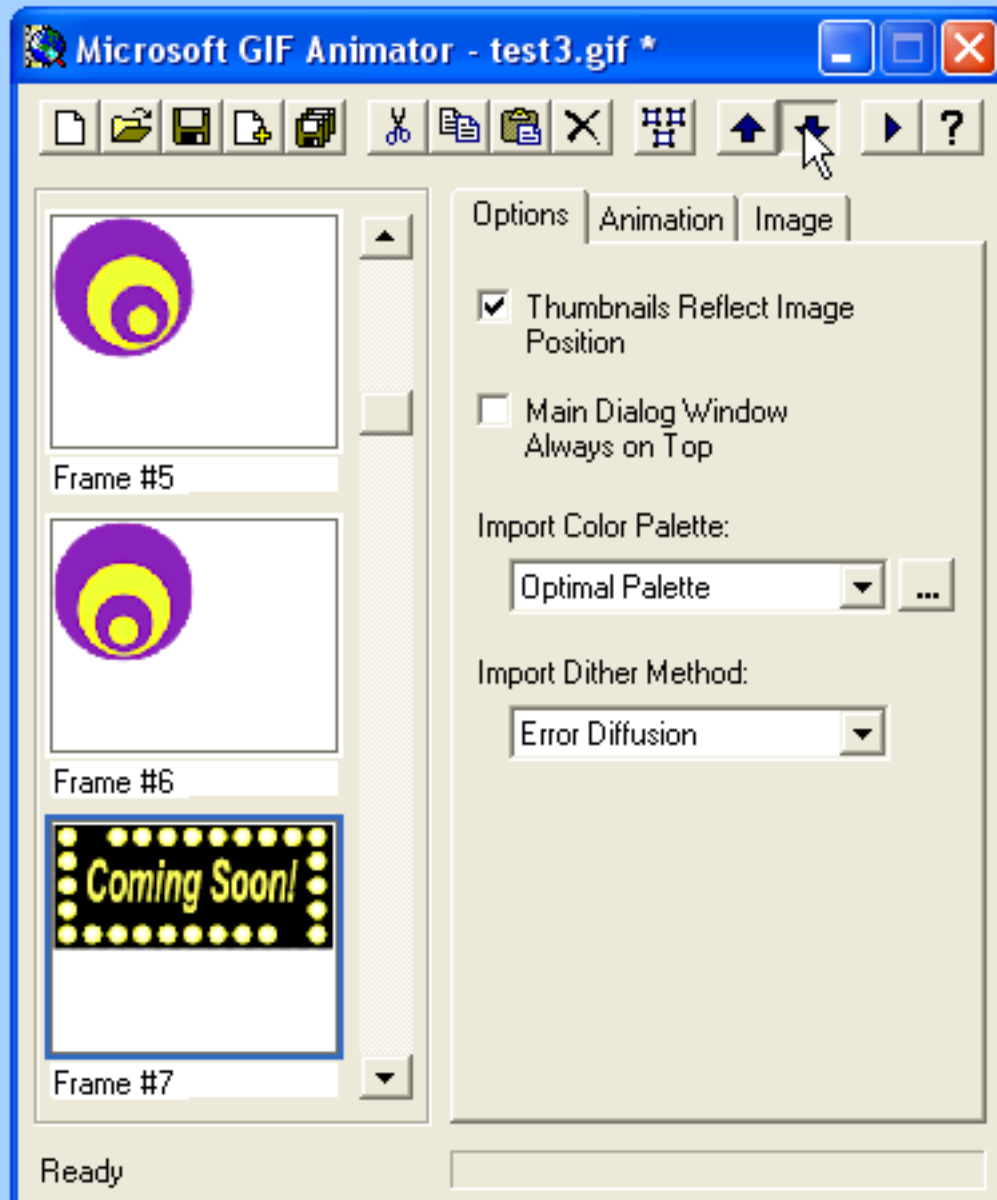


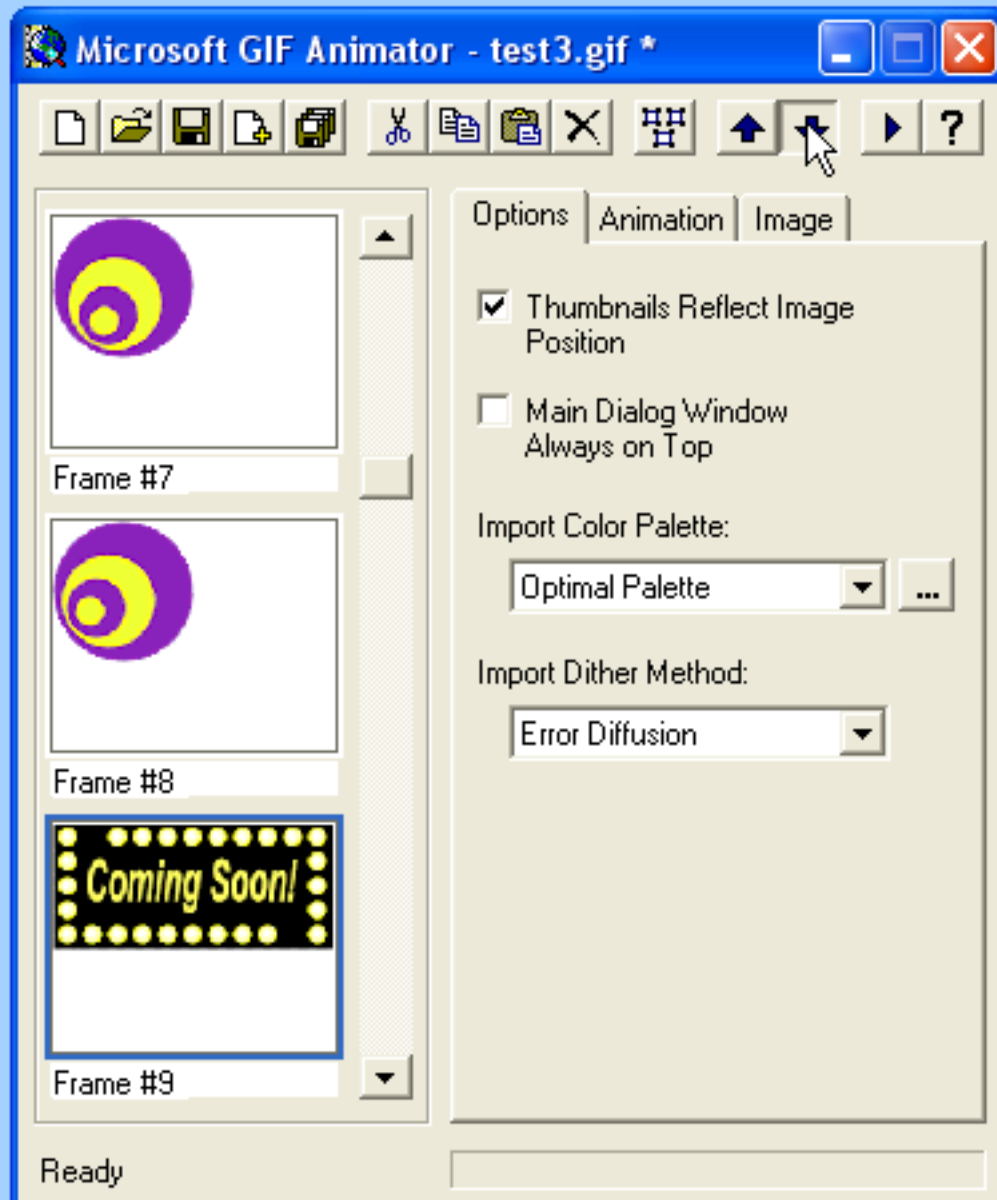
VAI GIU'...

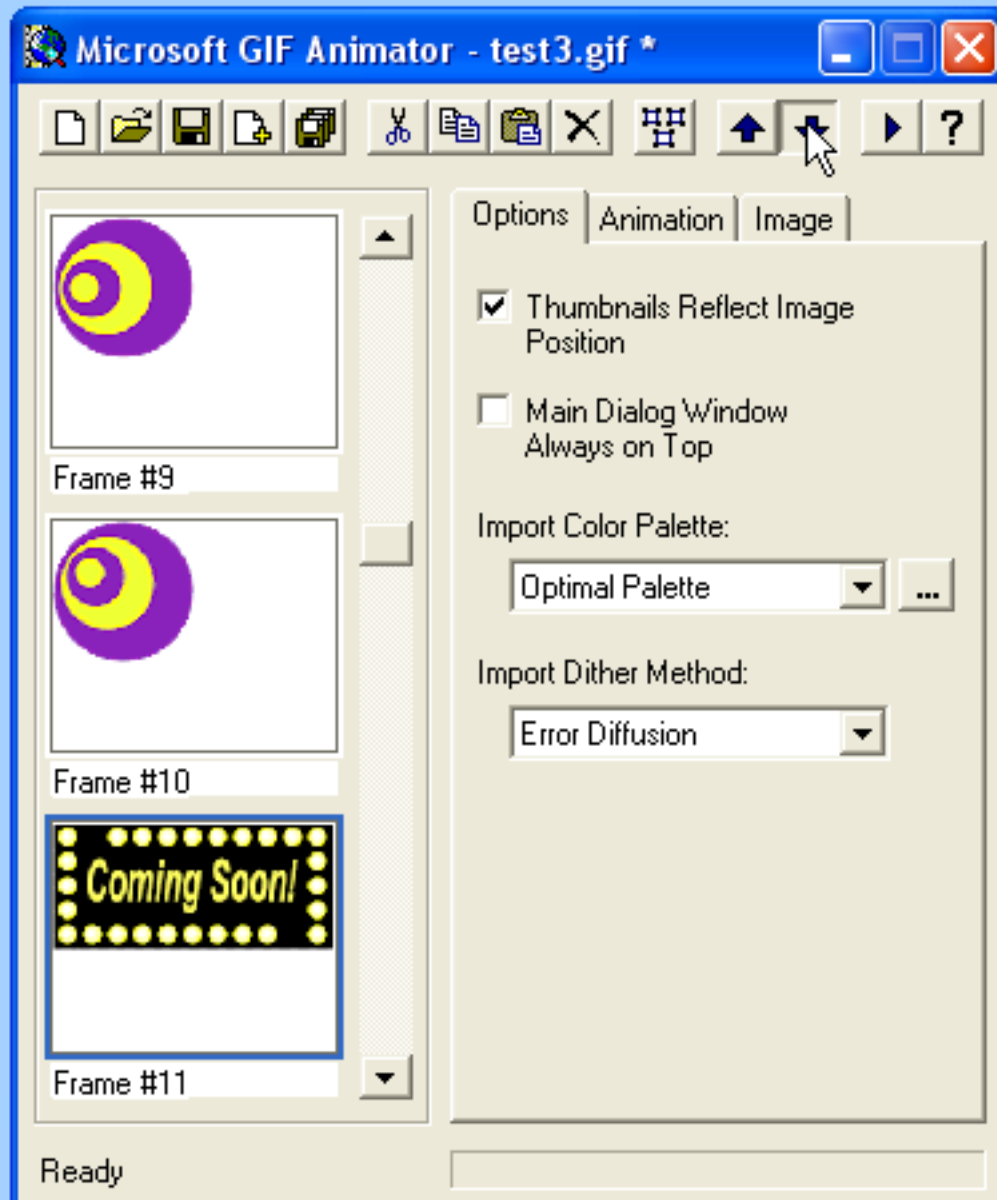


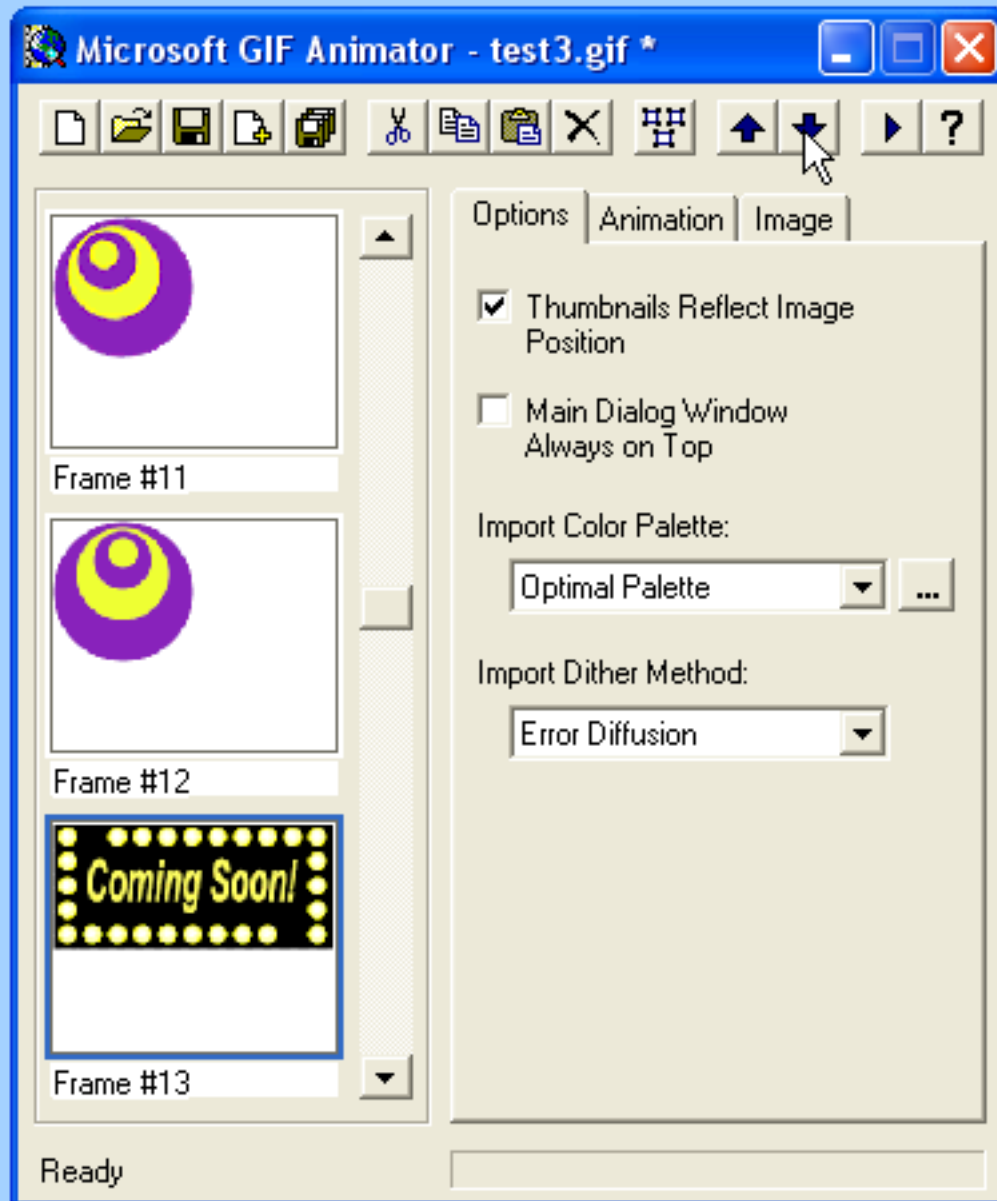


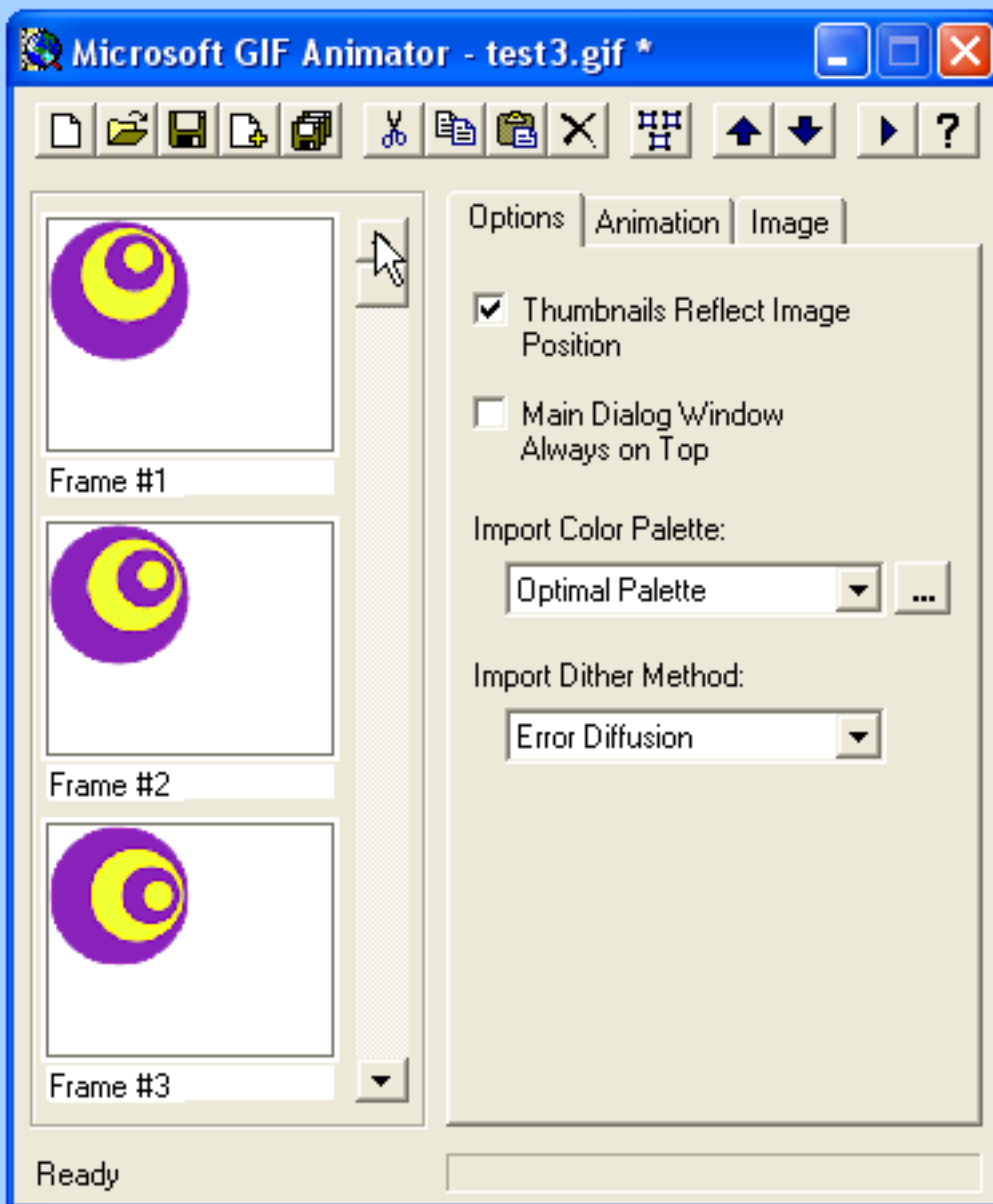




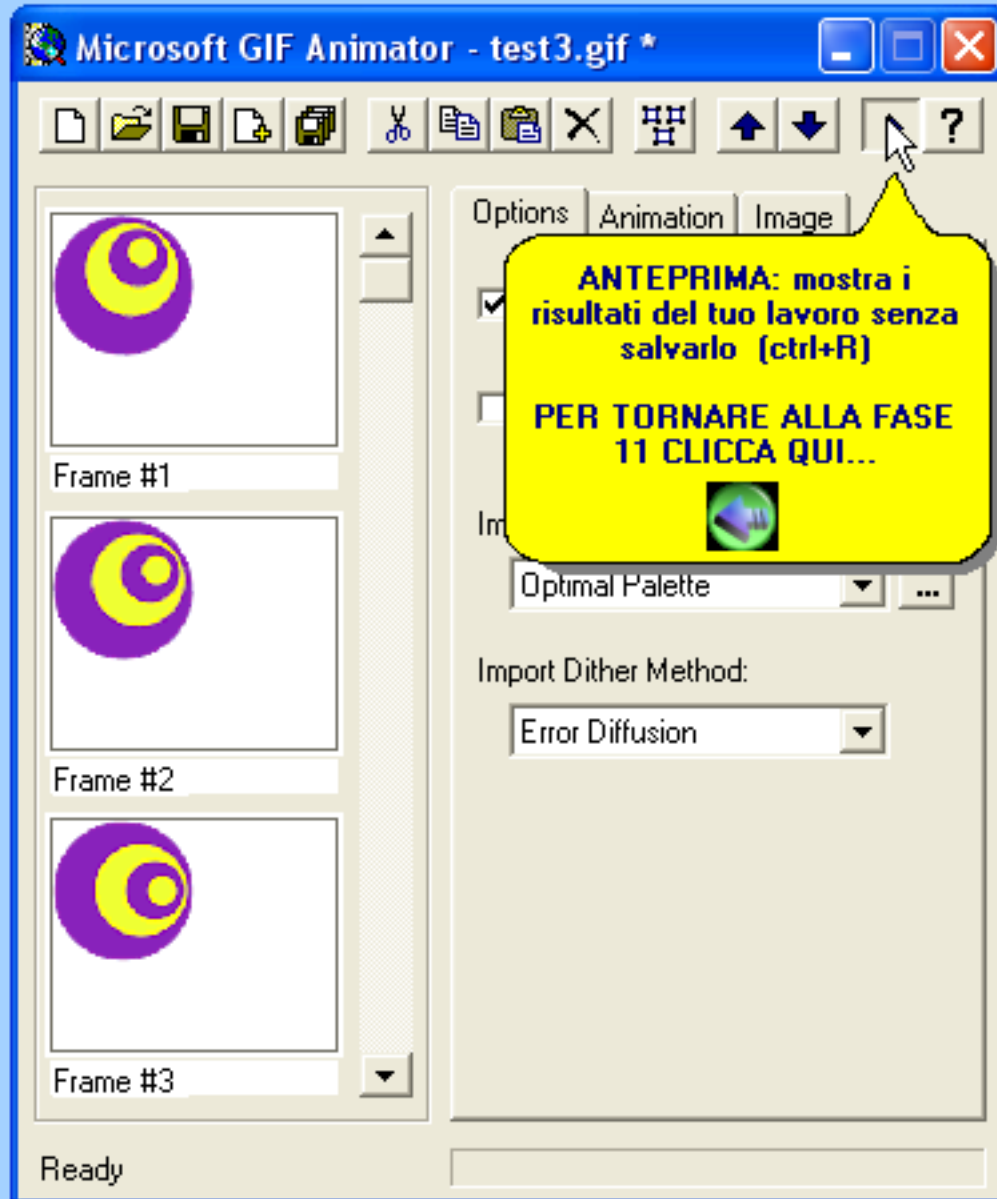






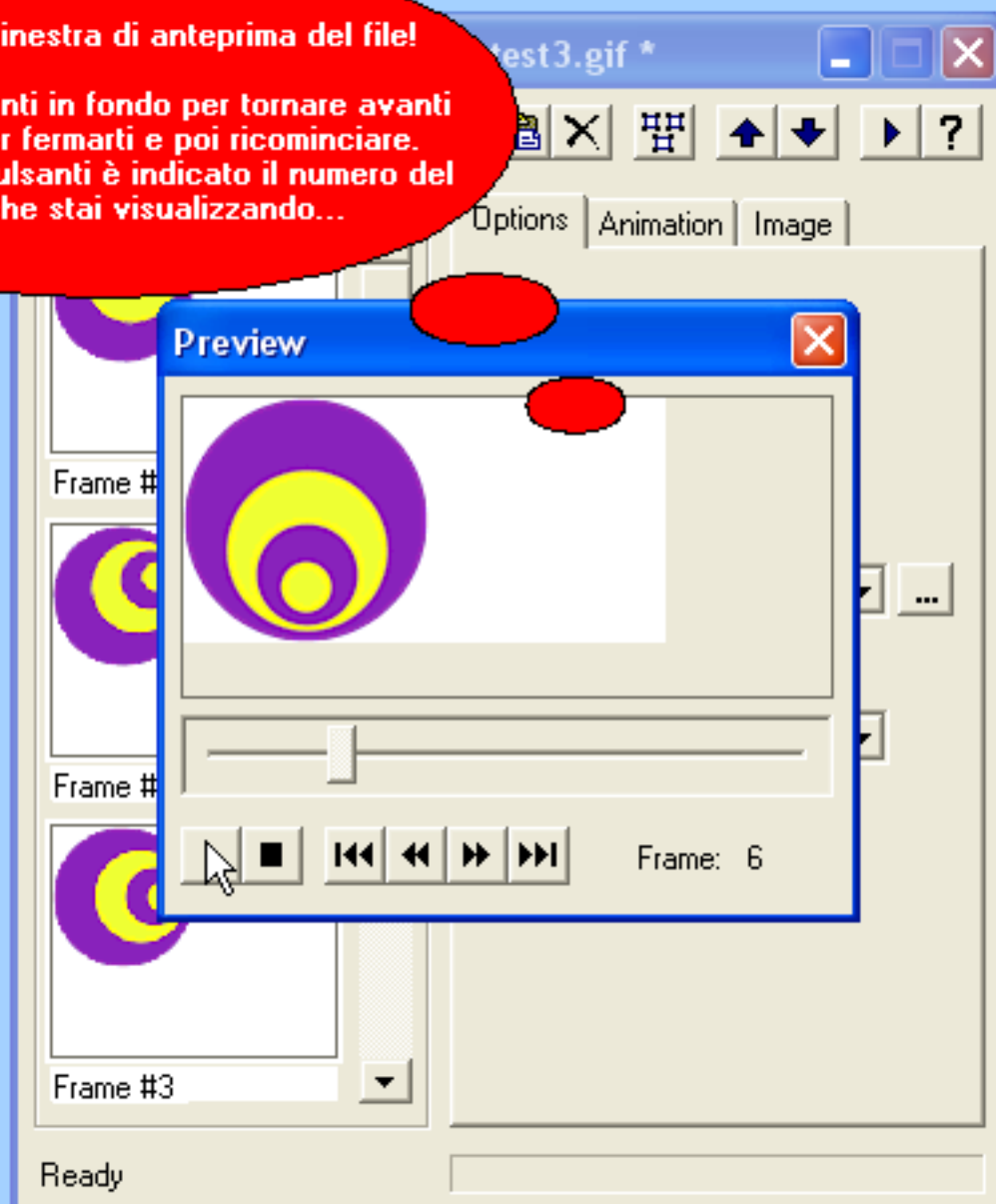


12. Utilizzo del pulsante 'ANTEPRIMA'



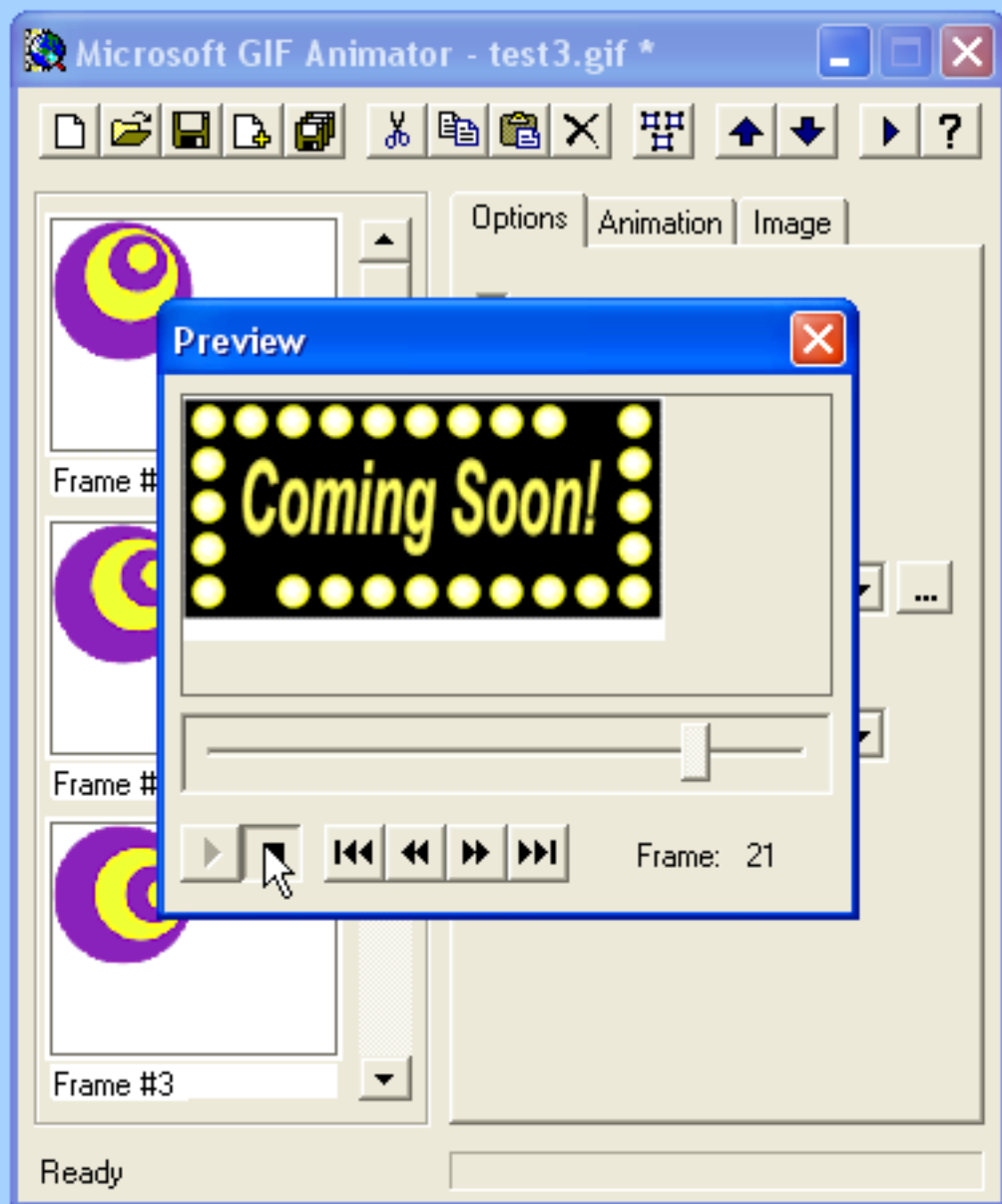
Questa è la finestra di anteprima del file!

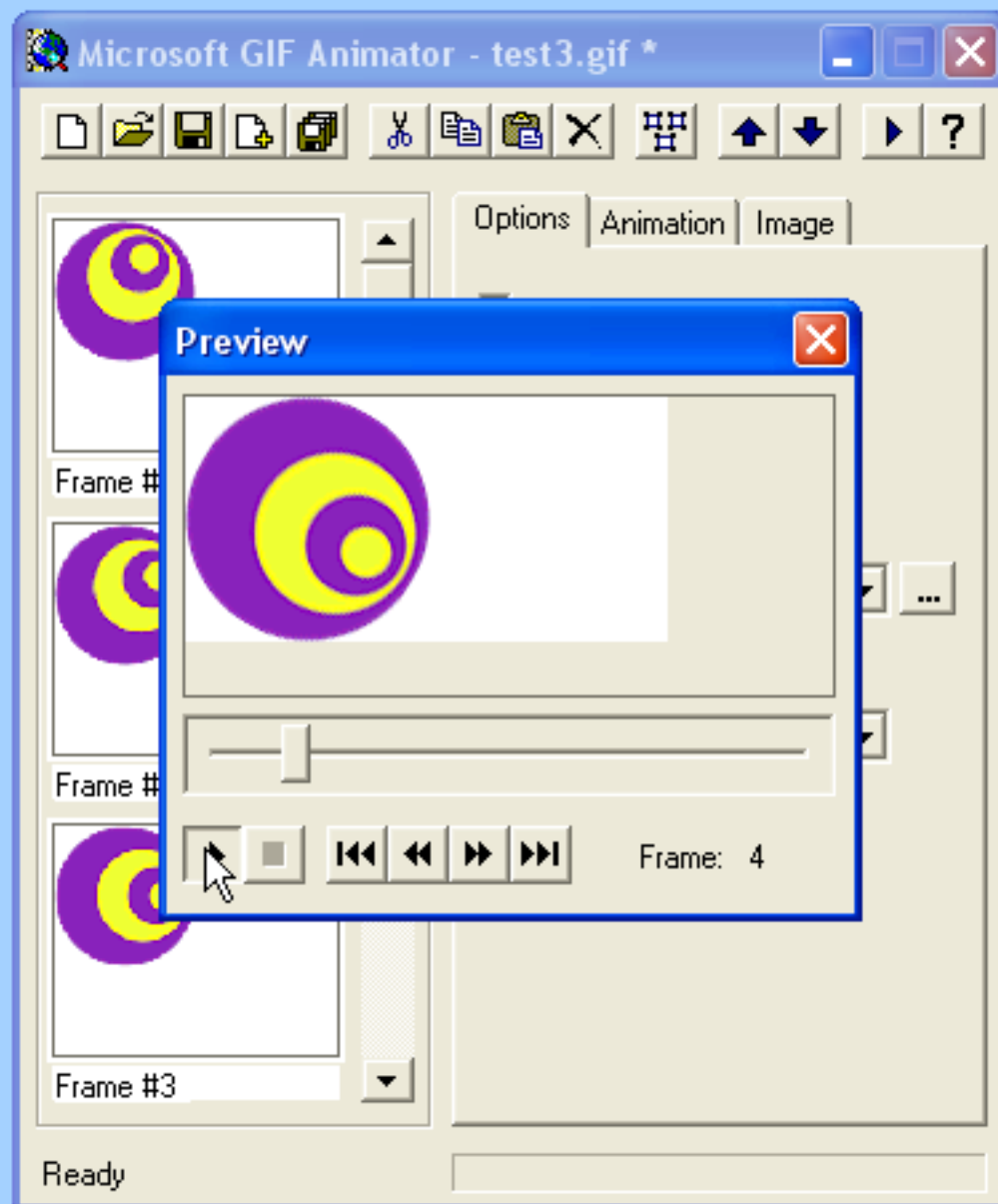
Utilizza i pulsanti in fondo per tornare avanti e indietro, per fermarti e poi ricominciare. A fianco dei pulsanti è indicato il numero del frame che stai visualizzando...

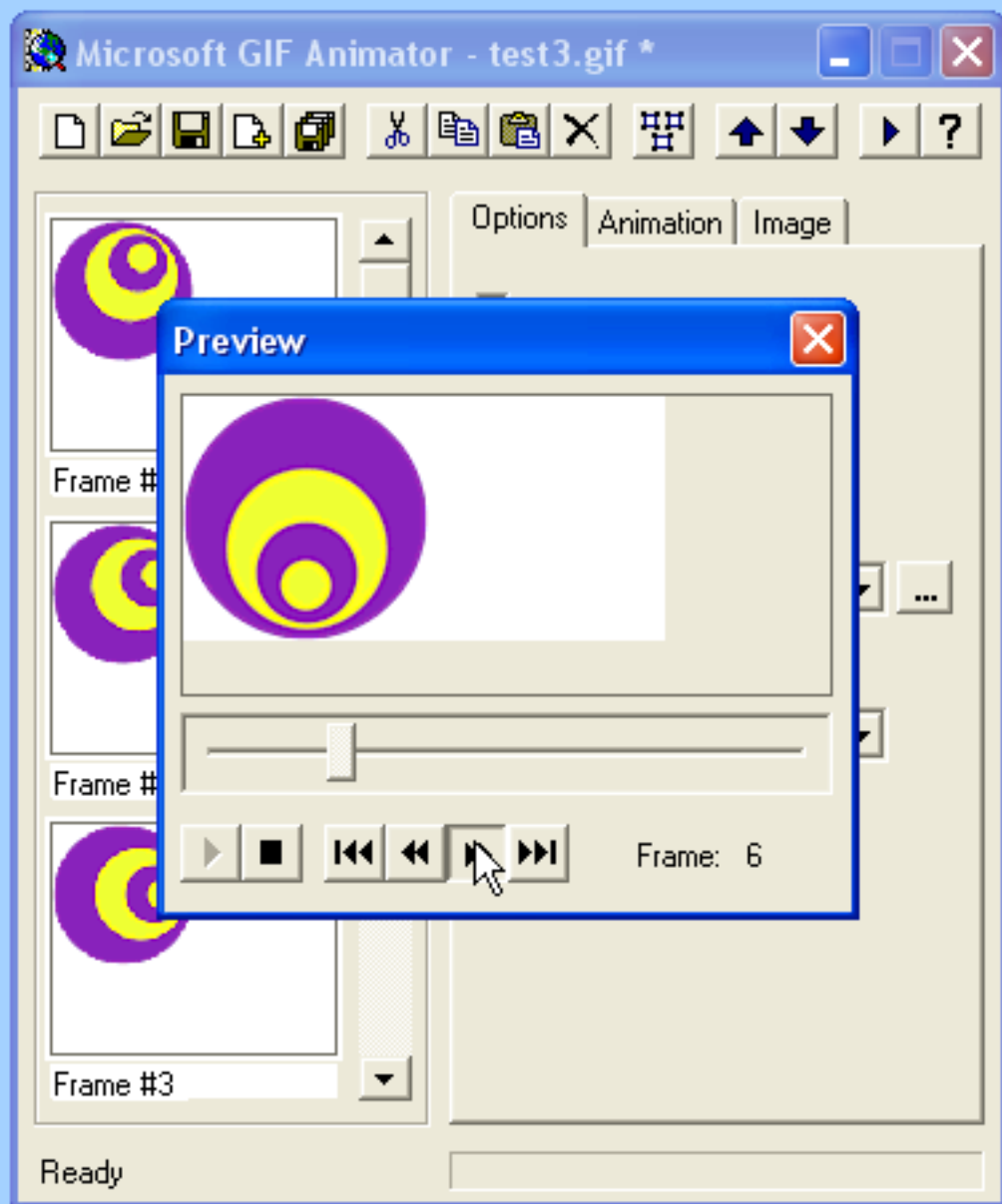


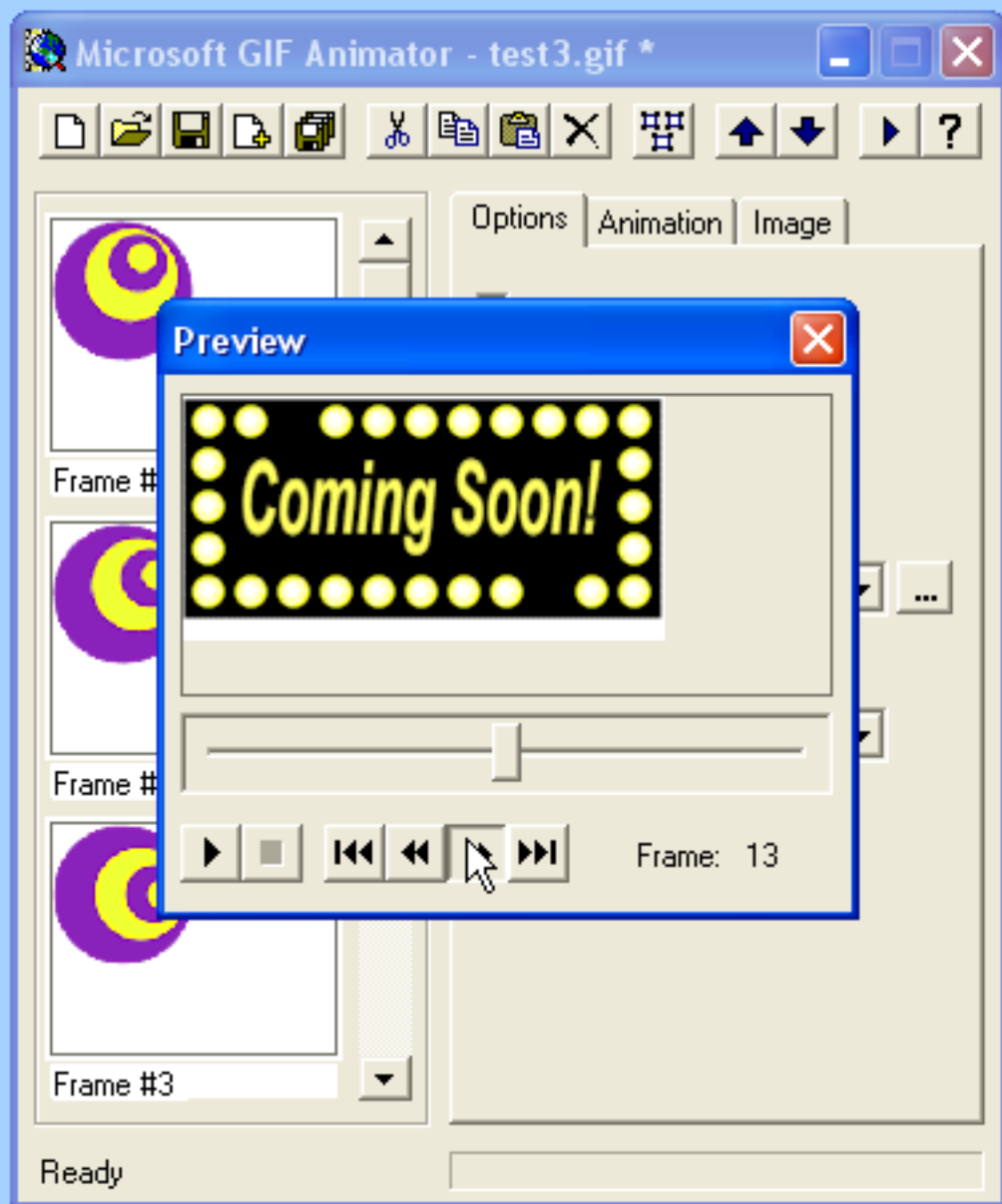
 Back

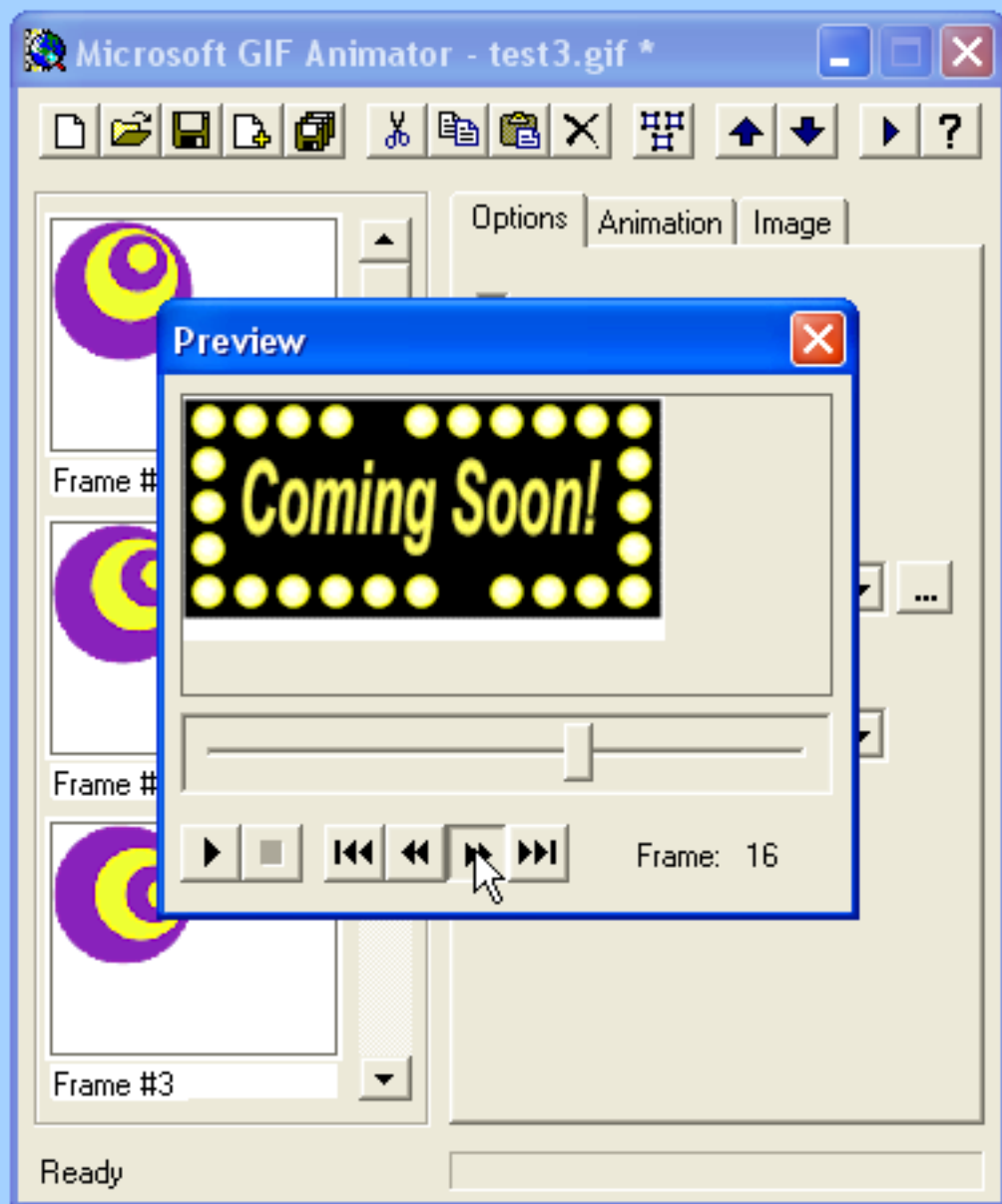
Next 

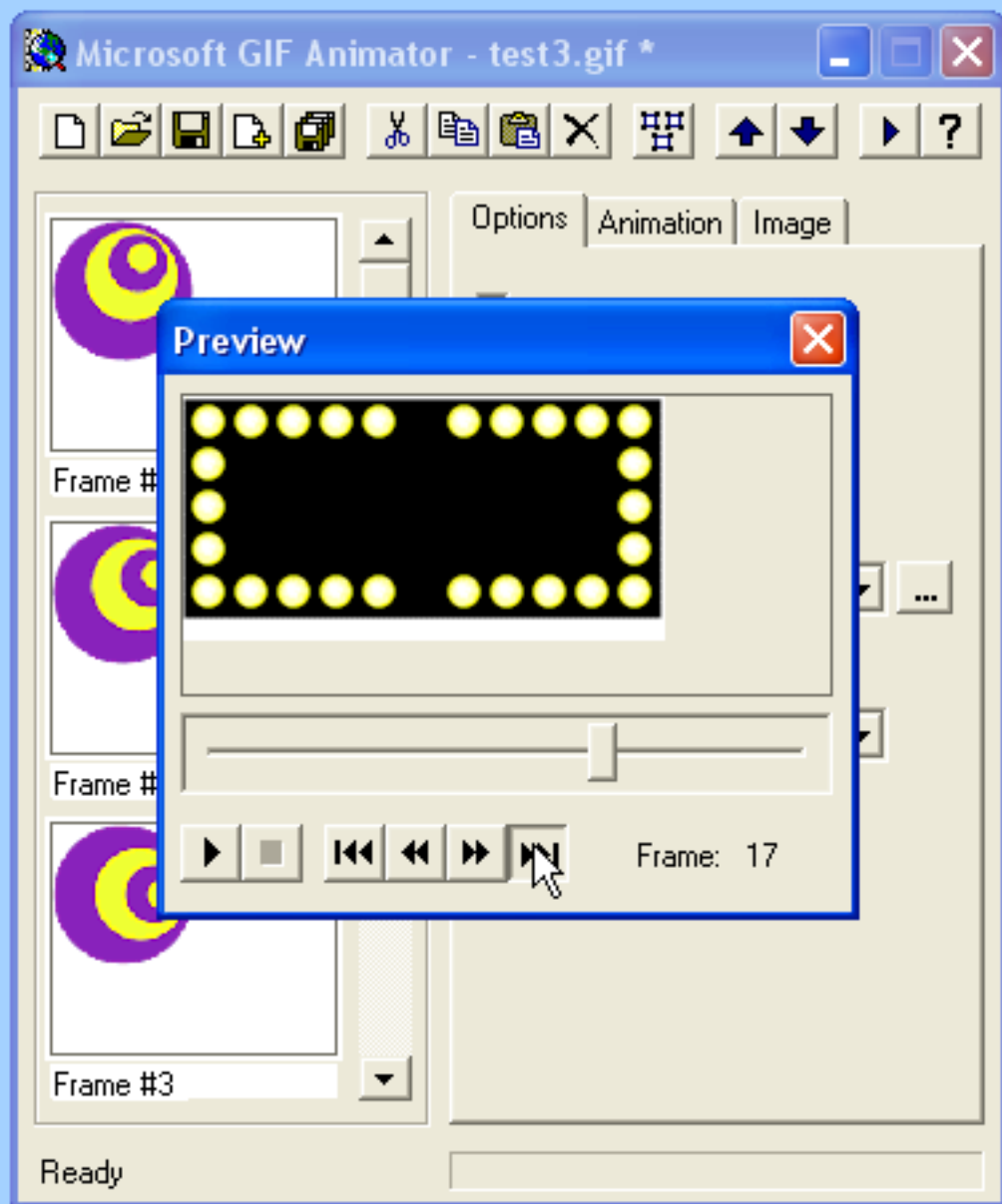


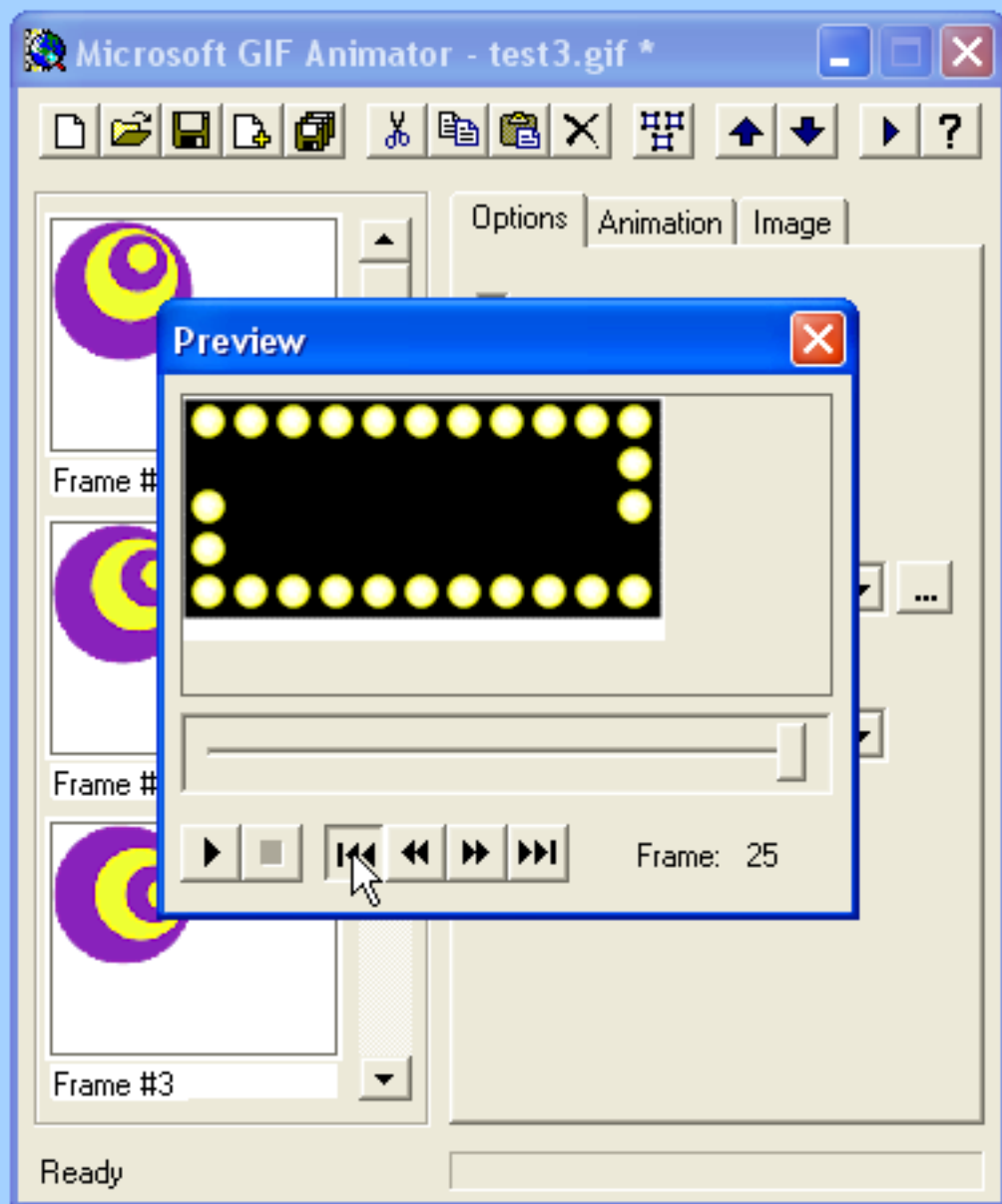


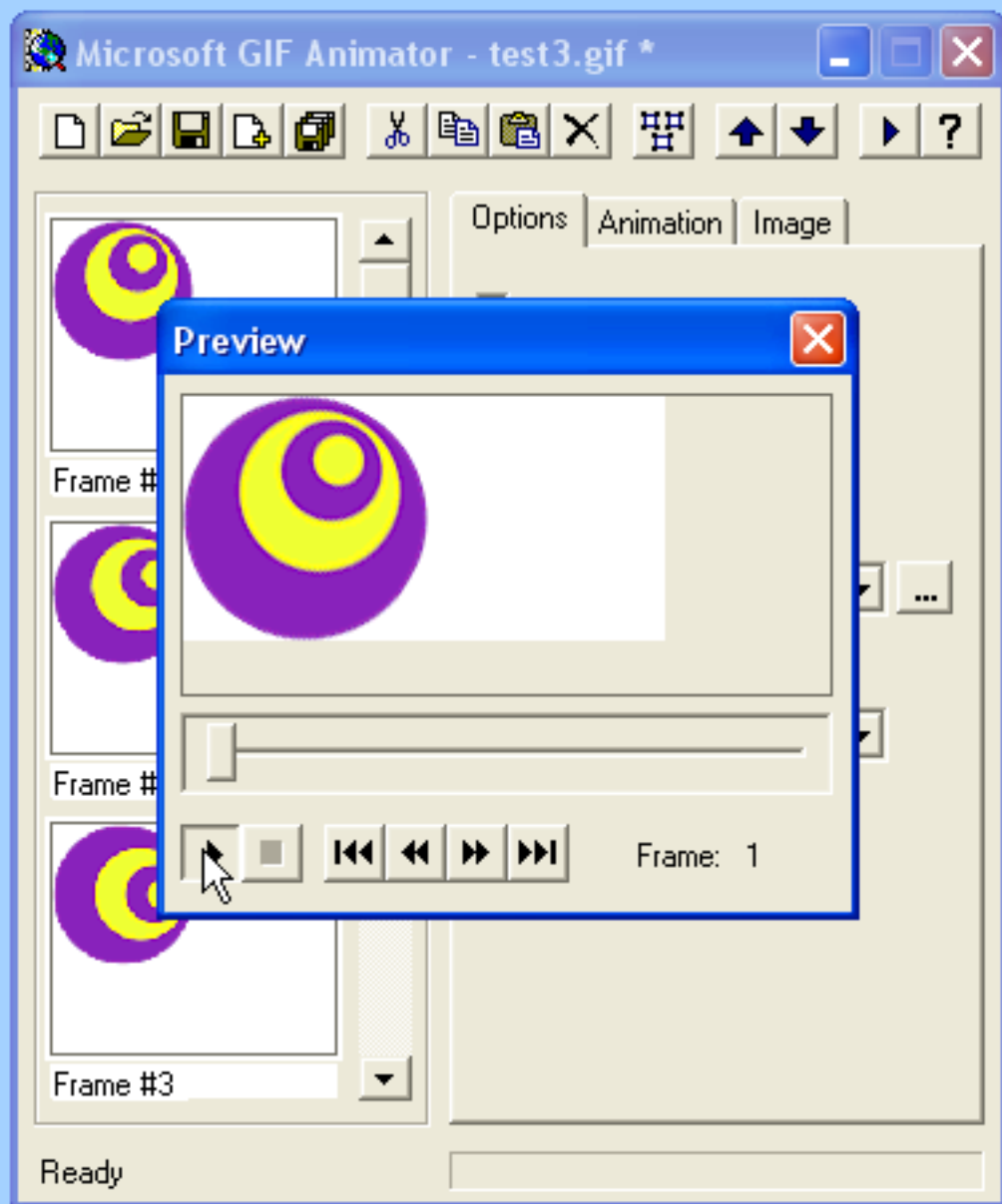


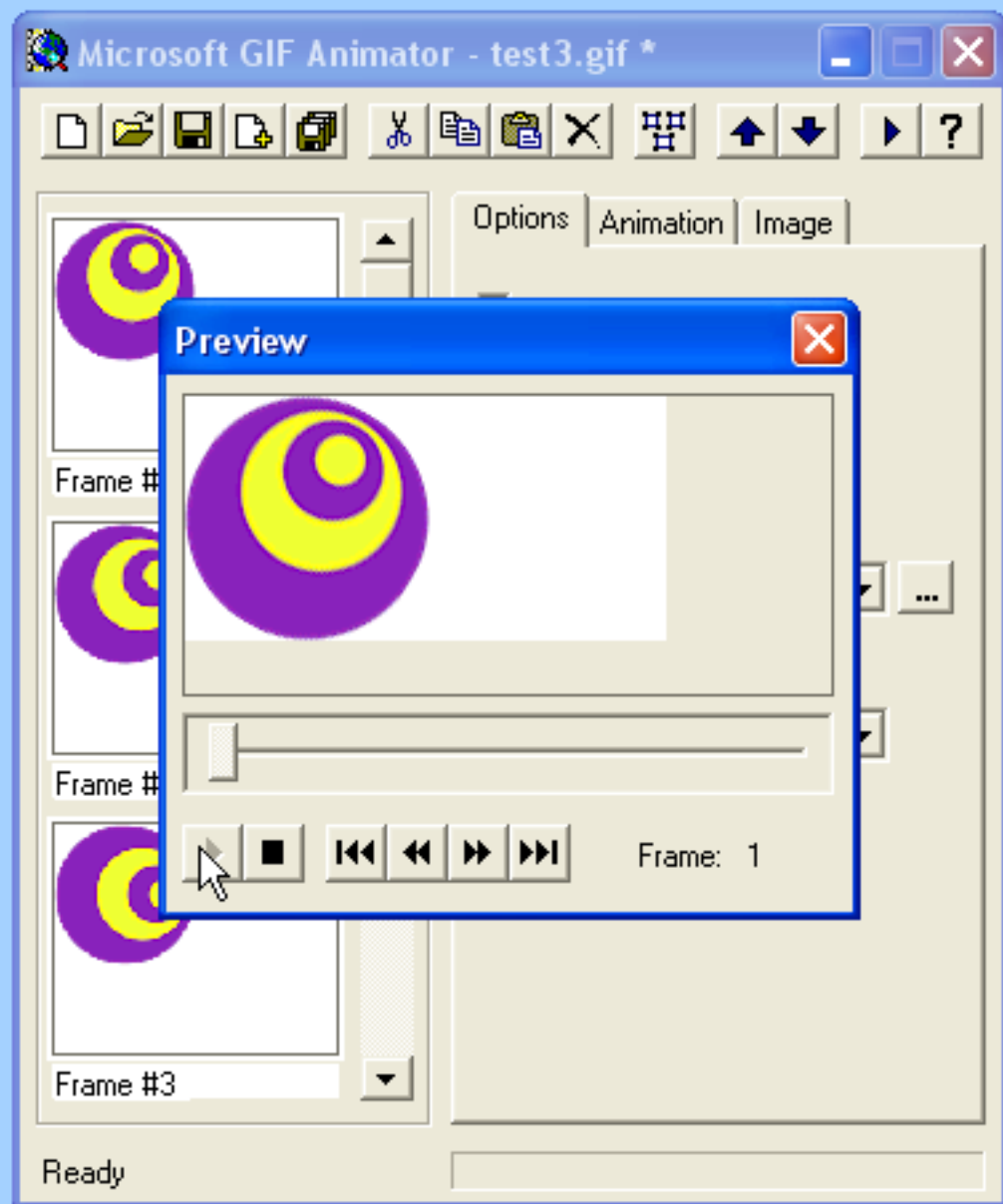


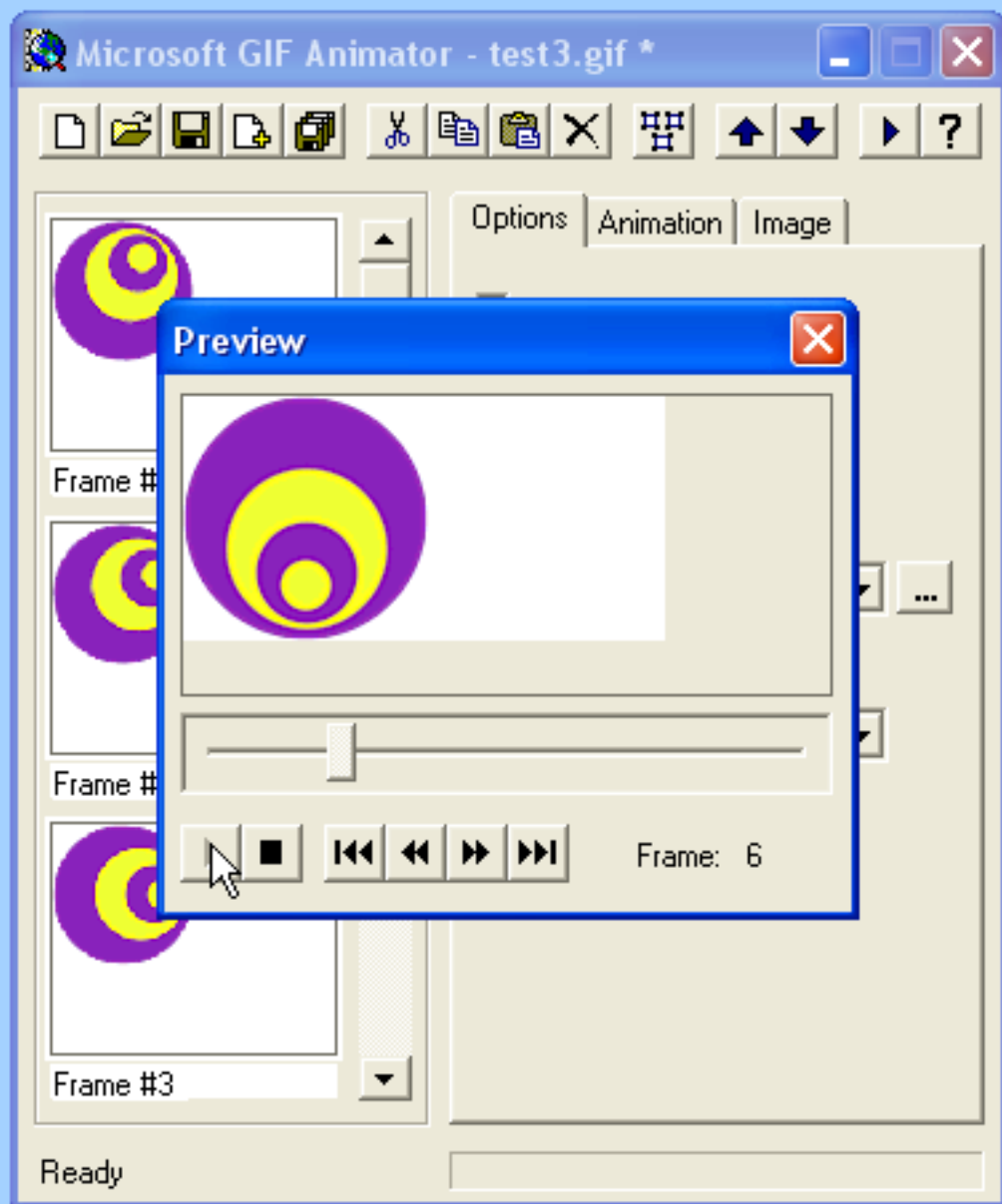


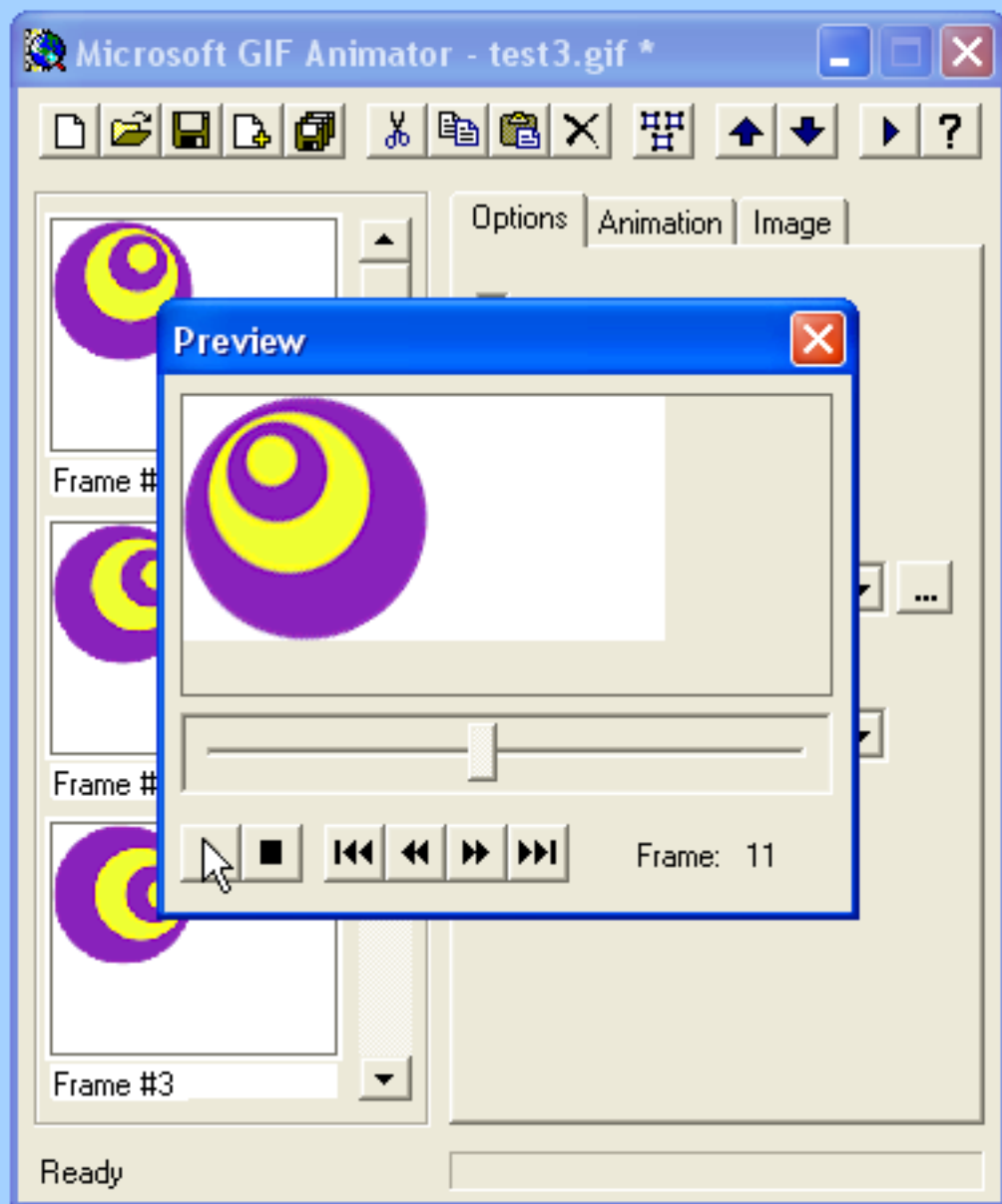


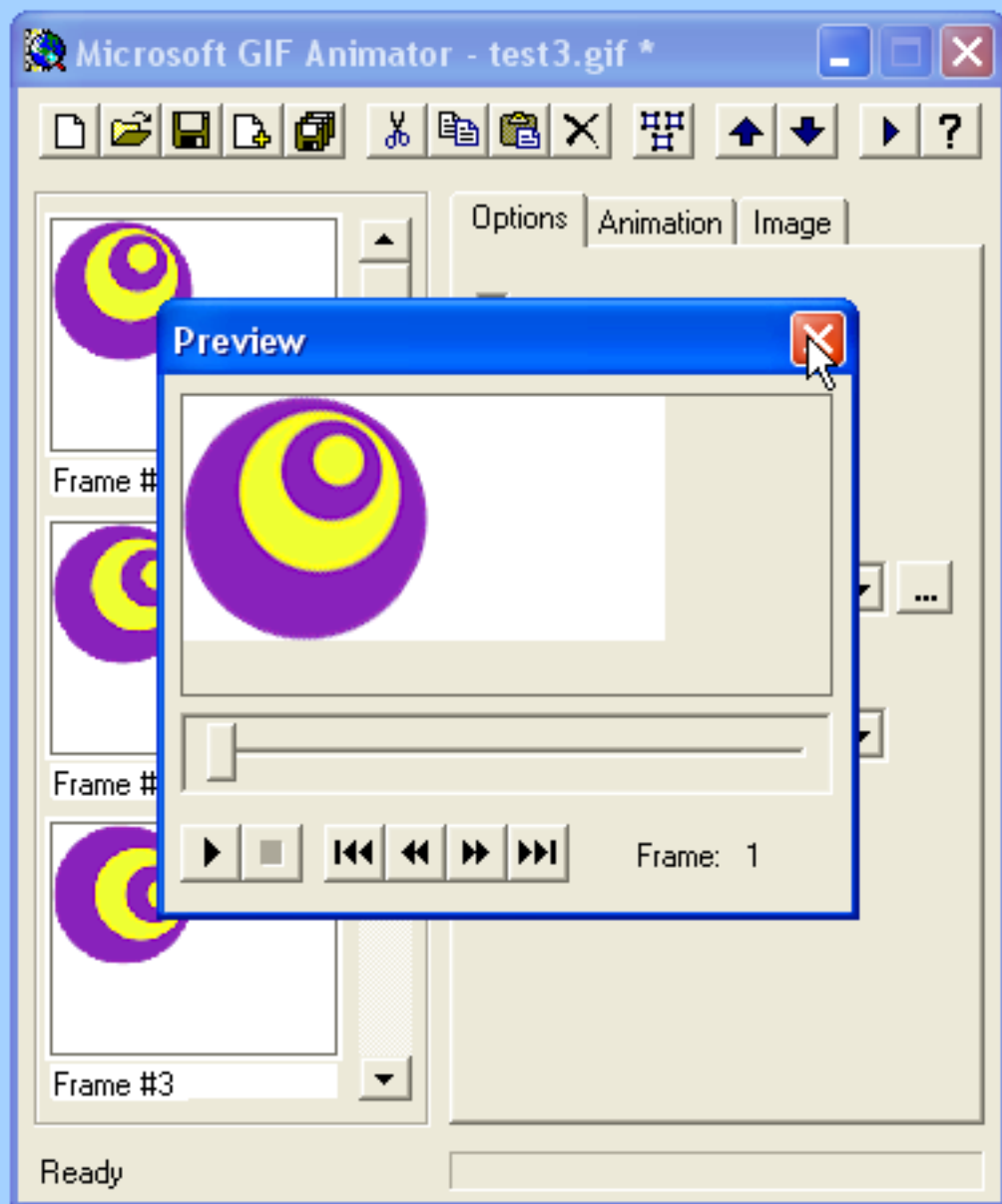




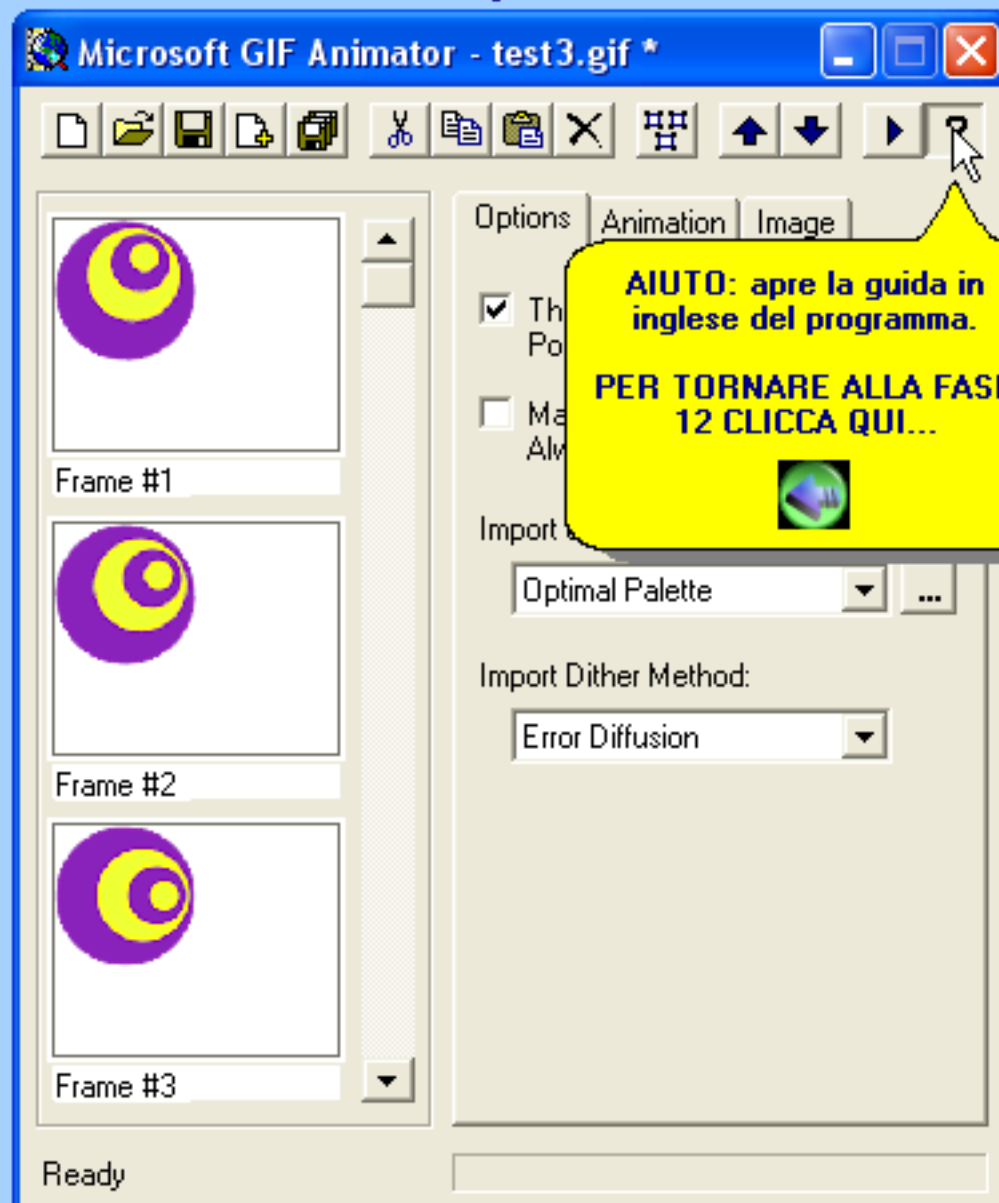






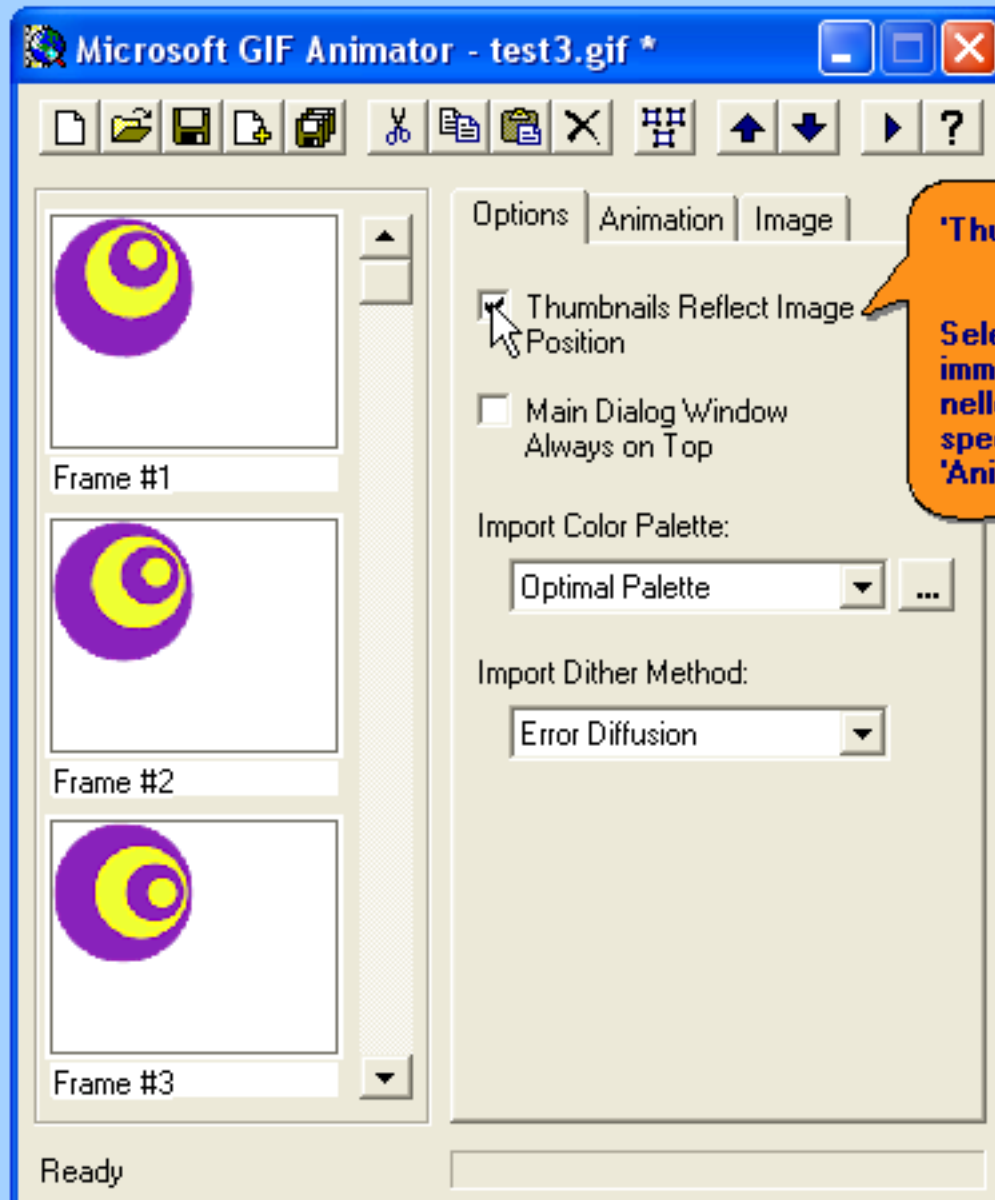


13. Utilizzo del pulsante 'AIUTO'





1. Comandi della tabella Opzioni

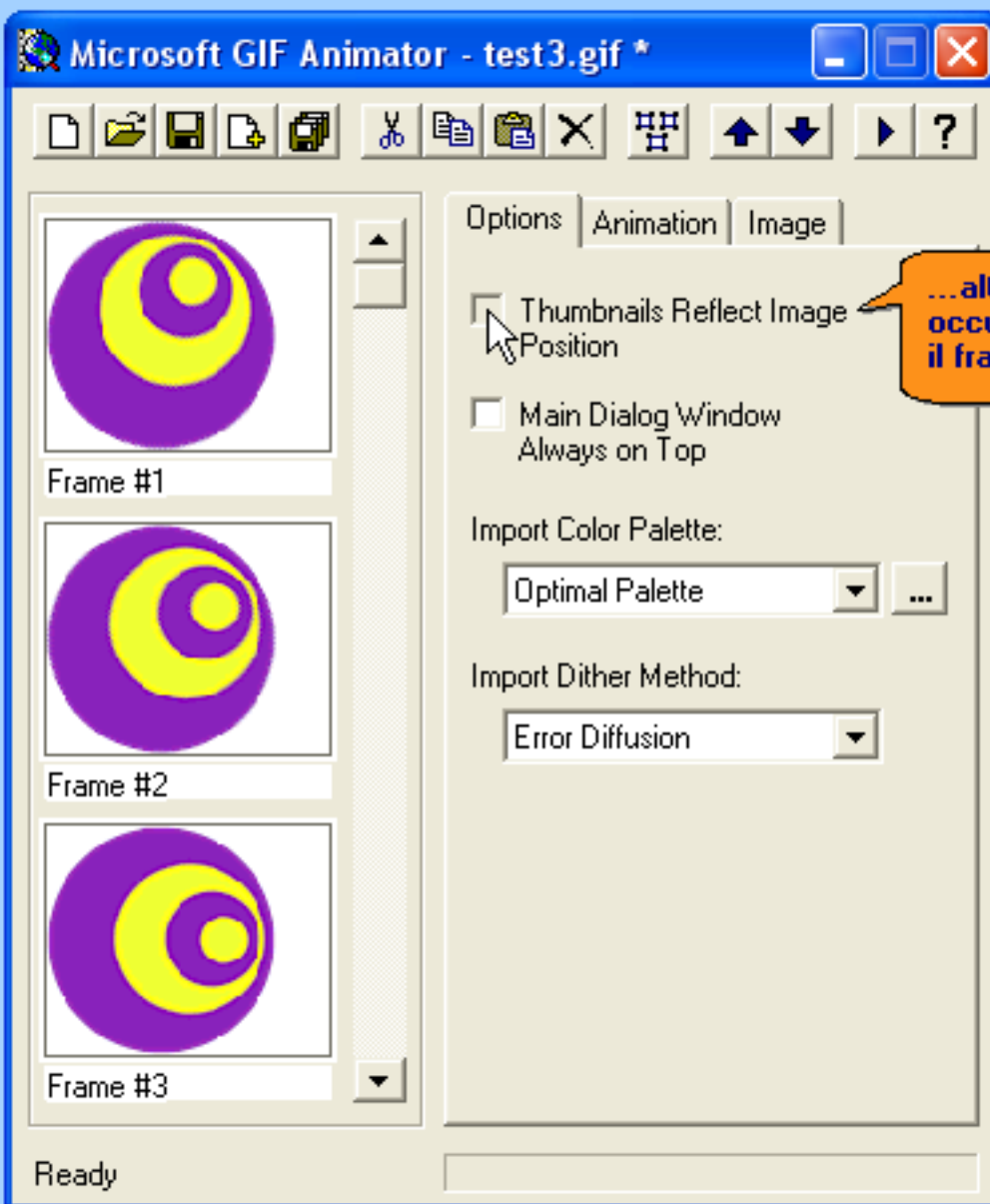


'Thumbnails Reflect Image Position'

Selezionando la casella, ogni immagine viene visualizzata nello spazio del frame specificato nella tabella 'Animation'...

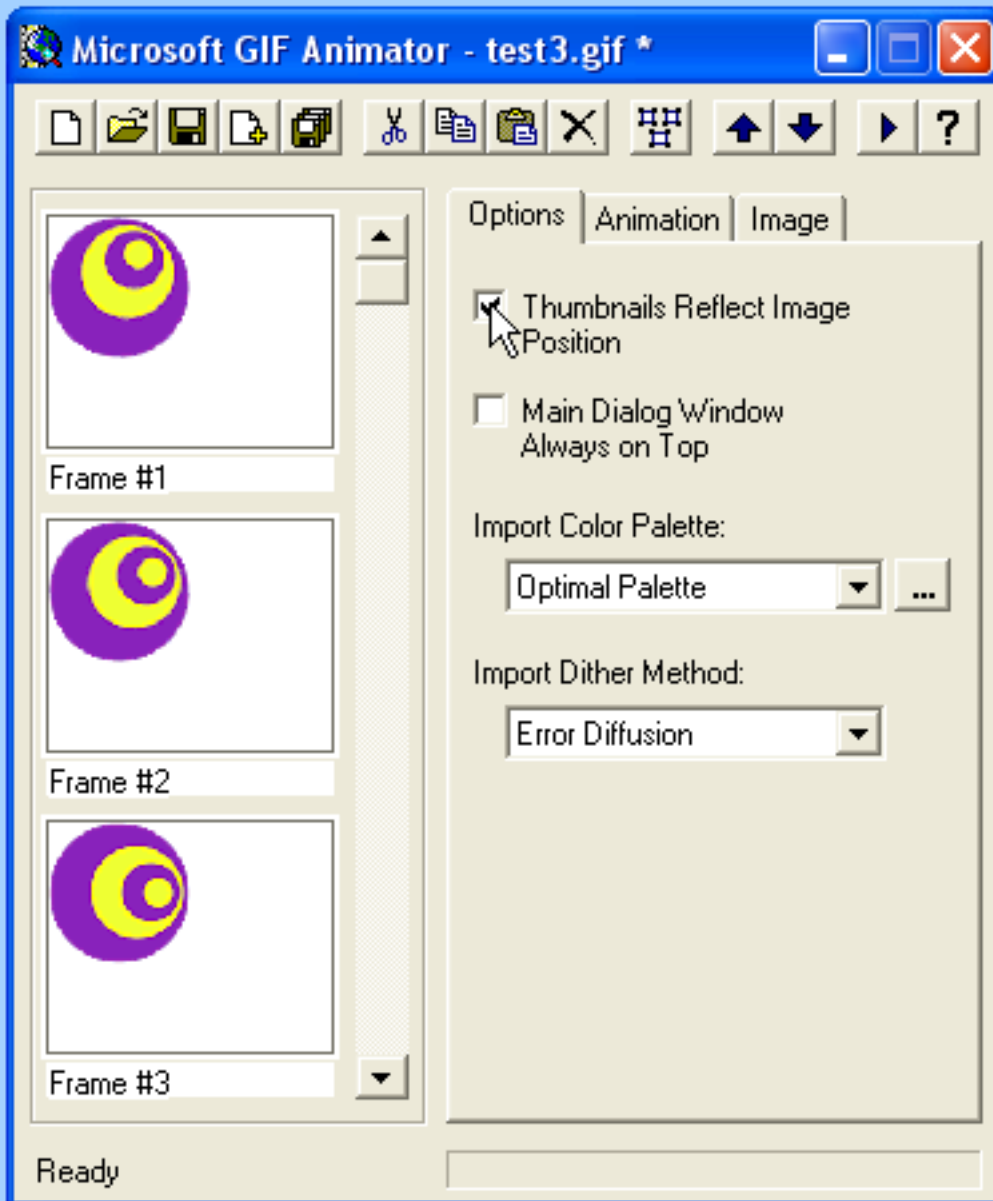


Next

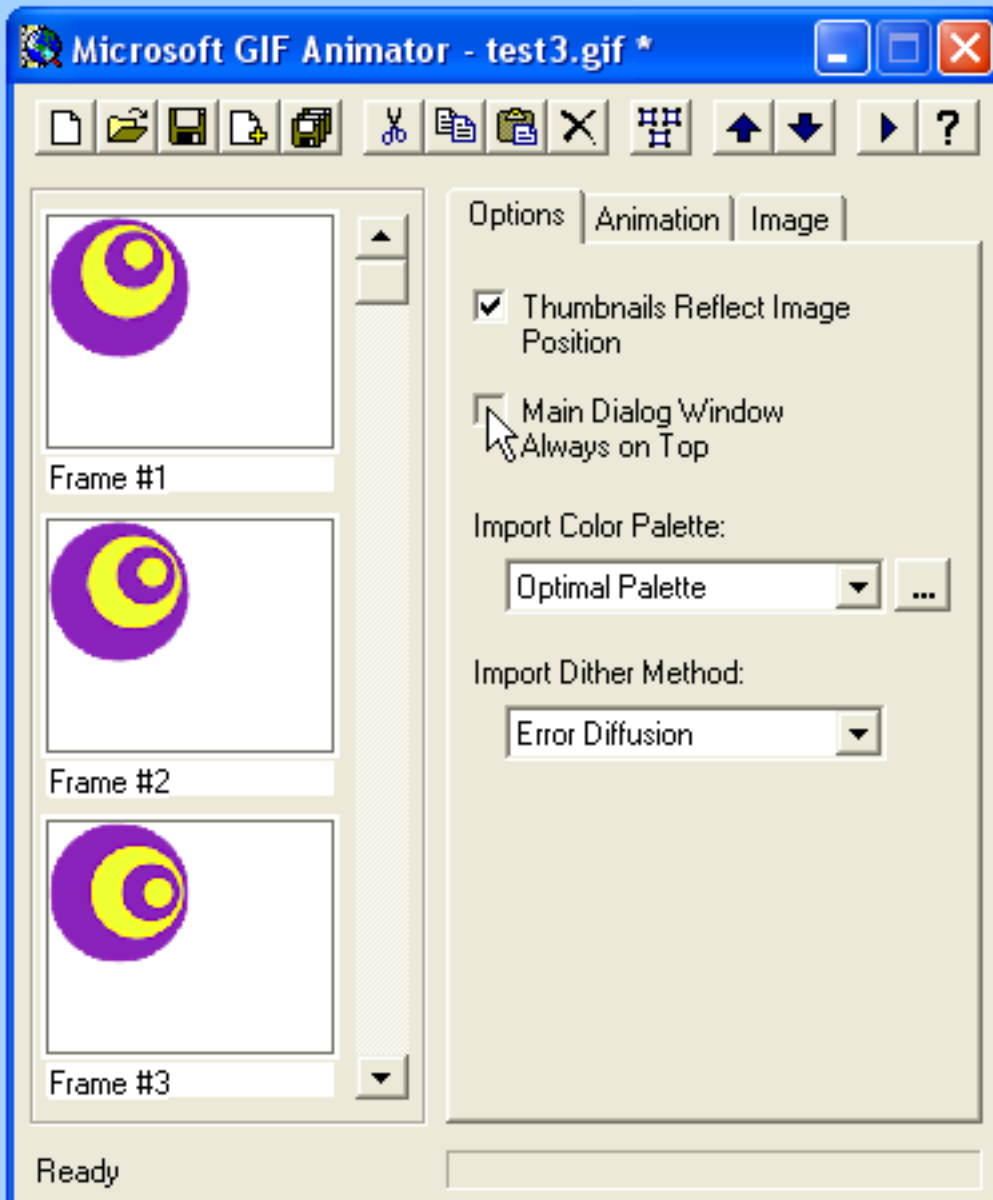


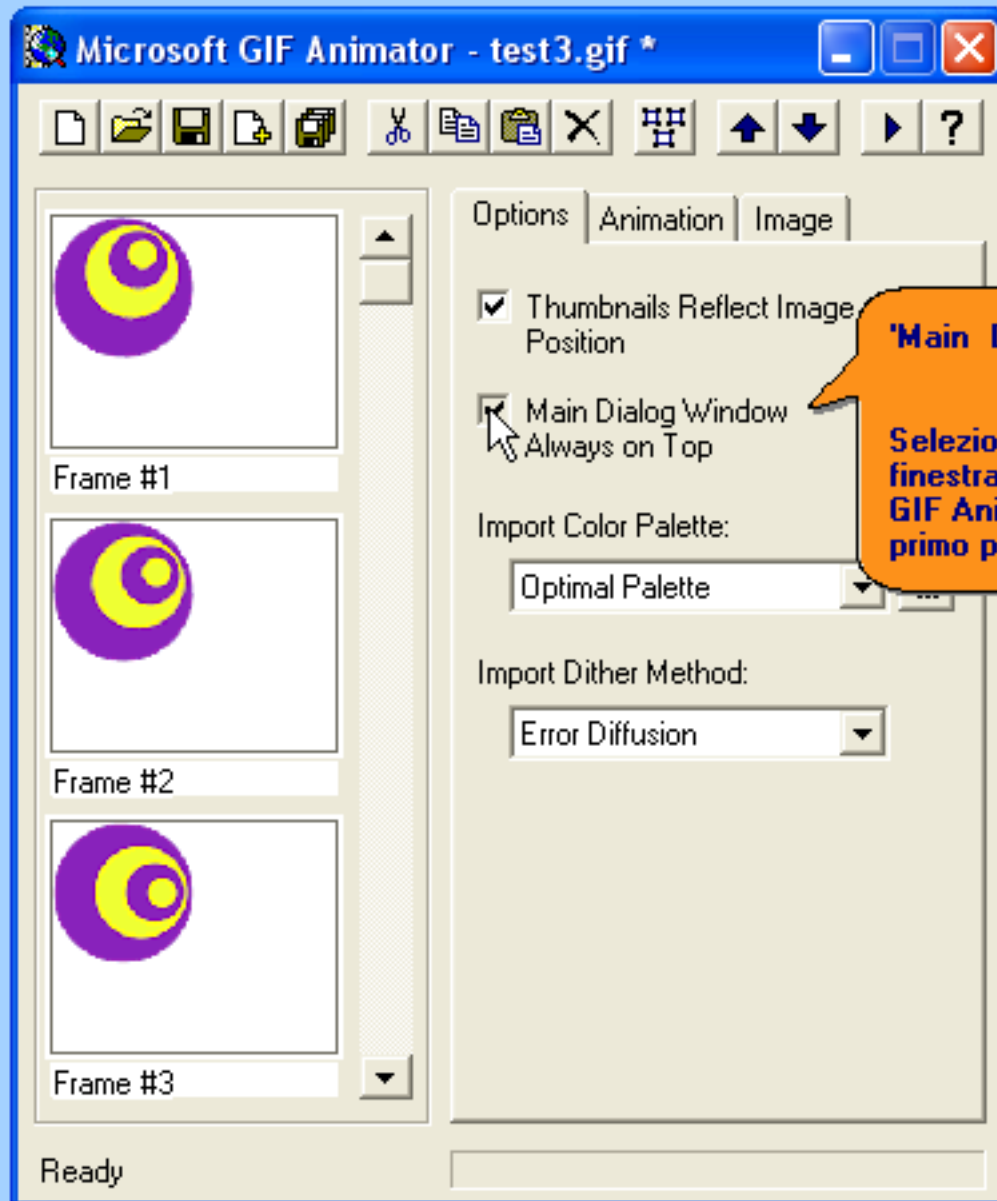
 Back

Next 



Next 



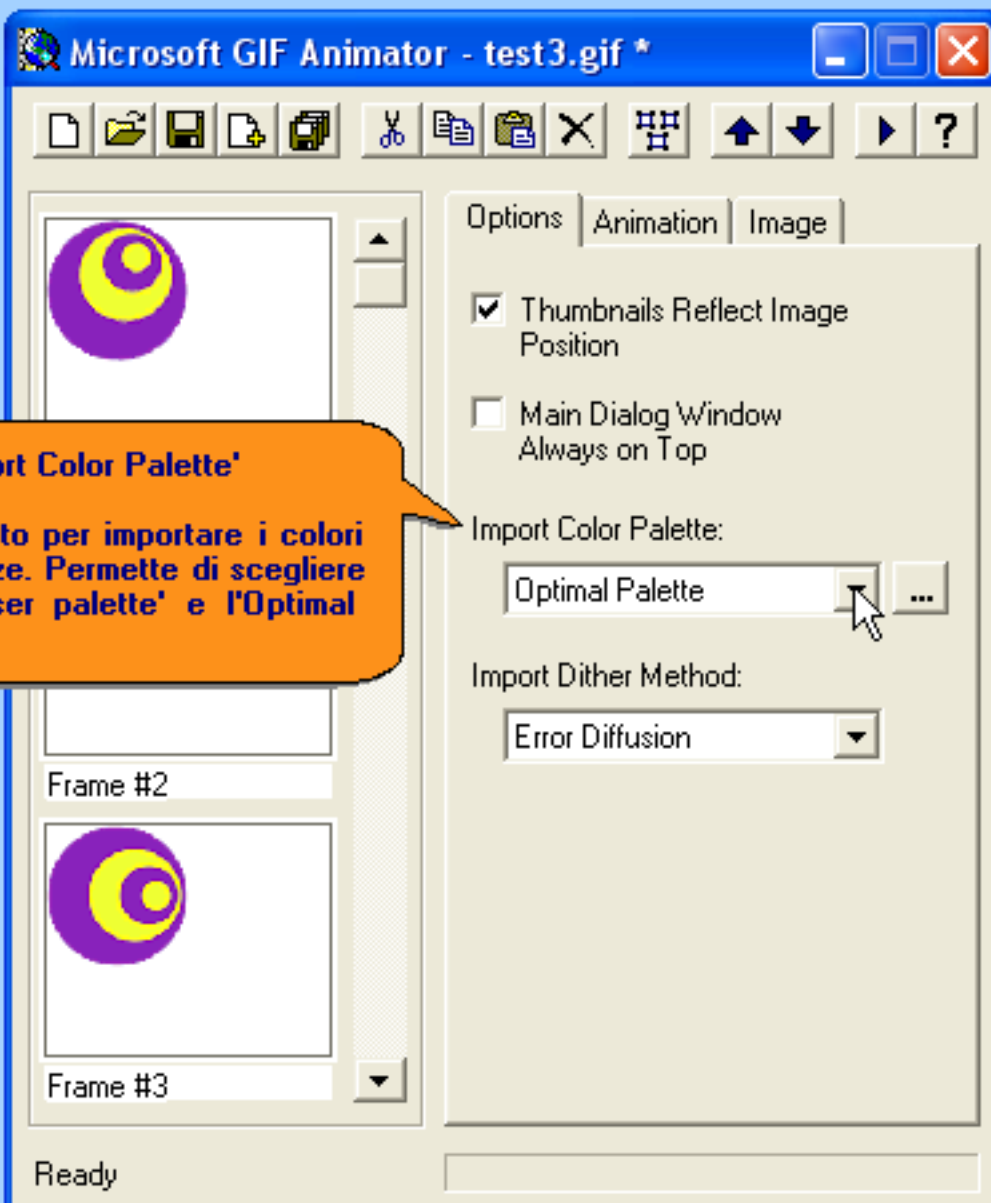


'Main Dialog Window Always on Top'

Selezionando la casella, la finestra di dialogo principale di GIF Animator, rimane sempre in primo piano sul desktop.



Next

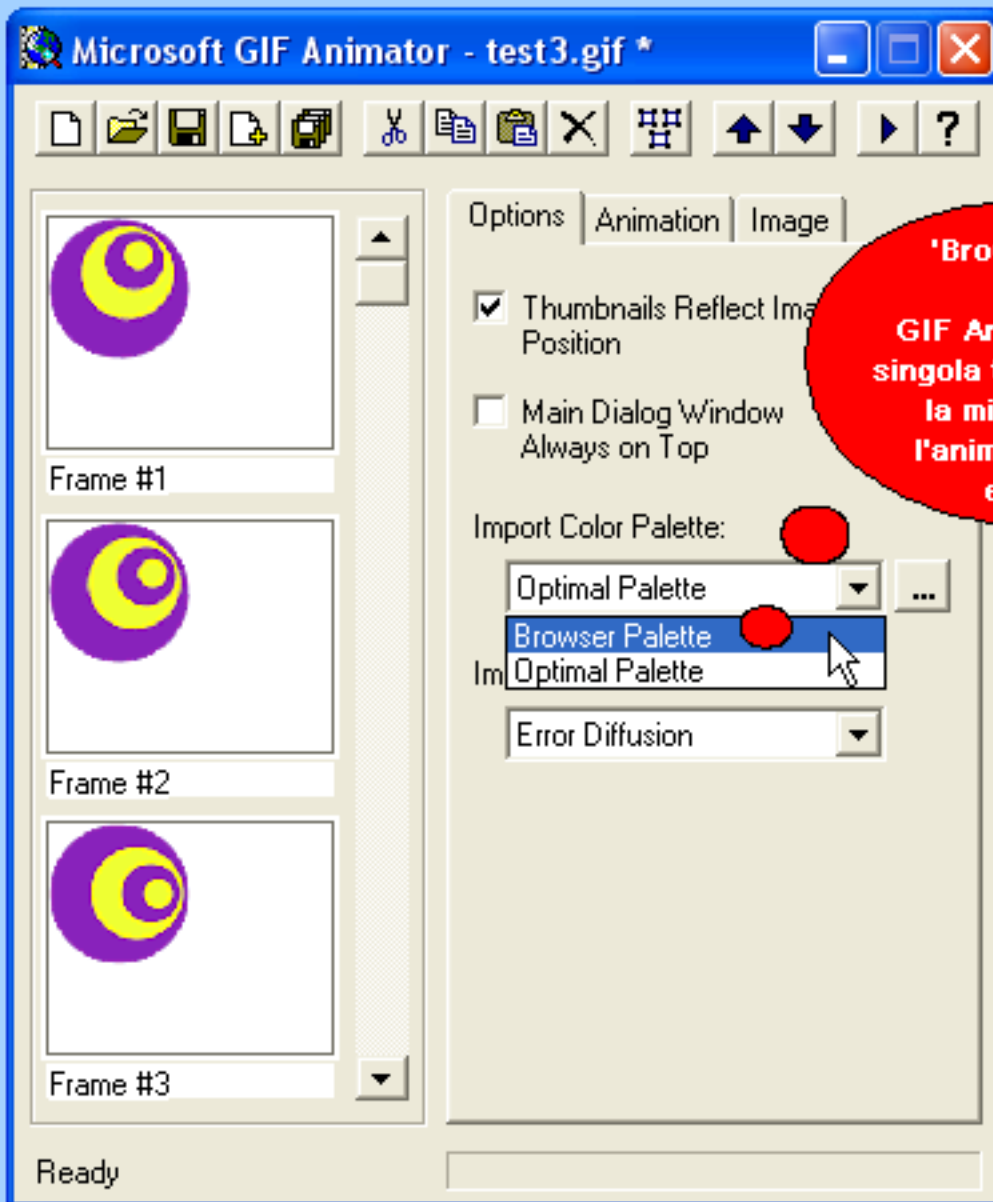


'Import Color Palette'

Viene utilizzato per importare i colori dalle tavolozze. Permette di scegliere tra: il 'Browser palette' e l'Optimal palette'.

 Back

Next 

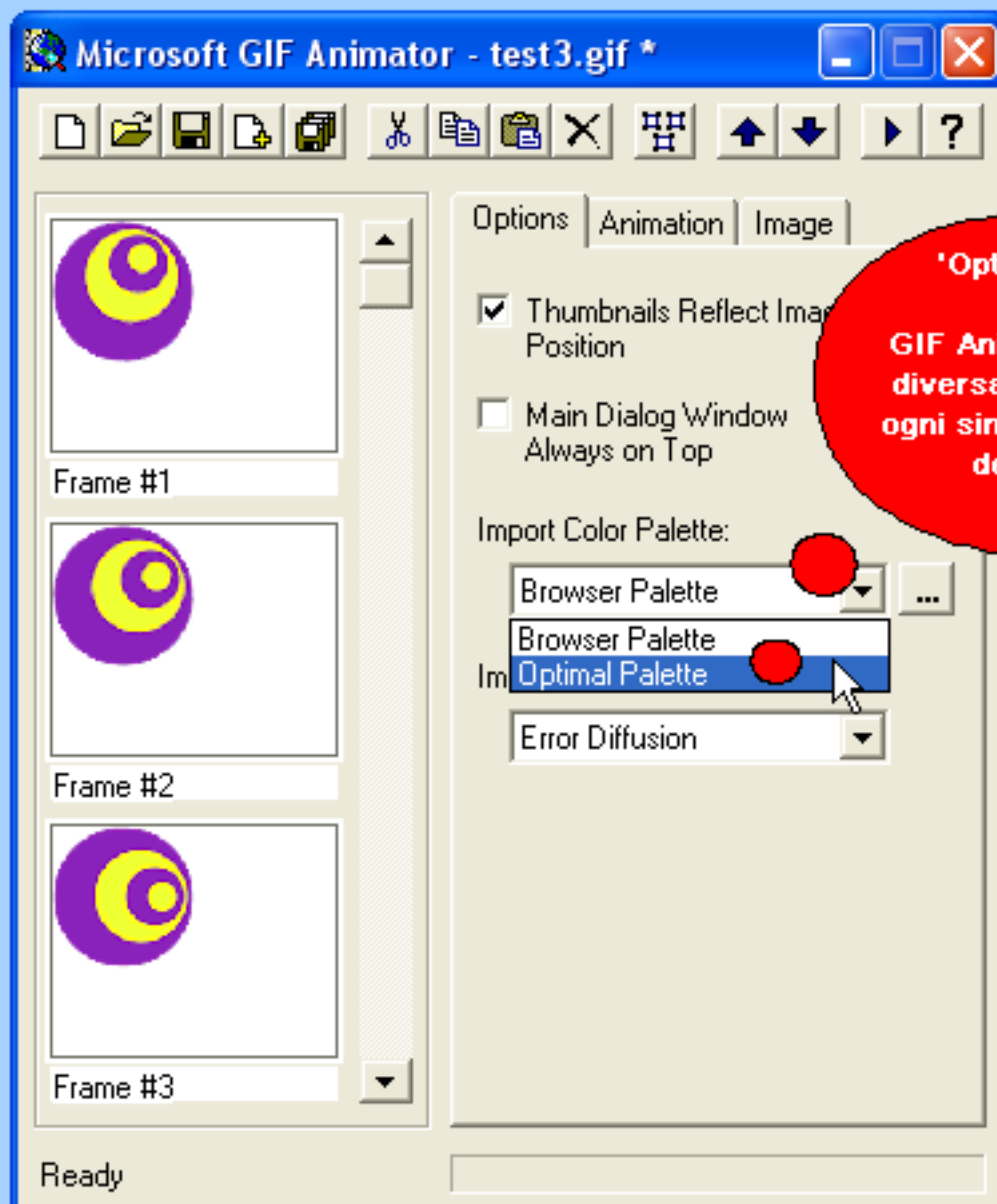


'Browser Palette'

GIF Animator usa una singola tavolozza, che è la migliore di tutta l'animazione. Molto efficiente.

 **Back**

Next 

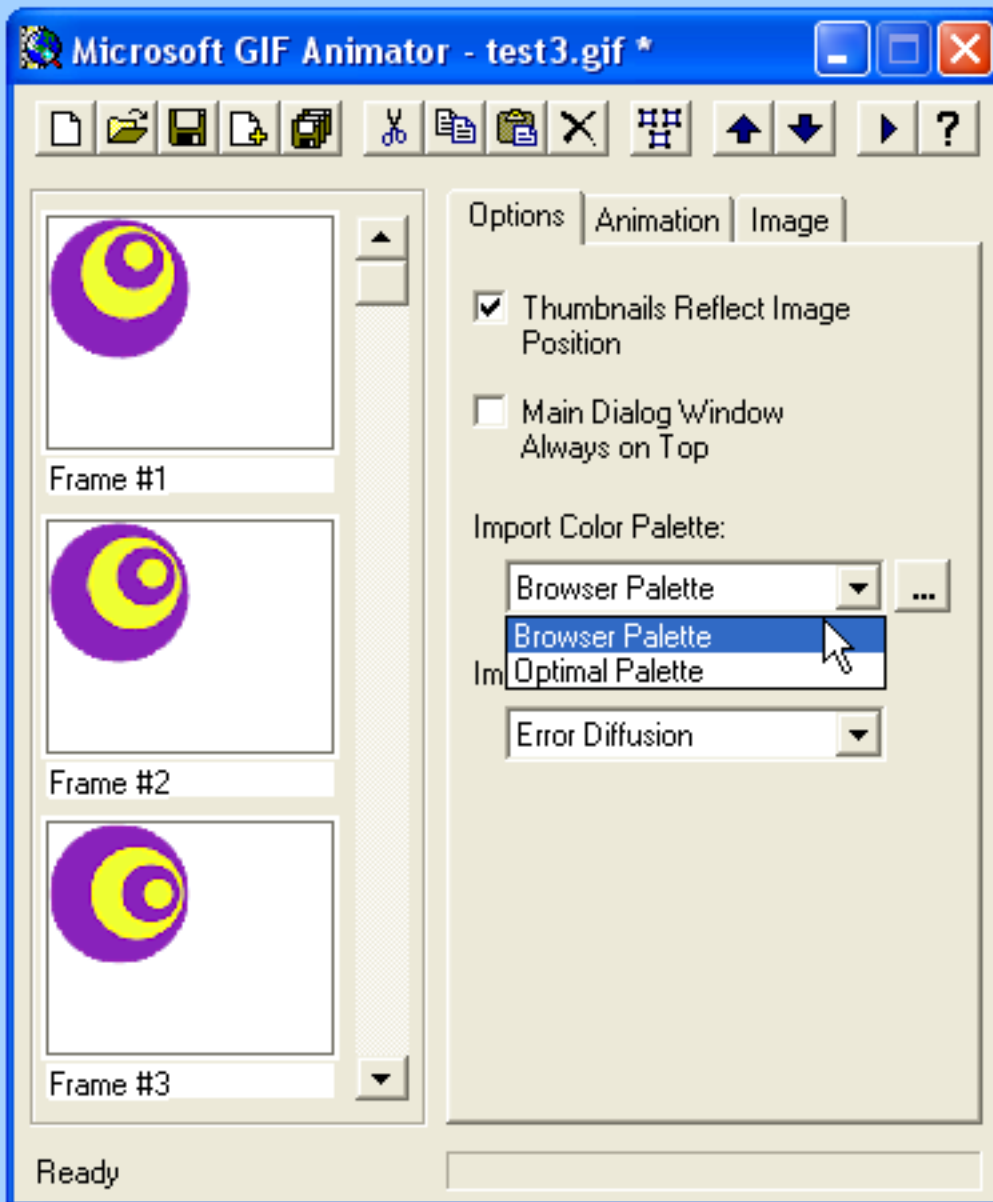


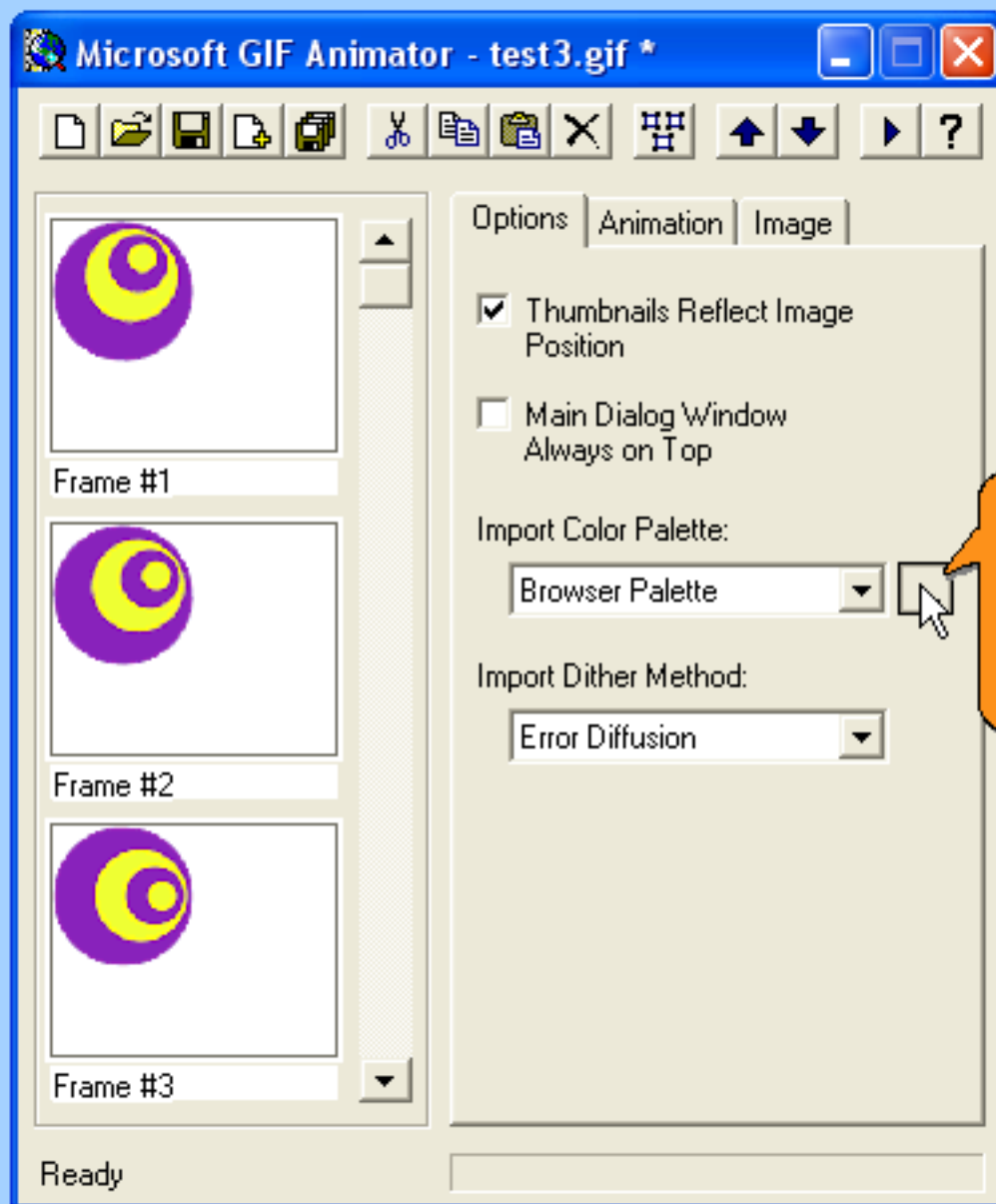
'Optimal Palette'

GIF Animator crea una diversa tavolozza per ogni singolo frame. Alta definizione.

 **Back**

Next 





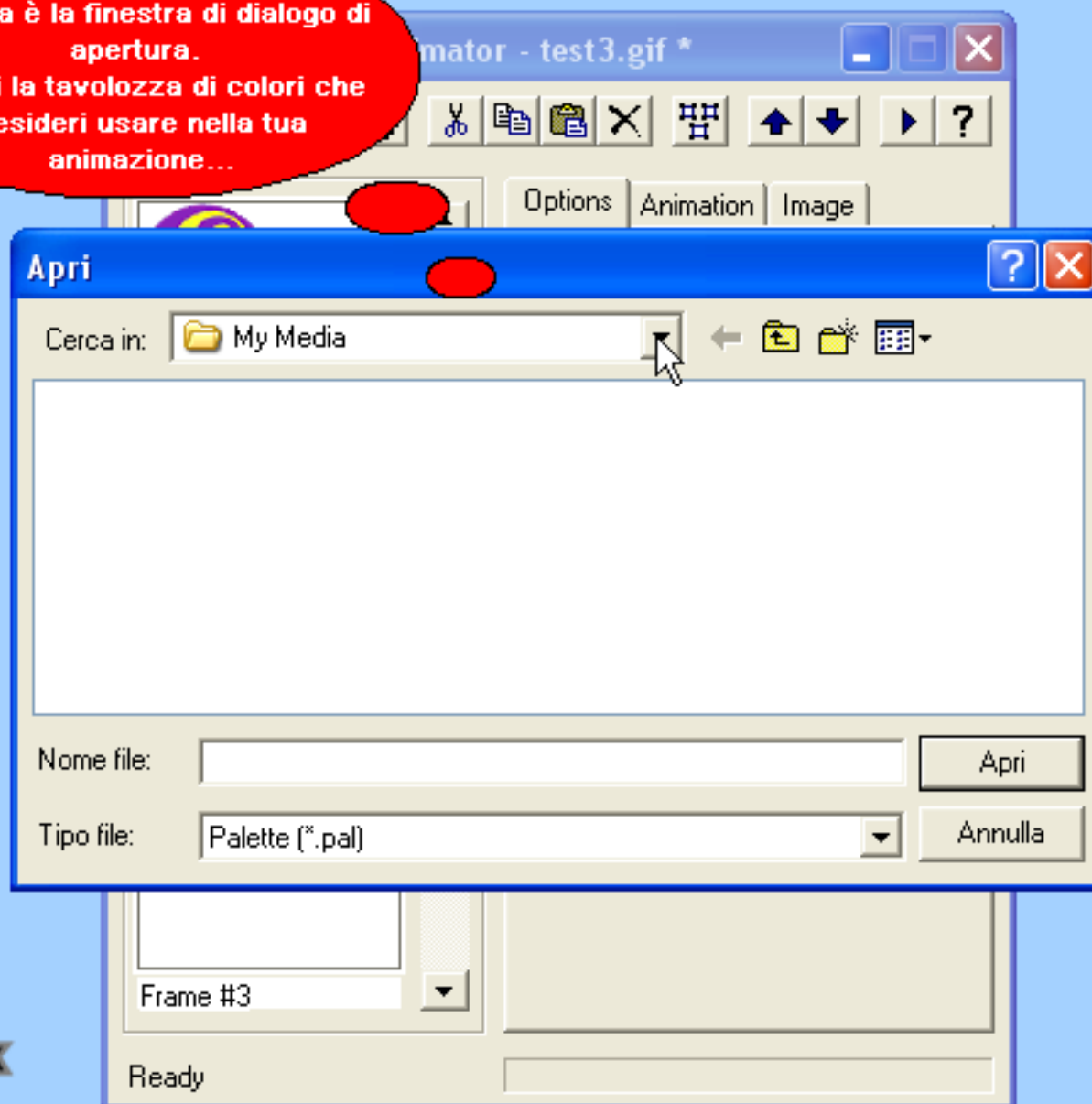
'Load'

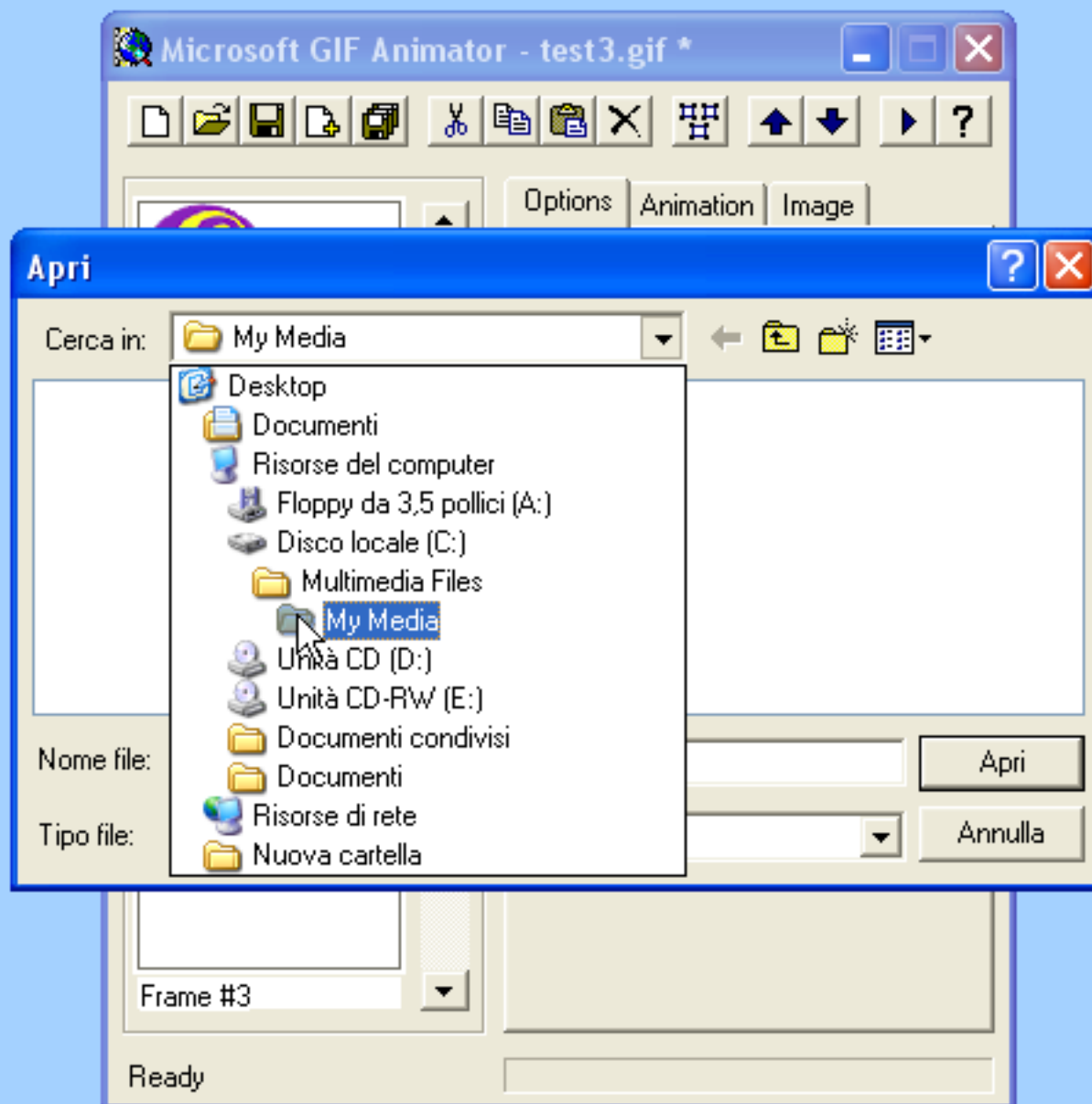
GIF Animator usa la tavolozza specificata nella finestra di dialogo 'Apri'.

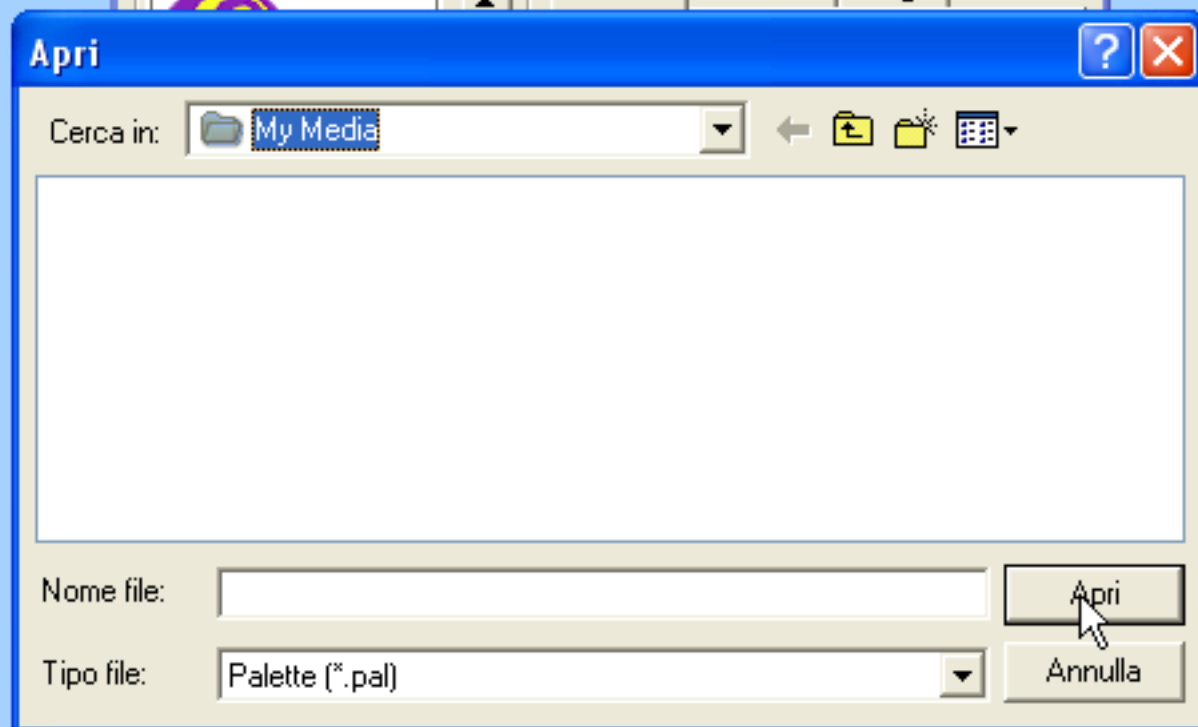


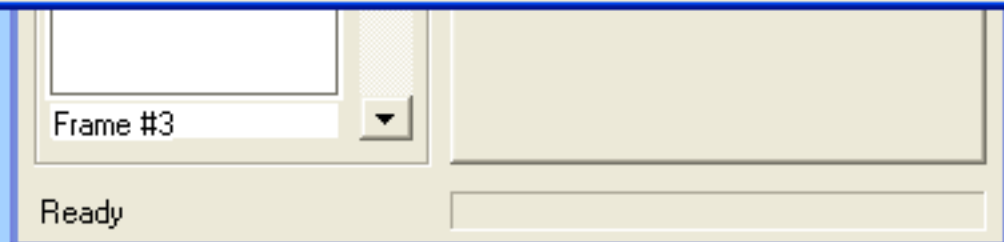
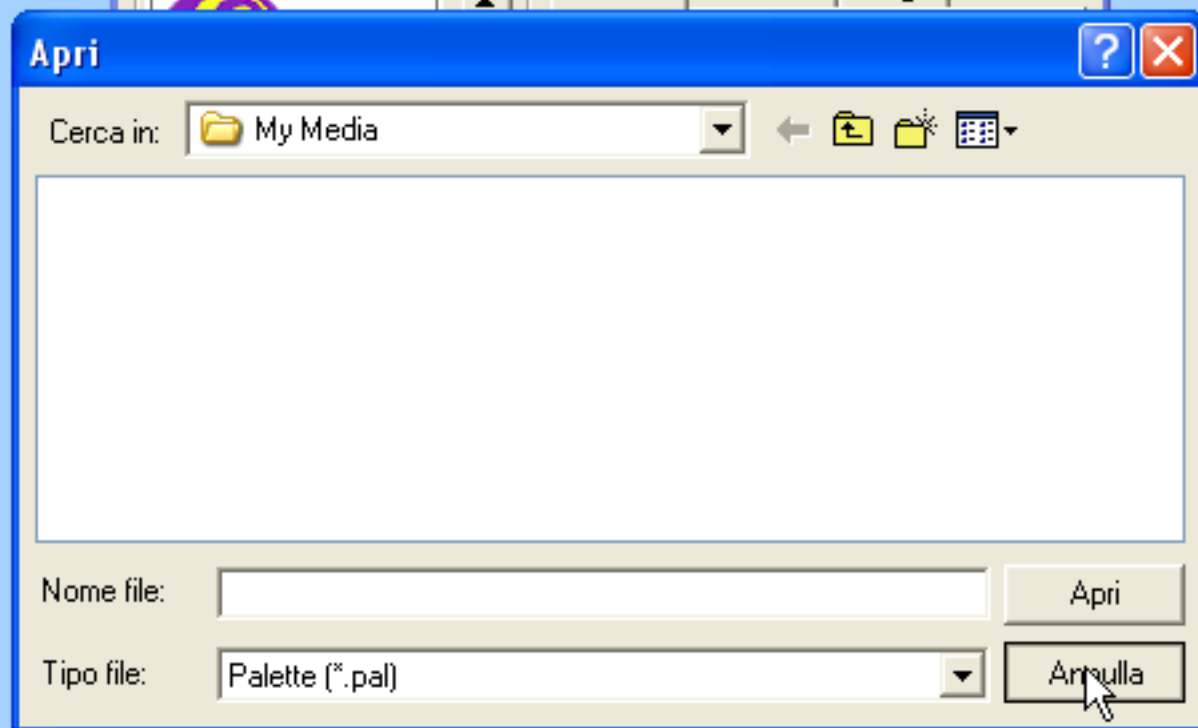
Next

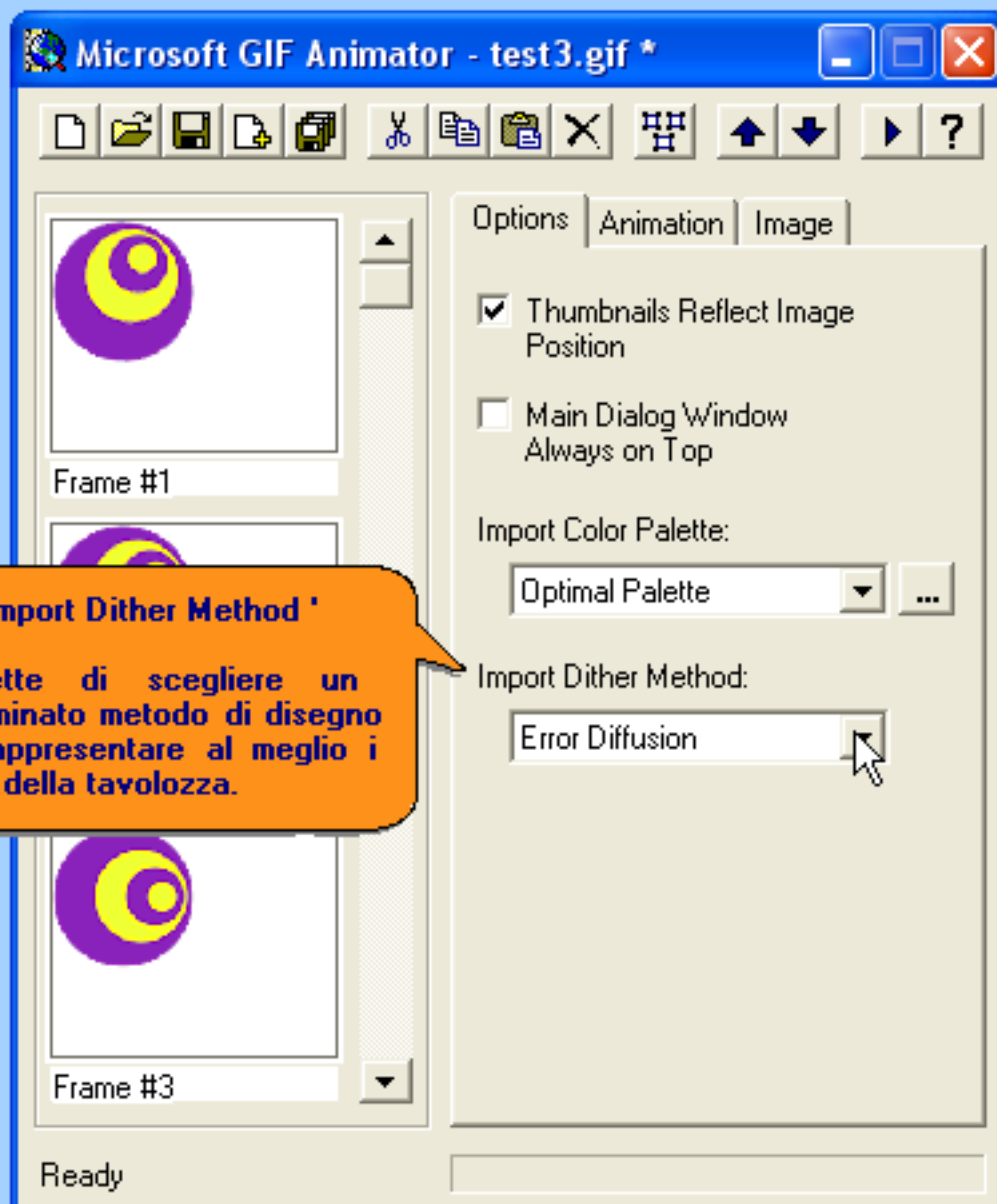
**Questa è la finestra di dialogo di apertura.
Scegli la tavolozza di colori che
desideri usare nella tua
animazione...**









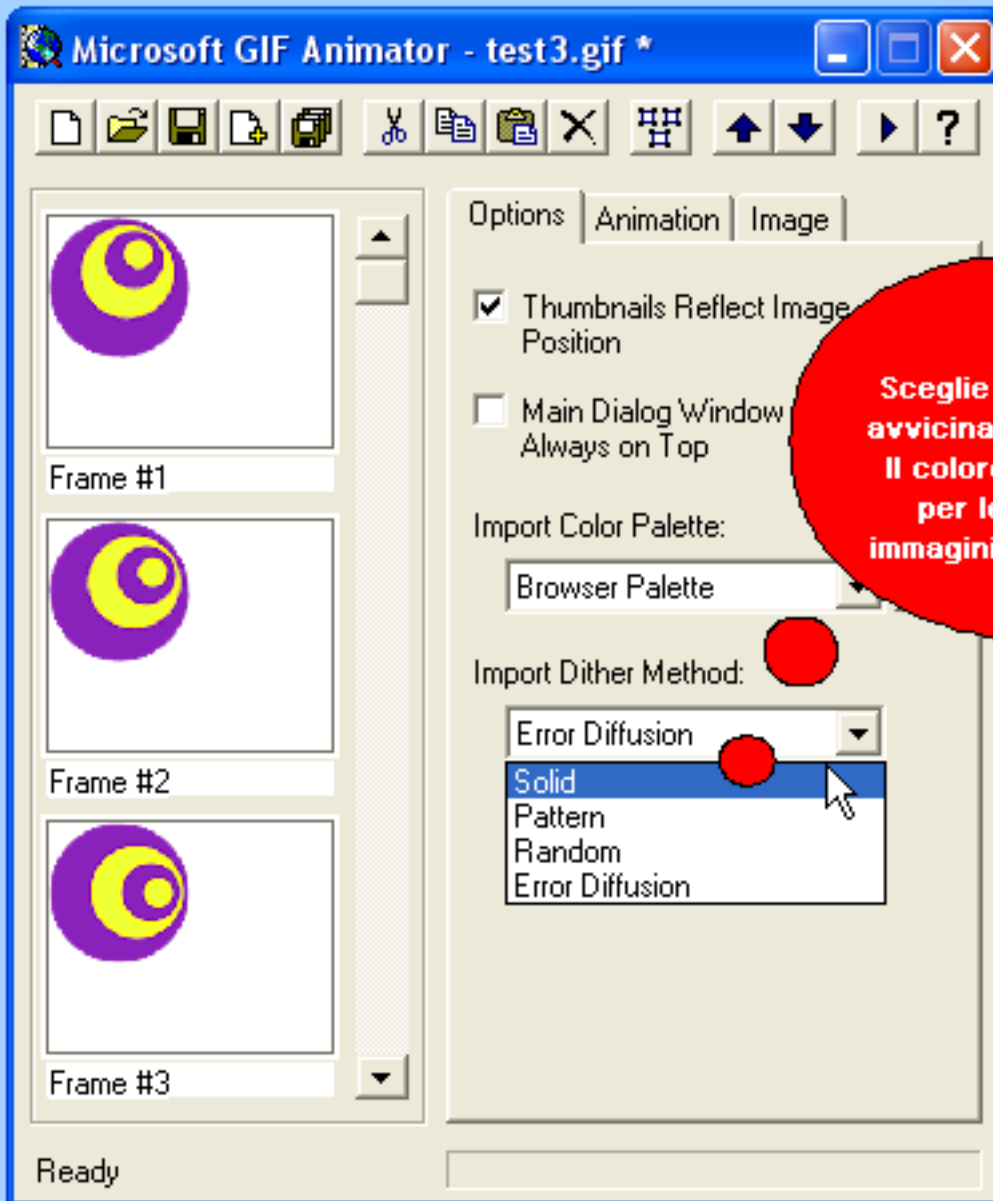


'Import Dither Method '

Permette di scegliere un determinato metodo di disegno per rappresentare al meglio i colori della tavolozza.



Next 



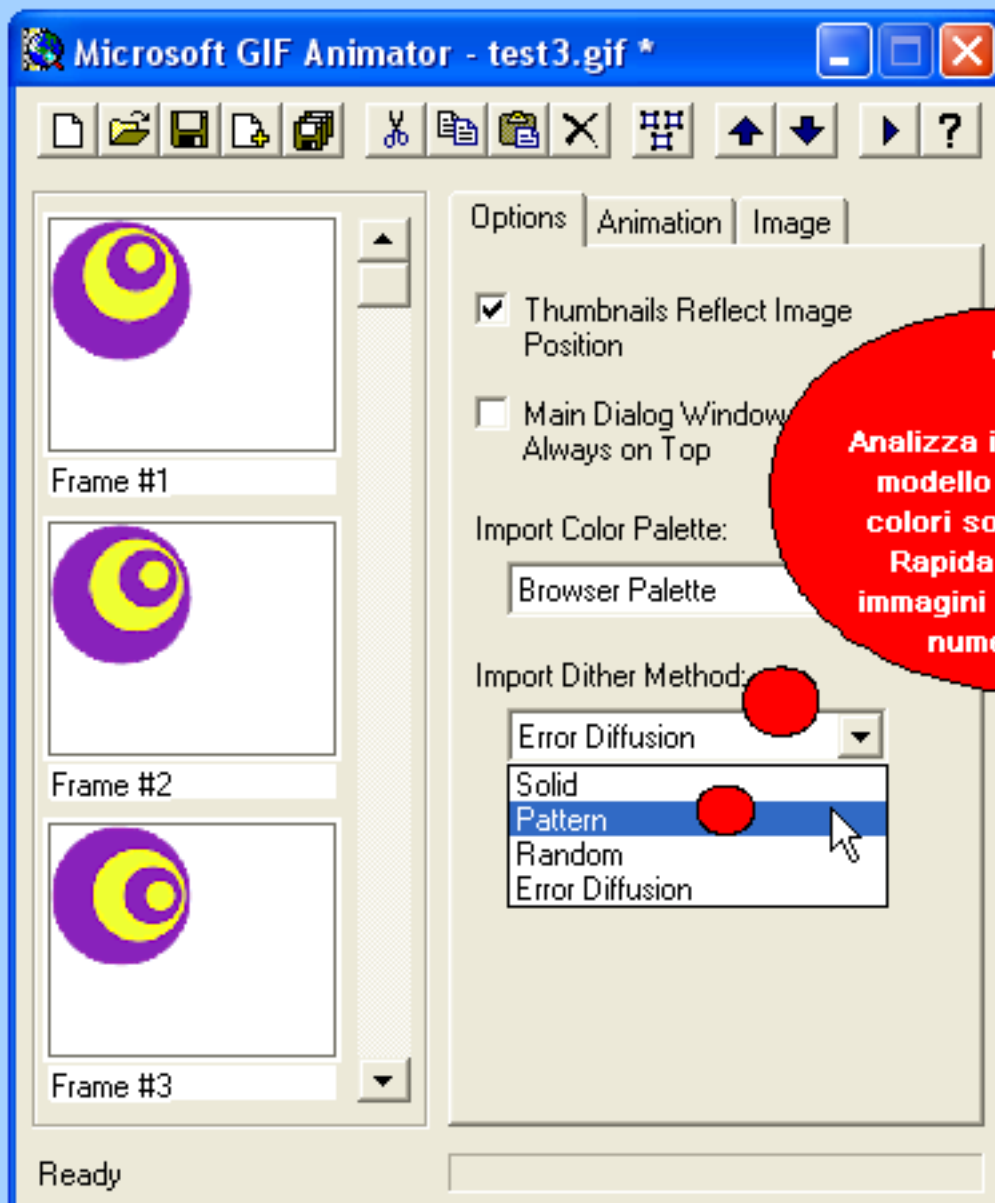
'Solid'

Sceglie la tonalità che si avvicina di più al disegno. Il colore è solido, ottimo per le linee e per le immagini con pochi colori.

 **Back**

Ready

Next 

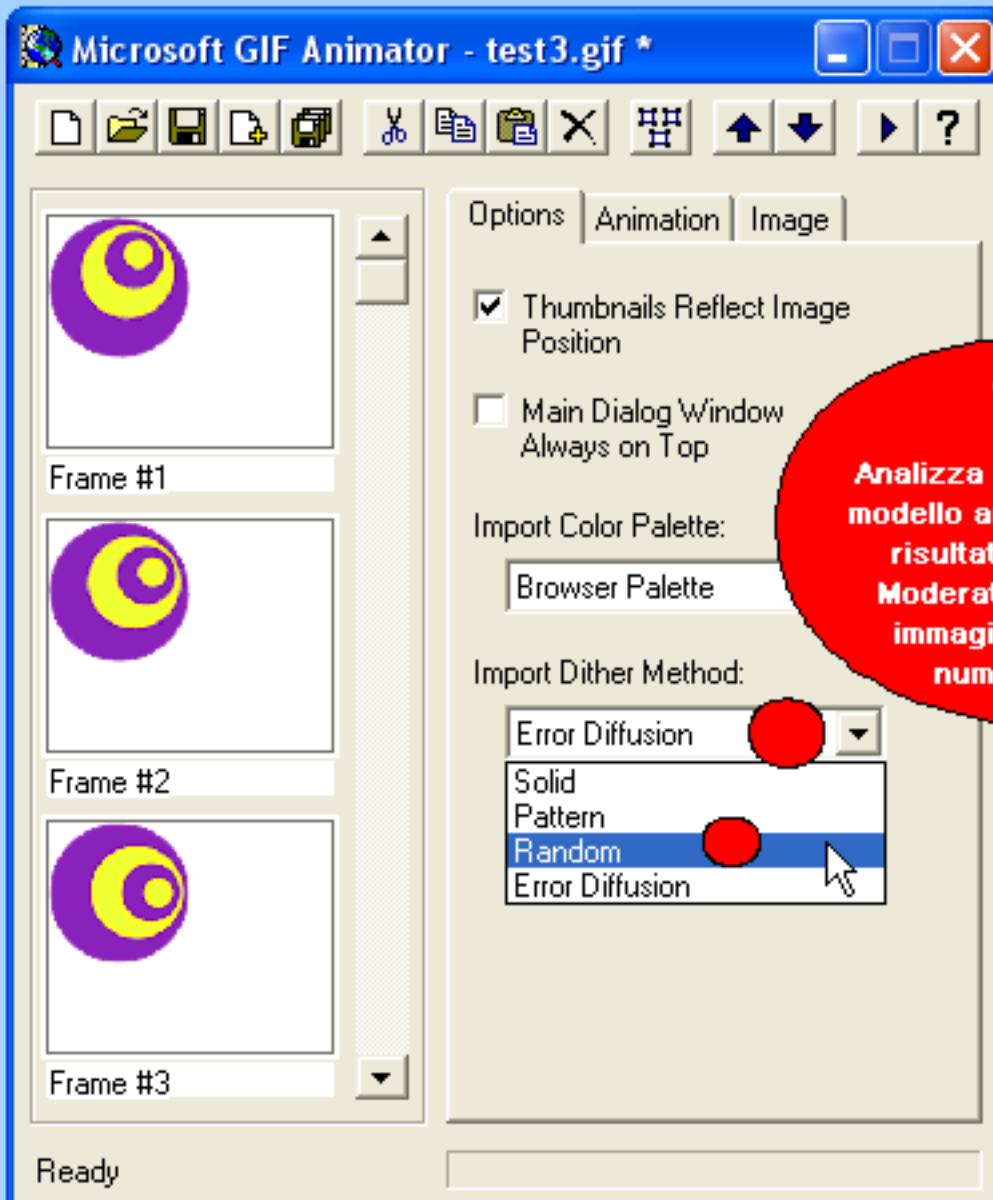


'Pattern'

Analizza i colori usando un modello limitato, che ha colori solidi ma scadenti. Rapida velocità per le immagini con un moderato numero di colori.

 **Back**

Next 

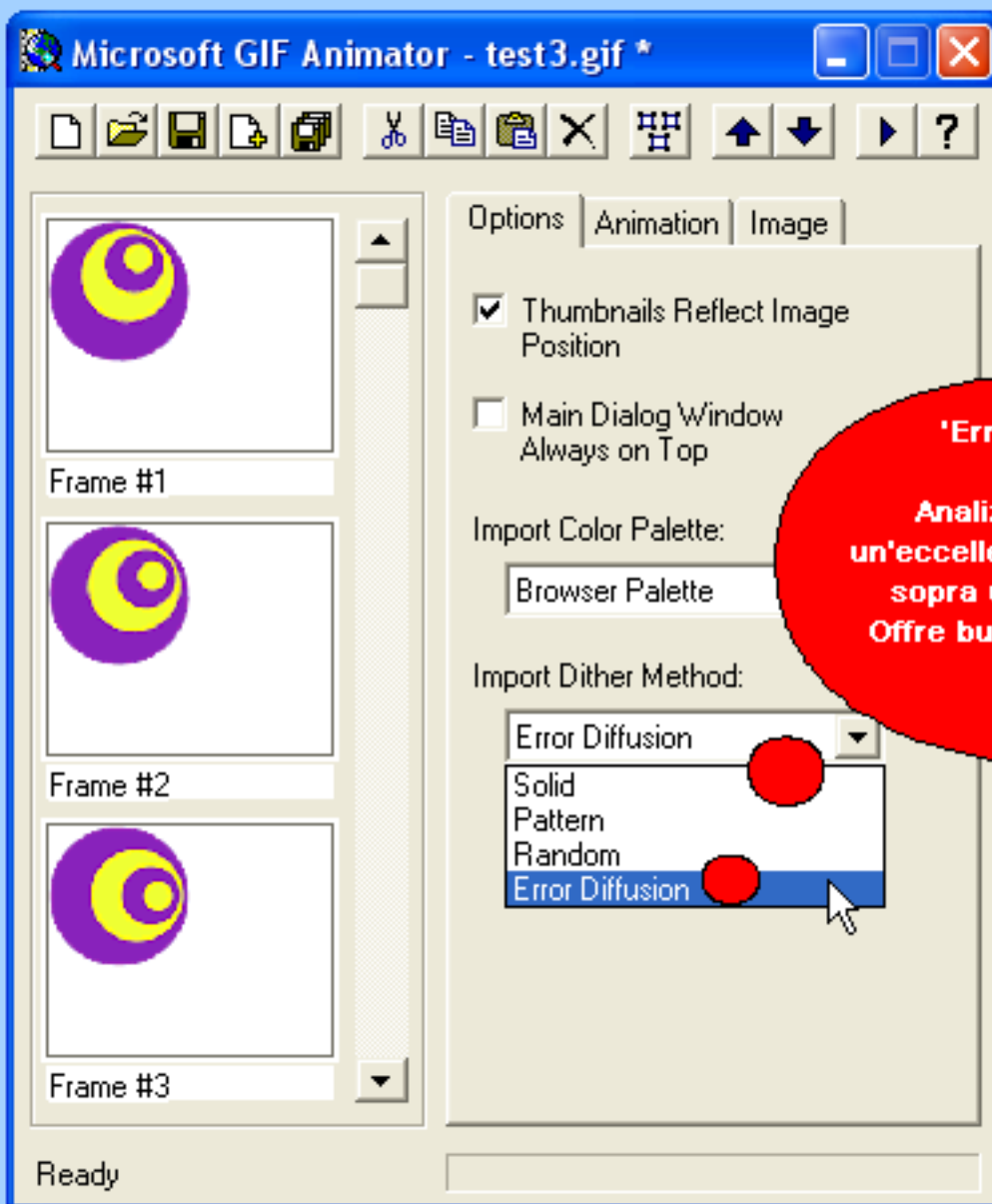


'Random'

Analizza i colori usando un modello ampio, che produce risultati di alta qualità. Moderata velocità per le immagini con un vasto numero di colori.

 **Back**

Next 



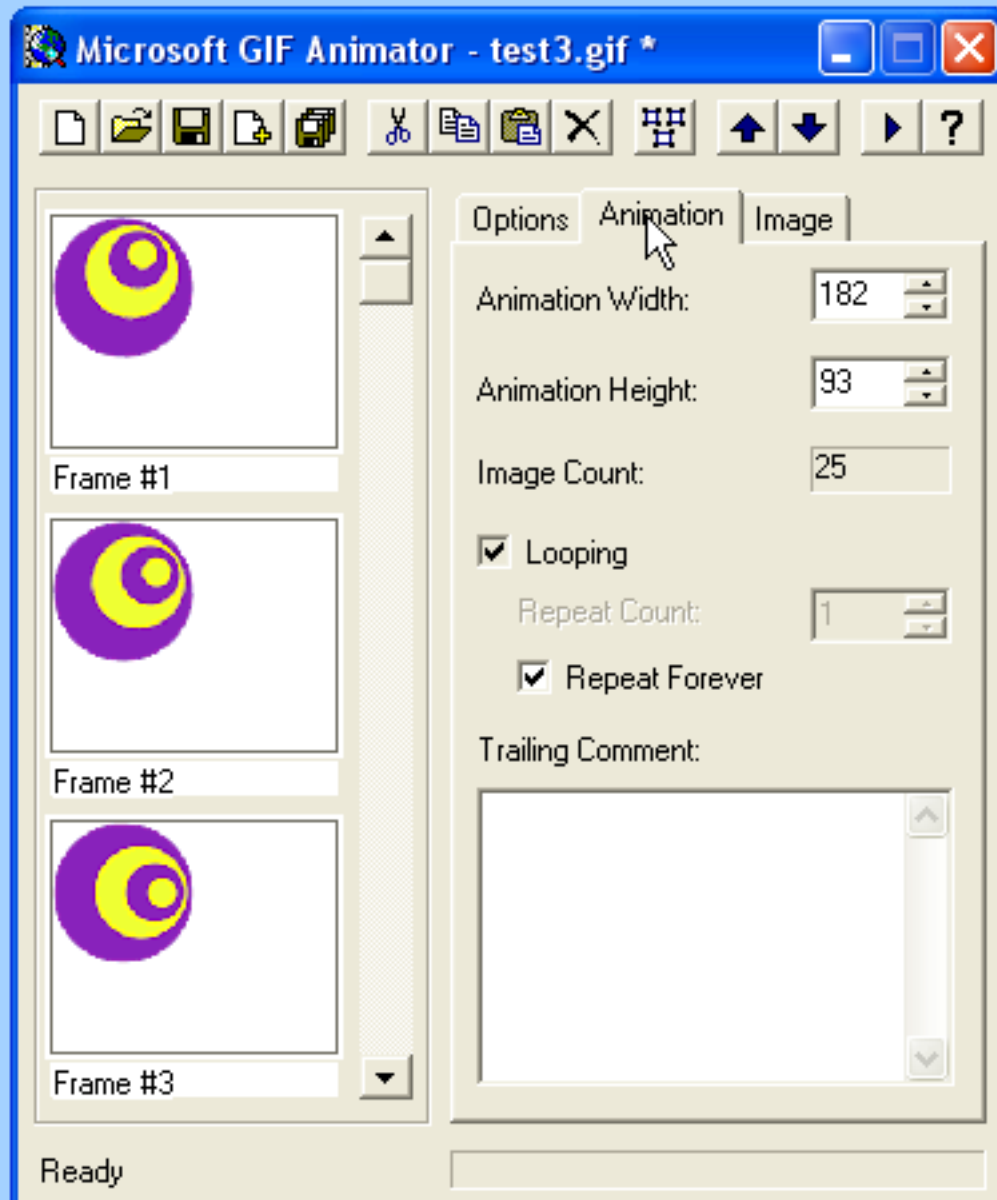
'Error Diffusion'

**Analizza i colori da
un'eccellente mix di tonalità
sopra un'area limitata.
Offre buoni risultati, ma è
lento.**

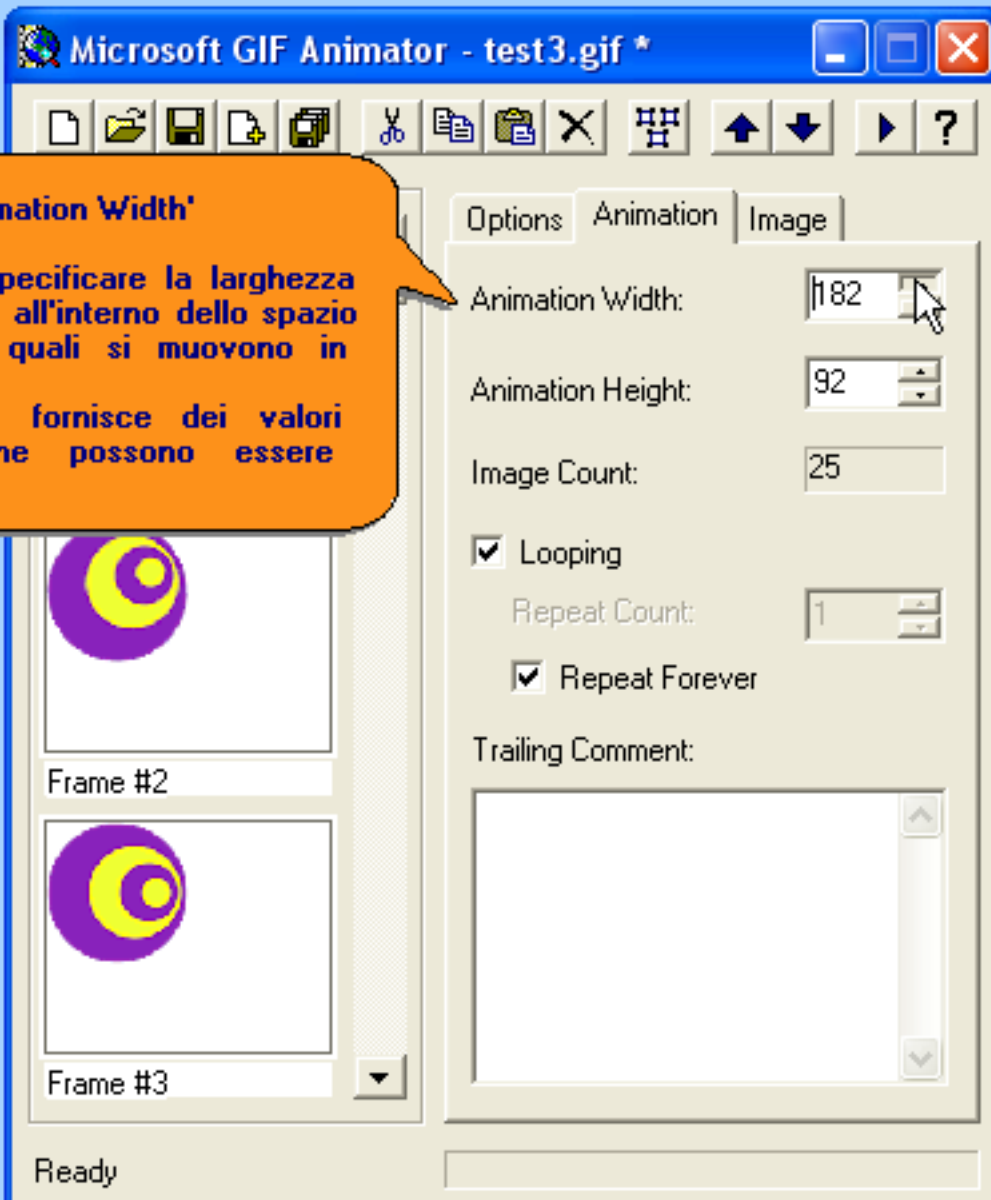
 **Back**

Next 

2. Comandi della tabella Animazione



Next 



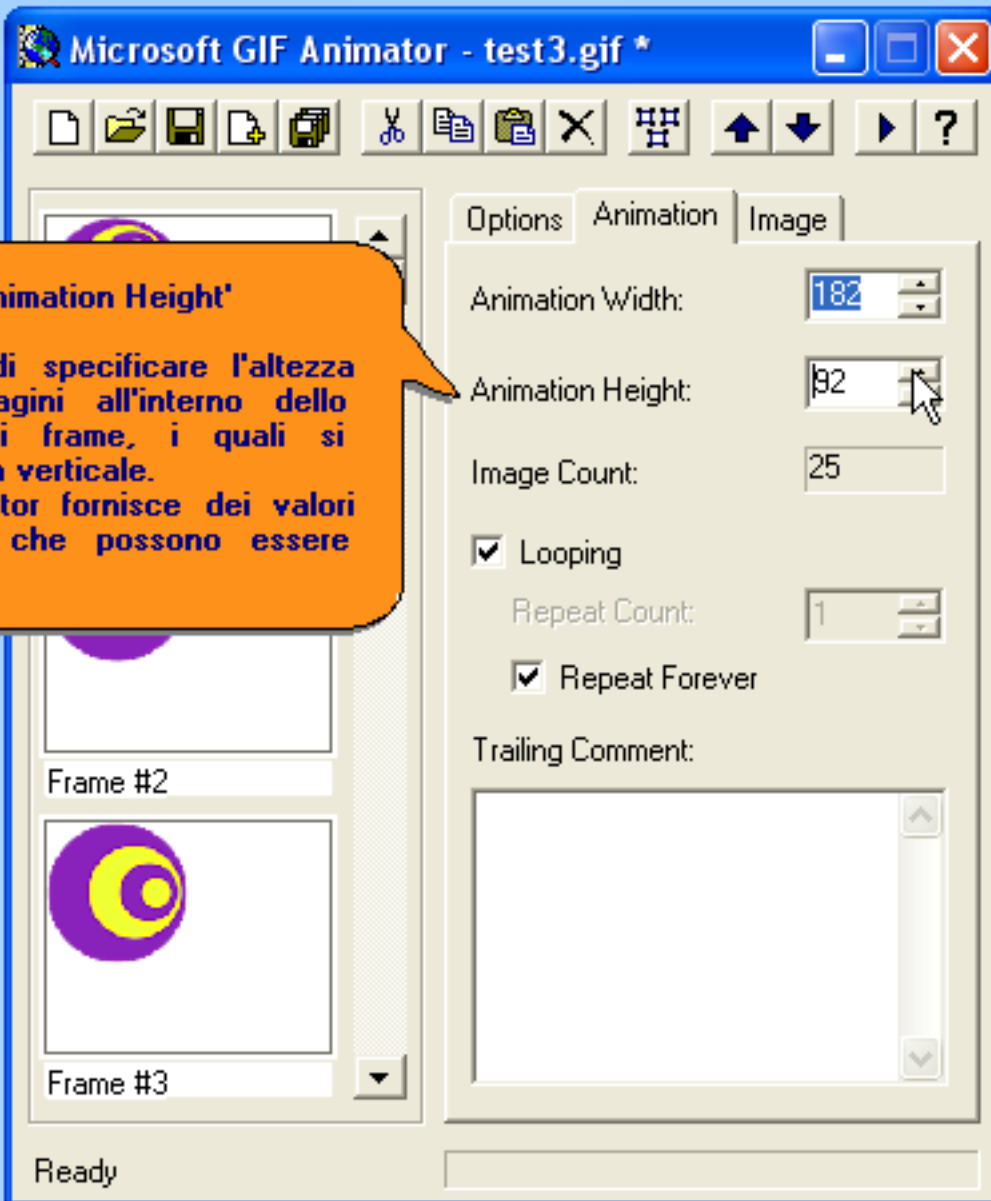
'Animation Width'

Permette di specificare la larghezza delle immagini all'interno dello spazio dei frame, i quali si muovono in orizzontale.

GIF Animator fornisce dei valori predefiniti che possono essere modificati.

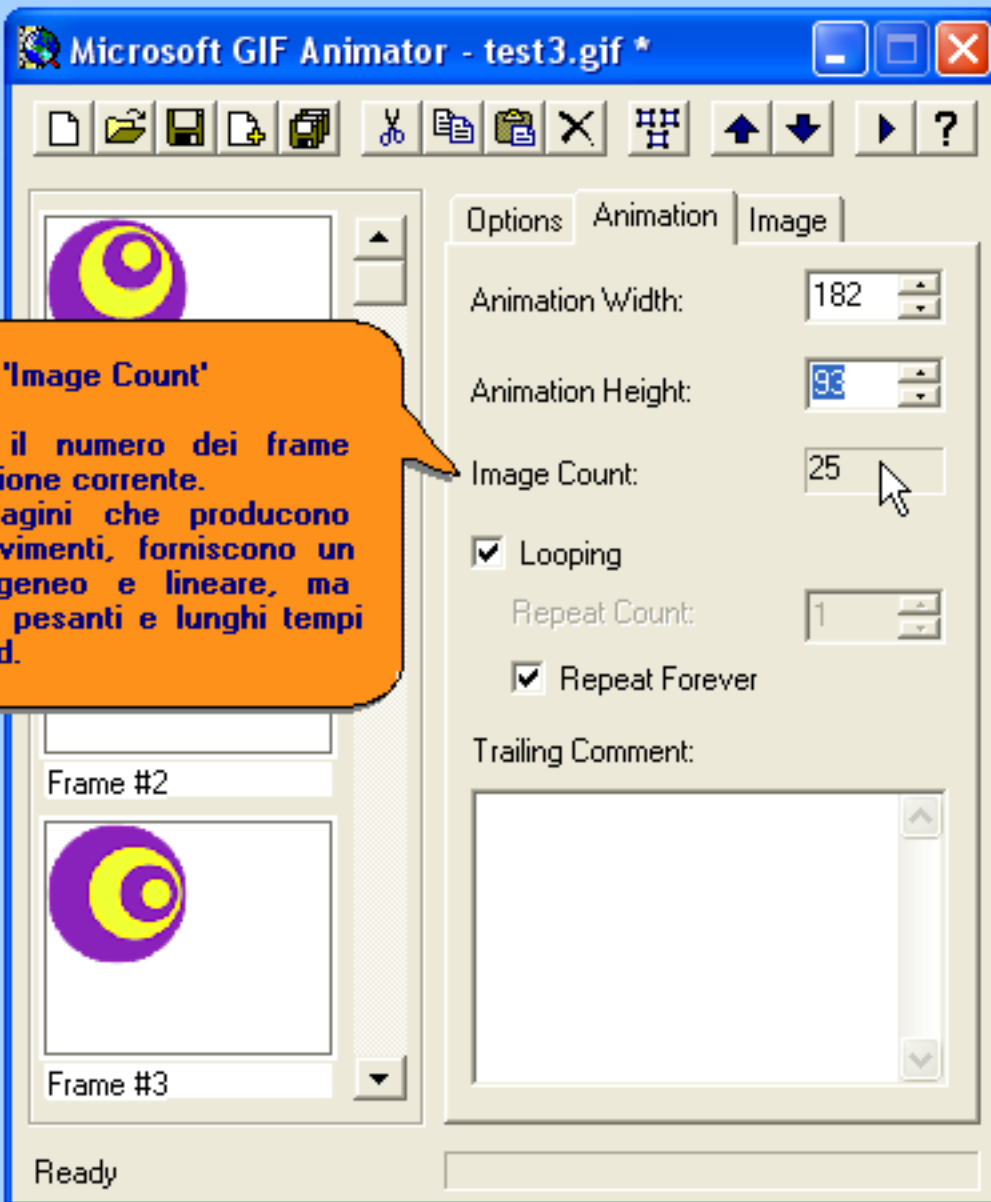
 Back

Next 



'Animation Height'

Permette di specificare l'altezza delle immagini all'interno dello spazio dei frame, i quali si muovono in verticale. GIF Animator fornisce dei valori predefiniti che possono essere modificati.

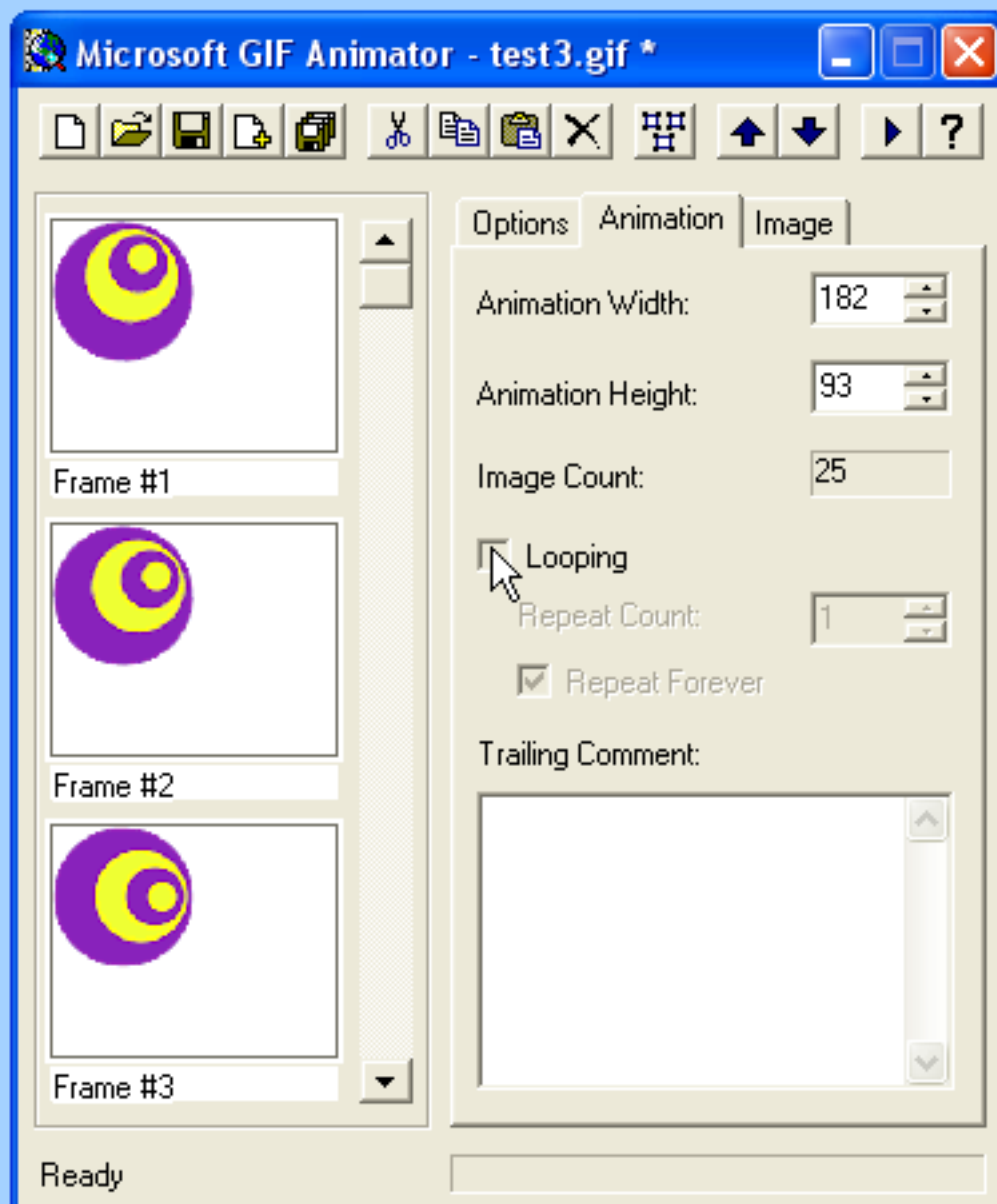


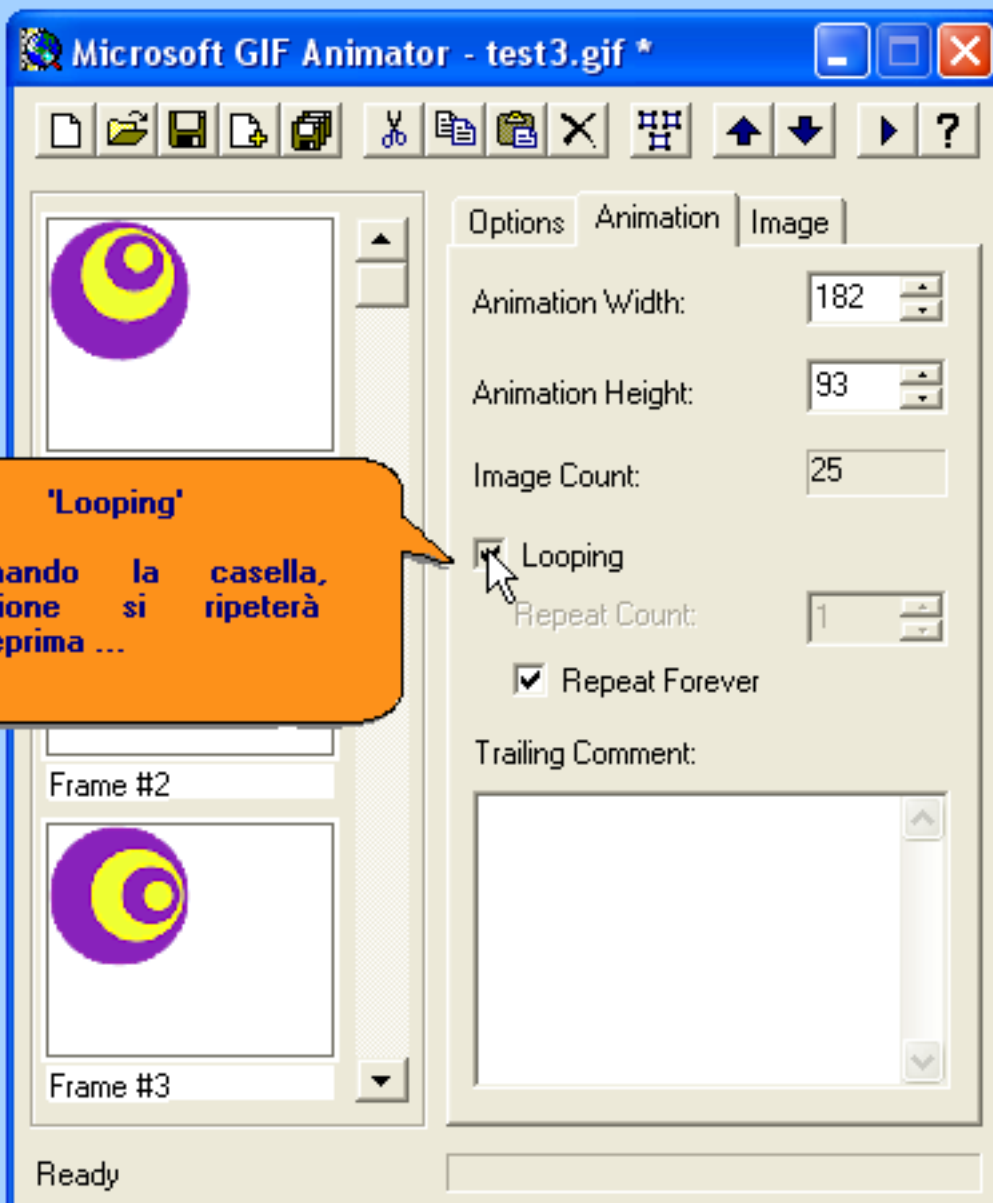
'Image Count'

Visualizza il numero dei frame nell'animazione corrente. Molte immagini che producono piccoli movimenti, forniscono un moto omogeneo e lineare, ma creano file pesanti e lunghi tempi di download.

 Back

Next 



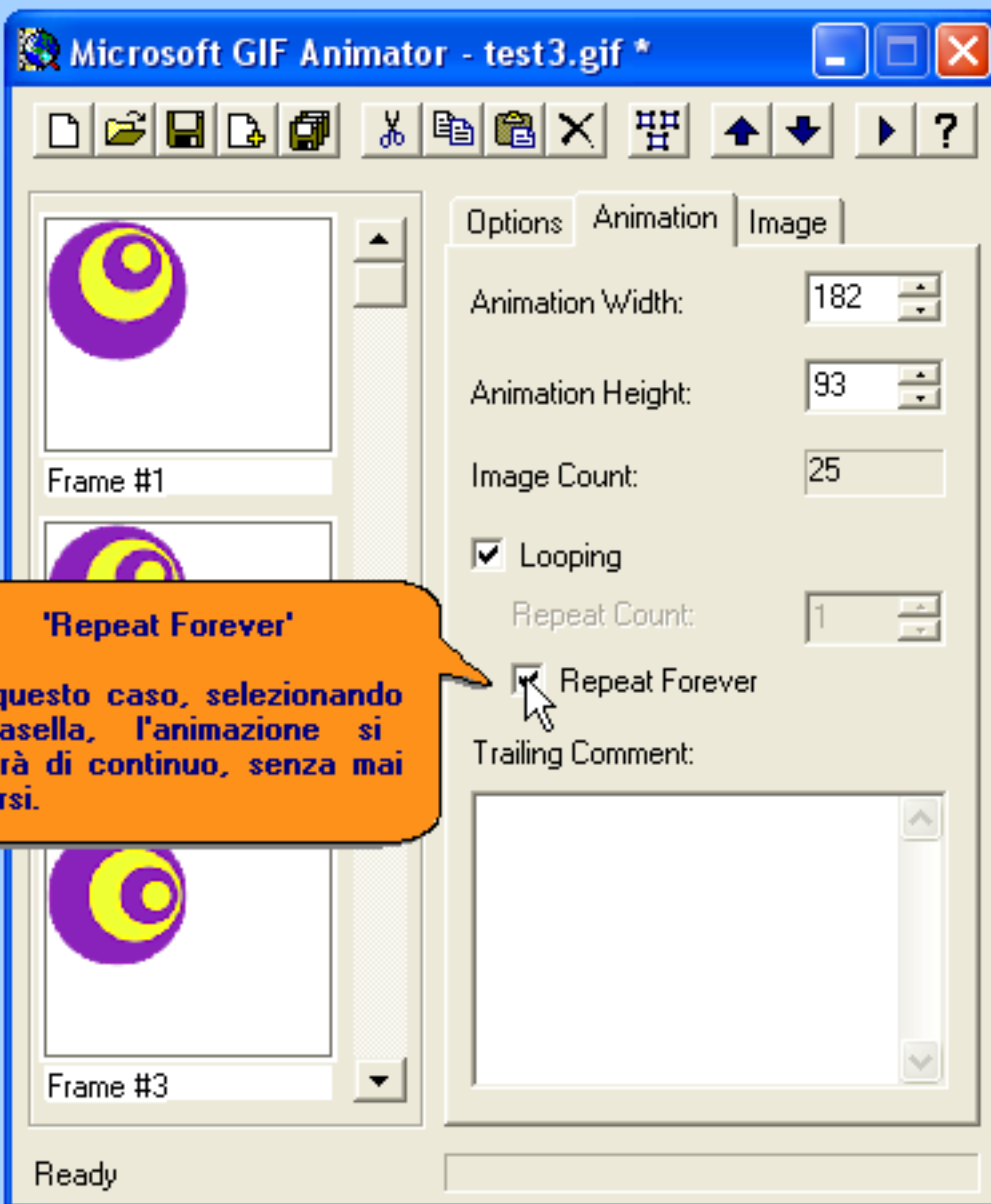


'Looping'

Selezionando la casella, l'animazione si ripeterà nell'anteprima ...



Next 

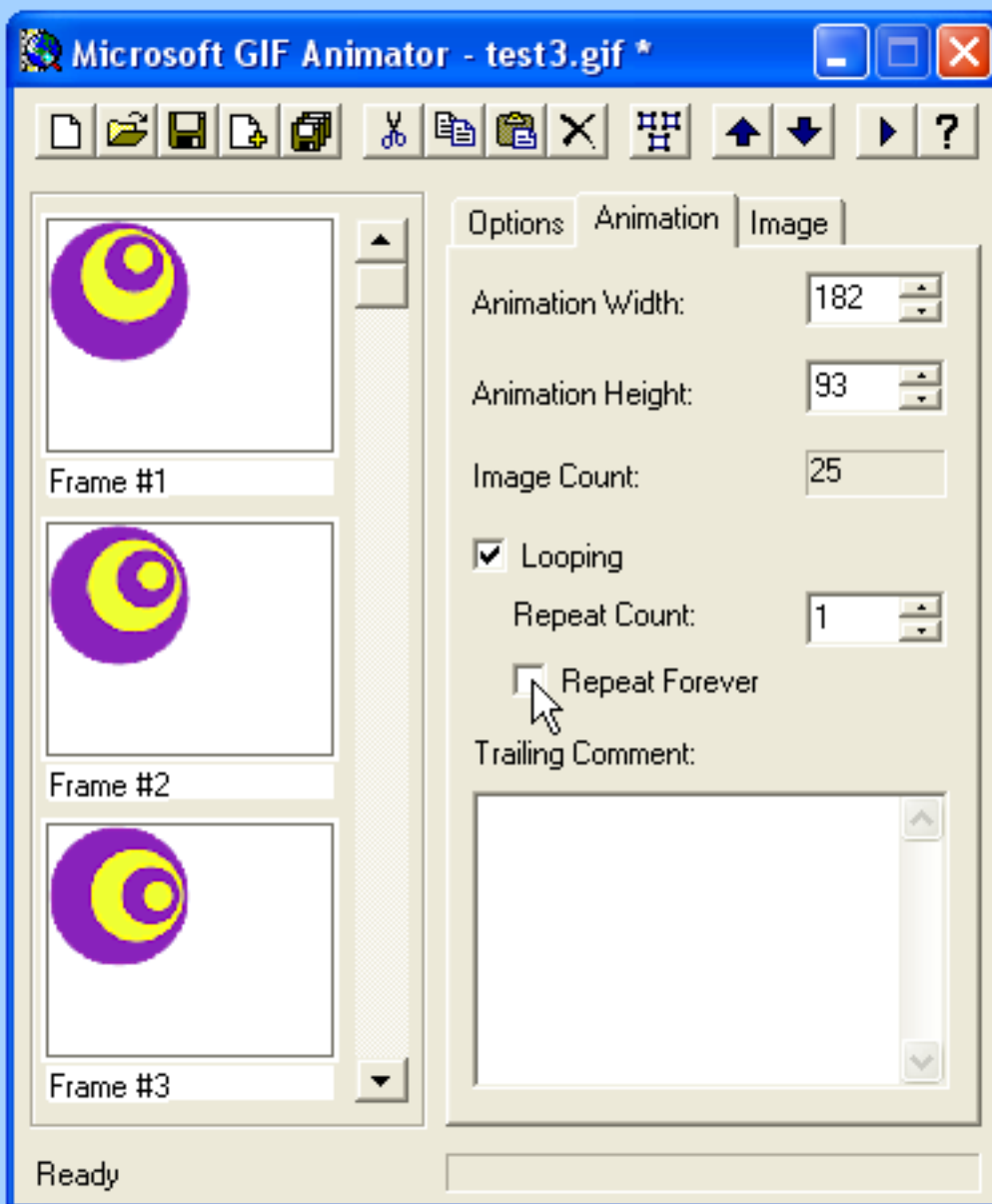


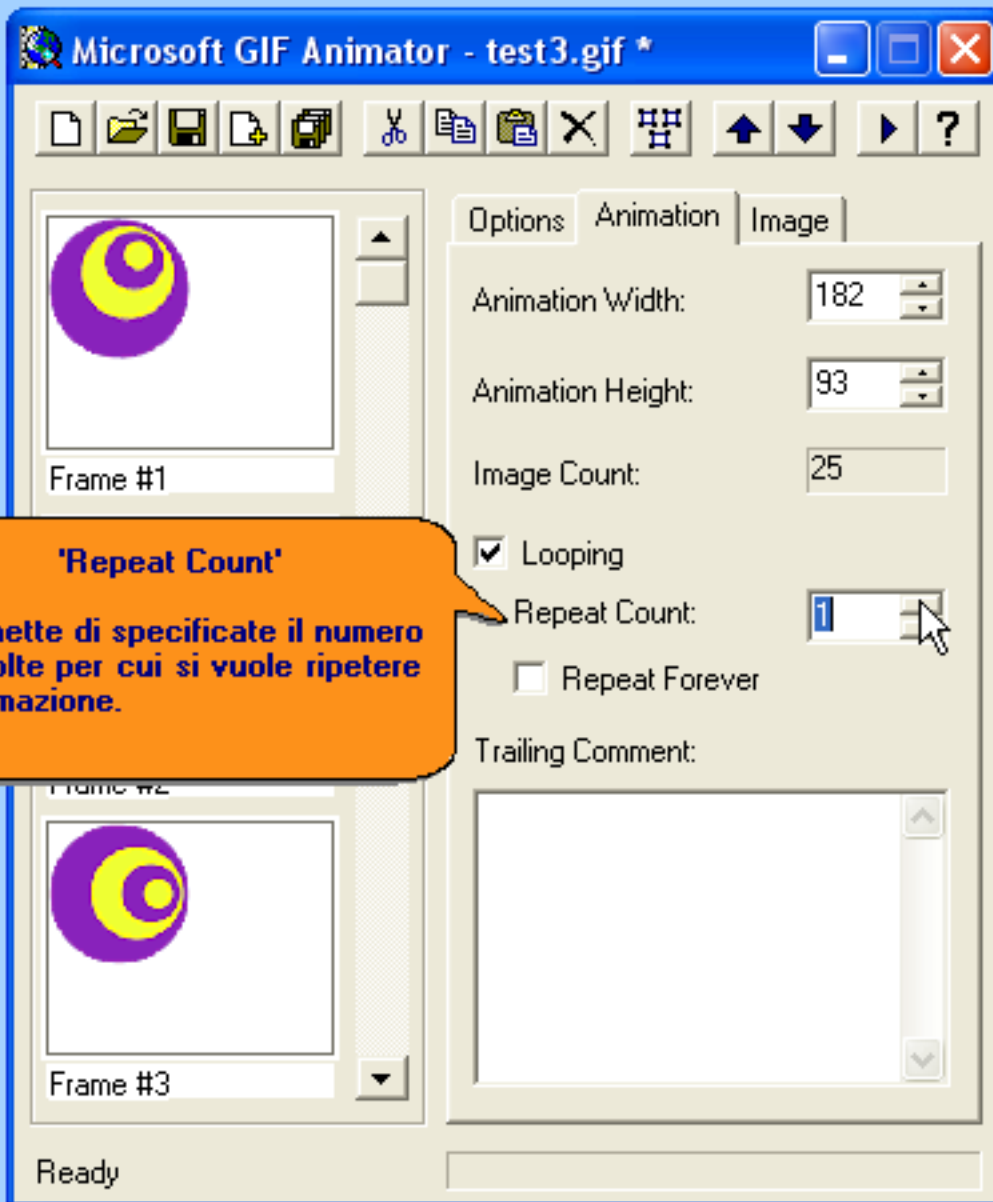
'Repeat Forever'

...in questo caso, selezionando la casella, l'animazione si ripeterà di continuo, senza mai fermarsi.

 **Back**

Next 

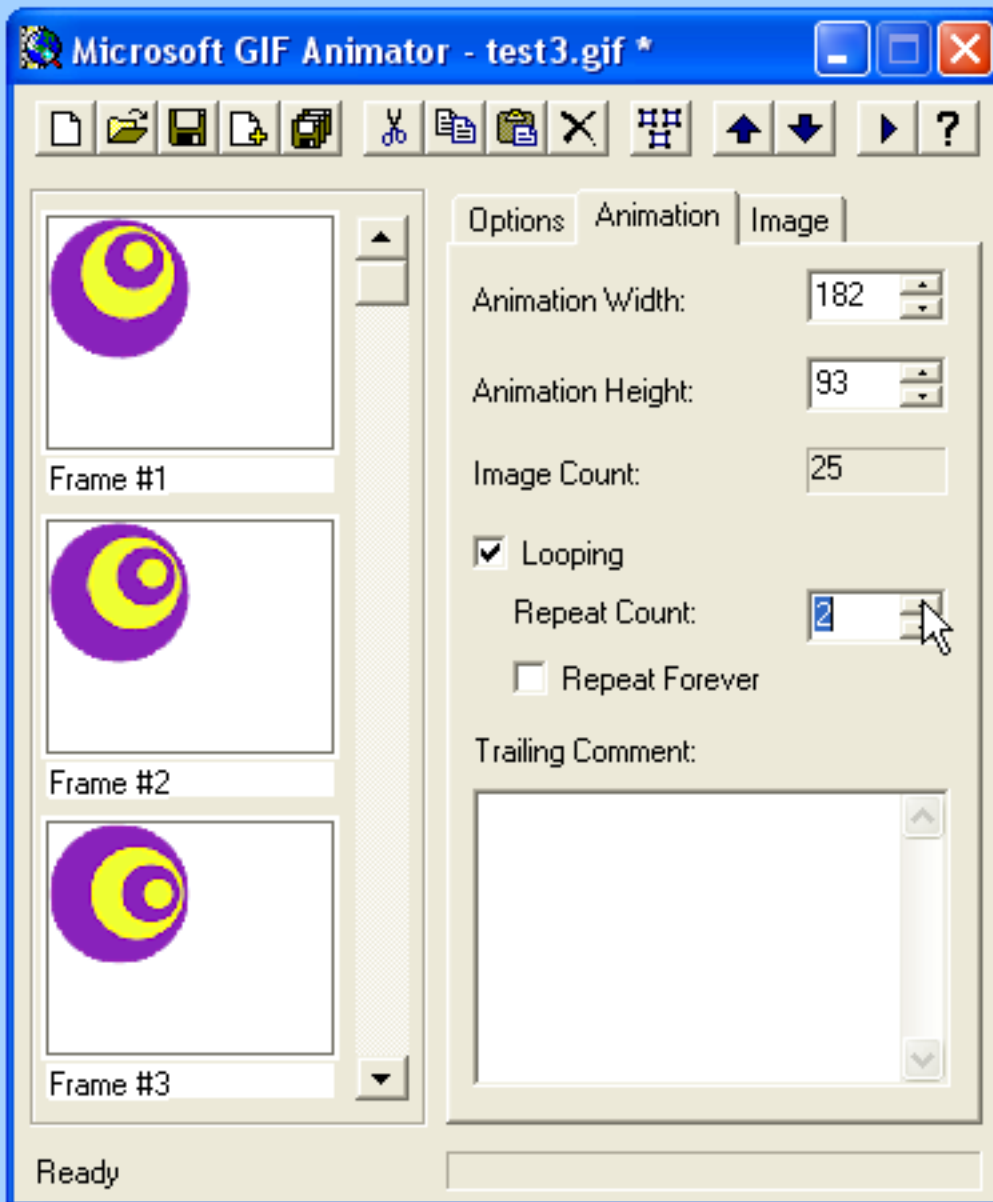


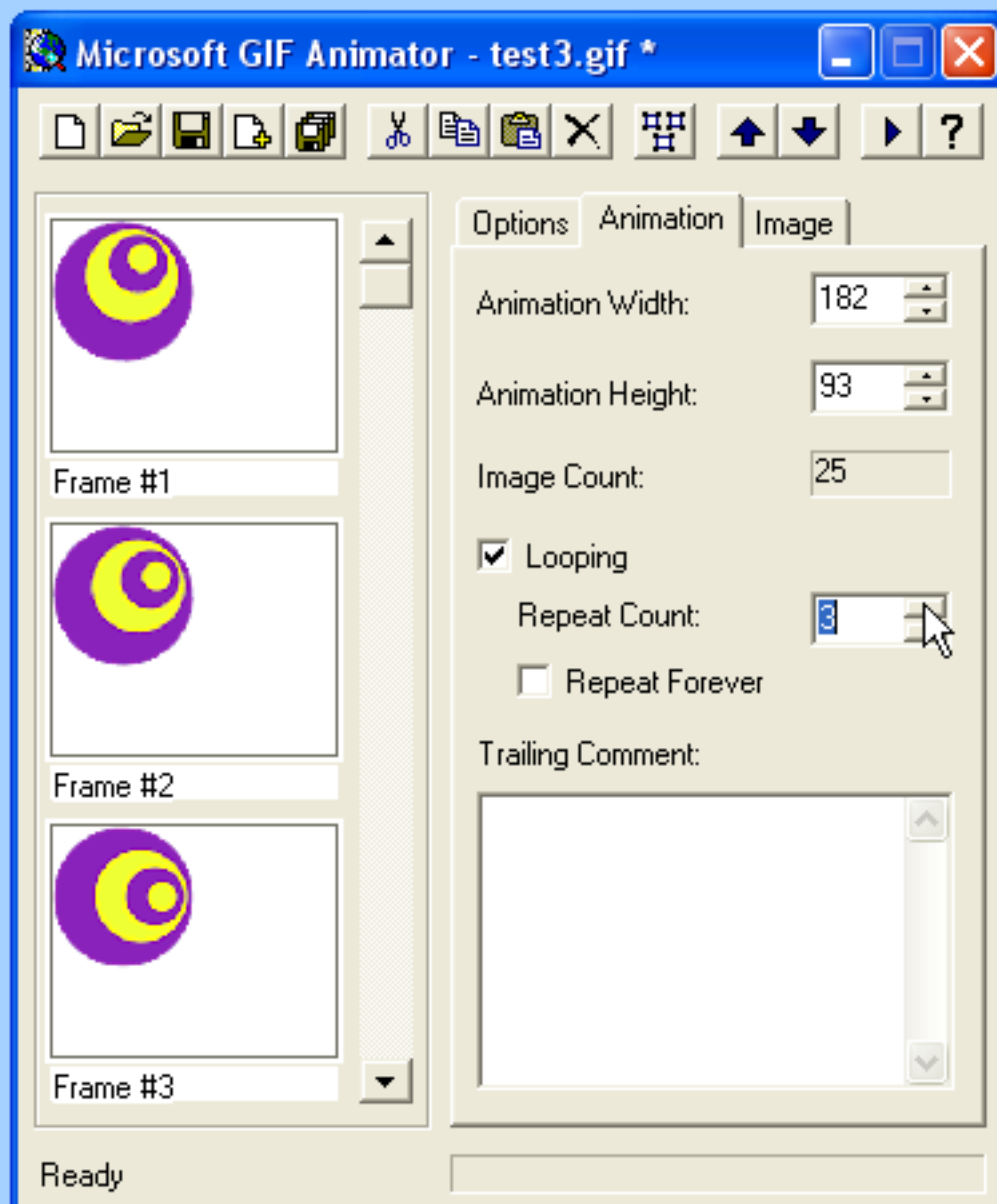


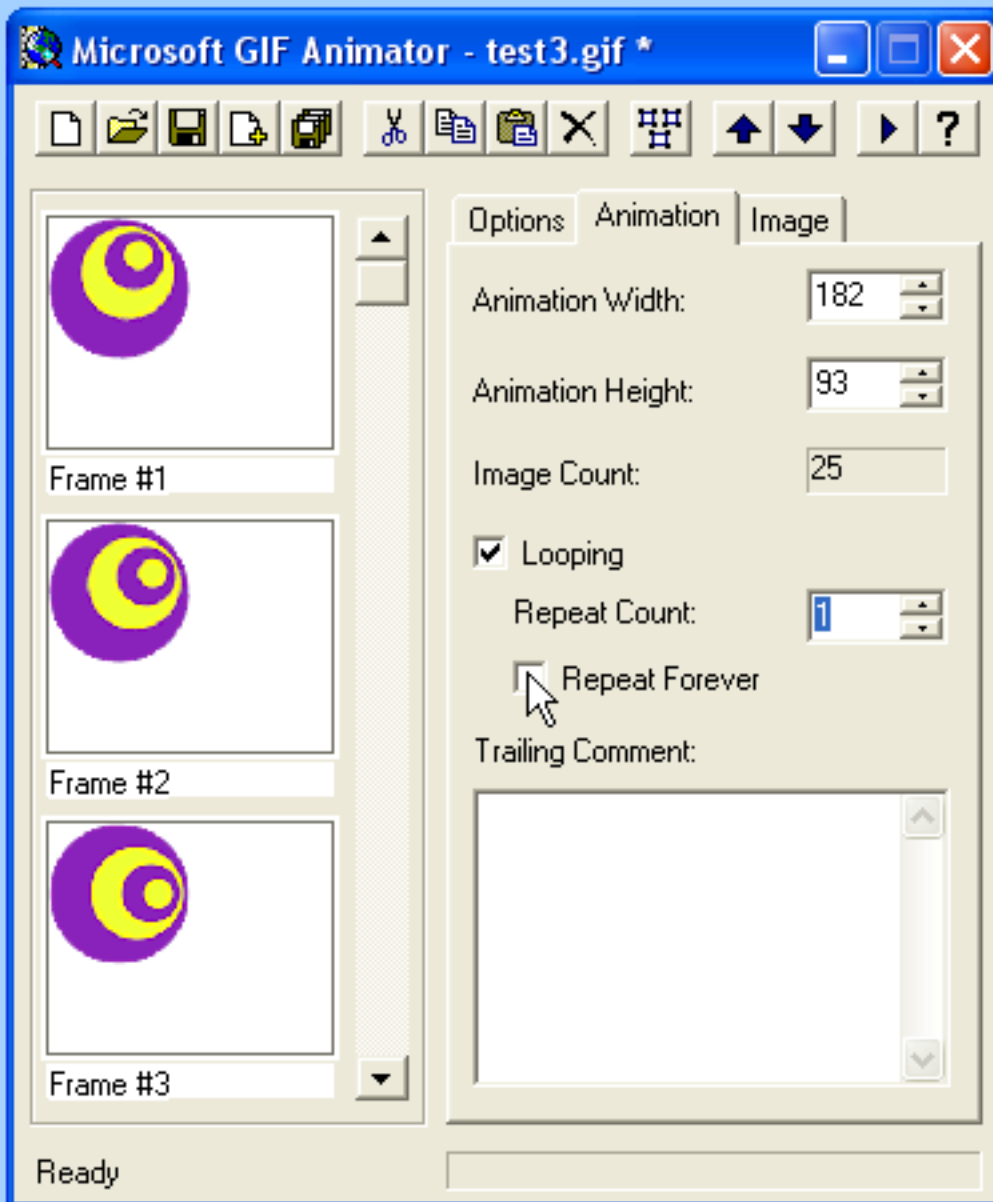
'Repeat Count'

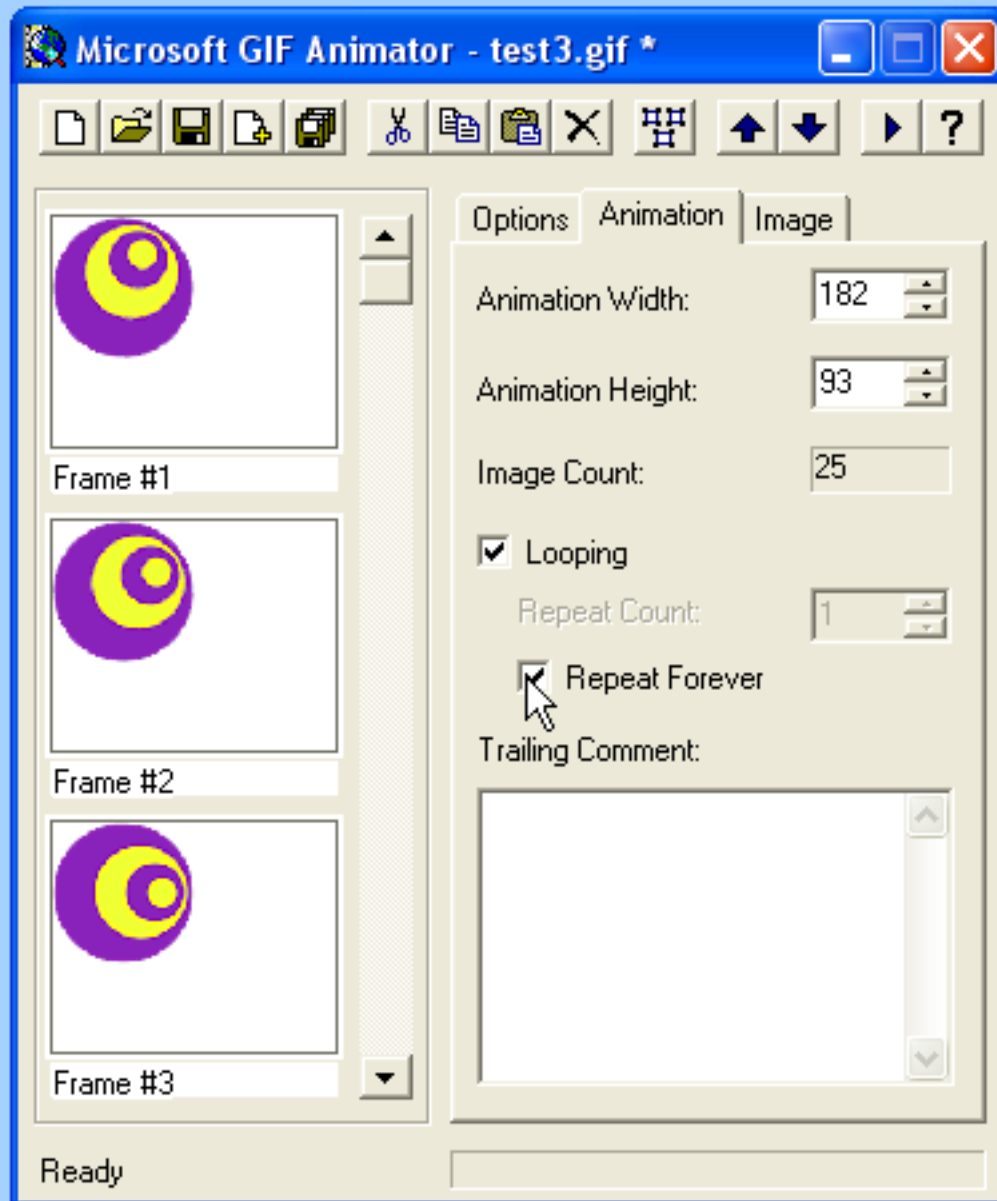
Permette di specificare il numero di volte per cui si vuole ripetere l'animazione.

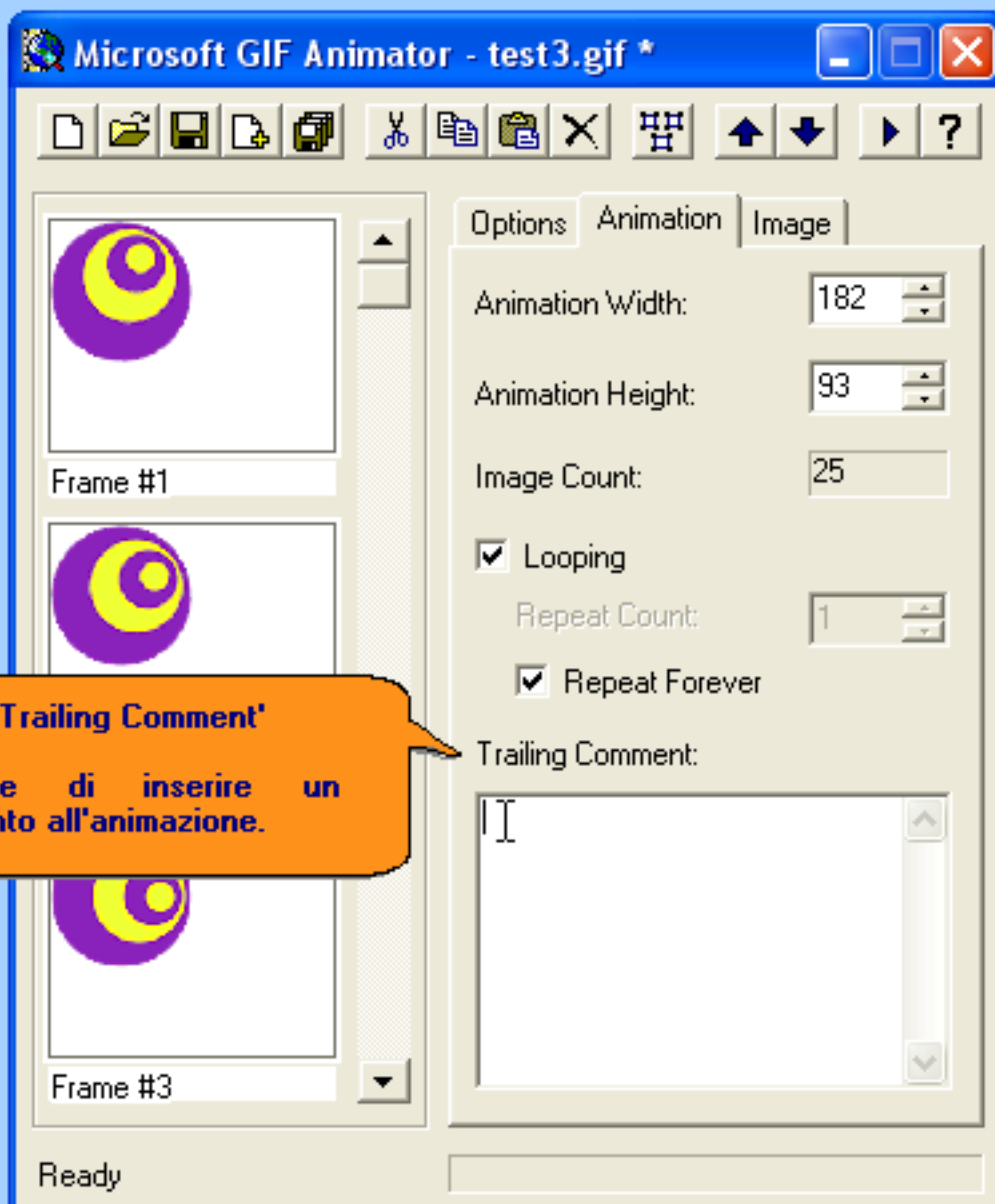










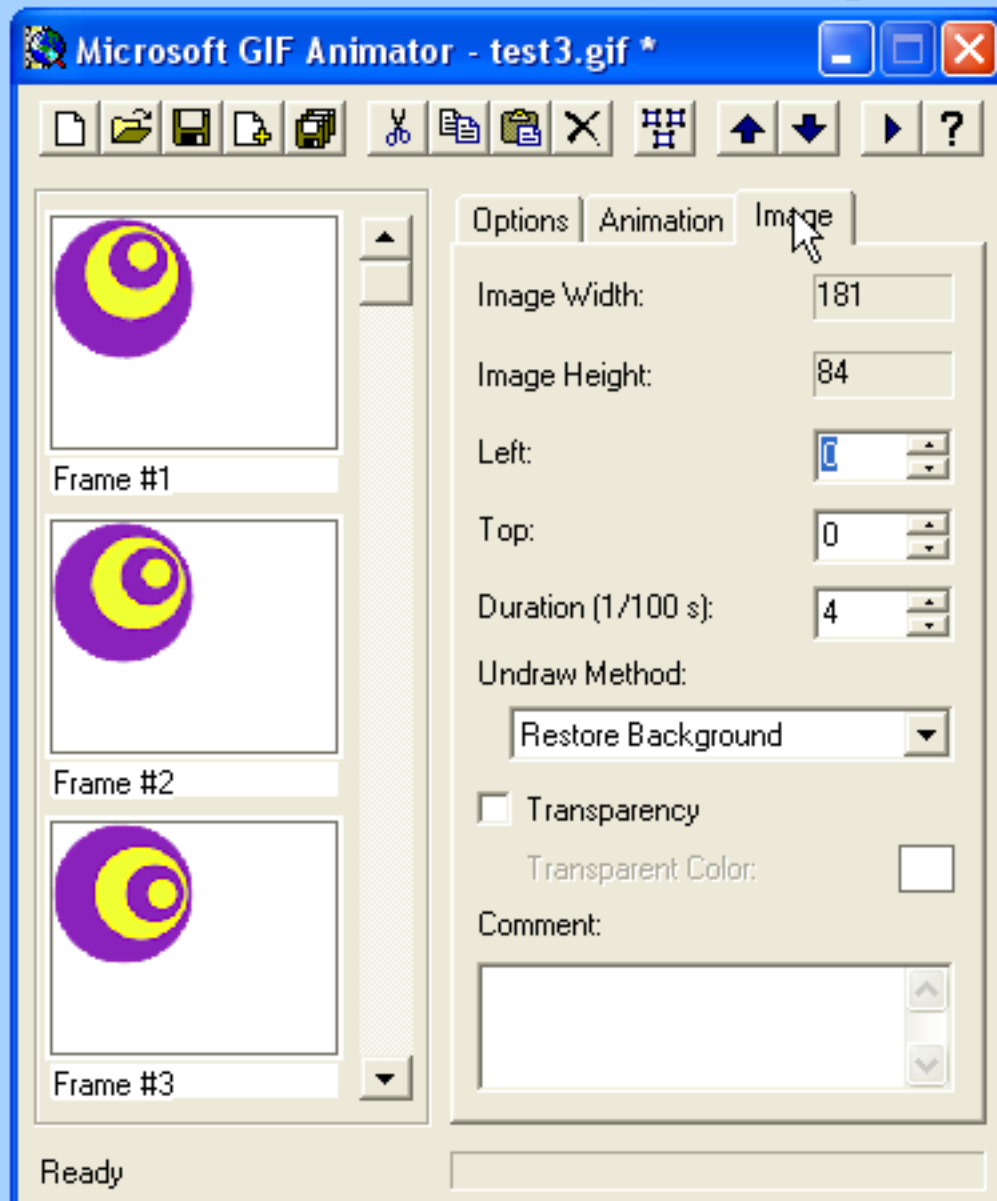


'Trailing Comment'

Permette di inserire un commento all'animazione.

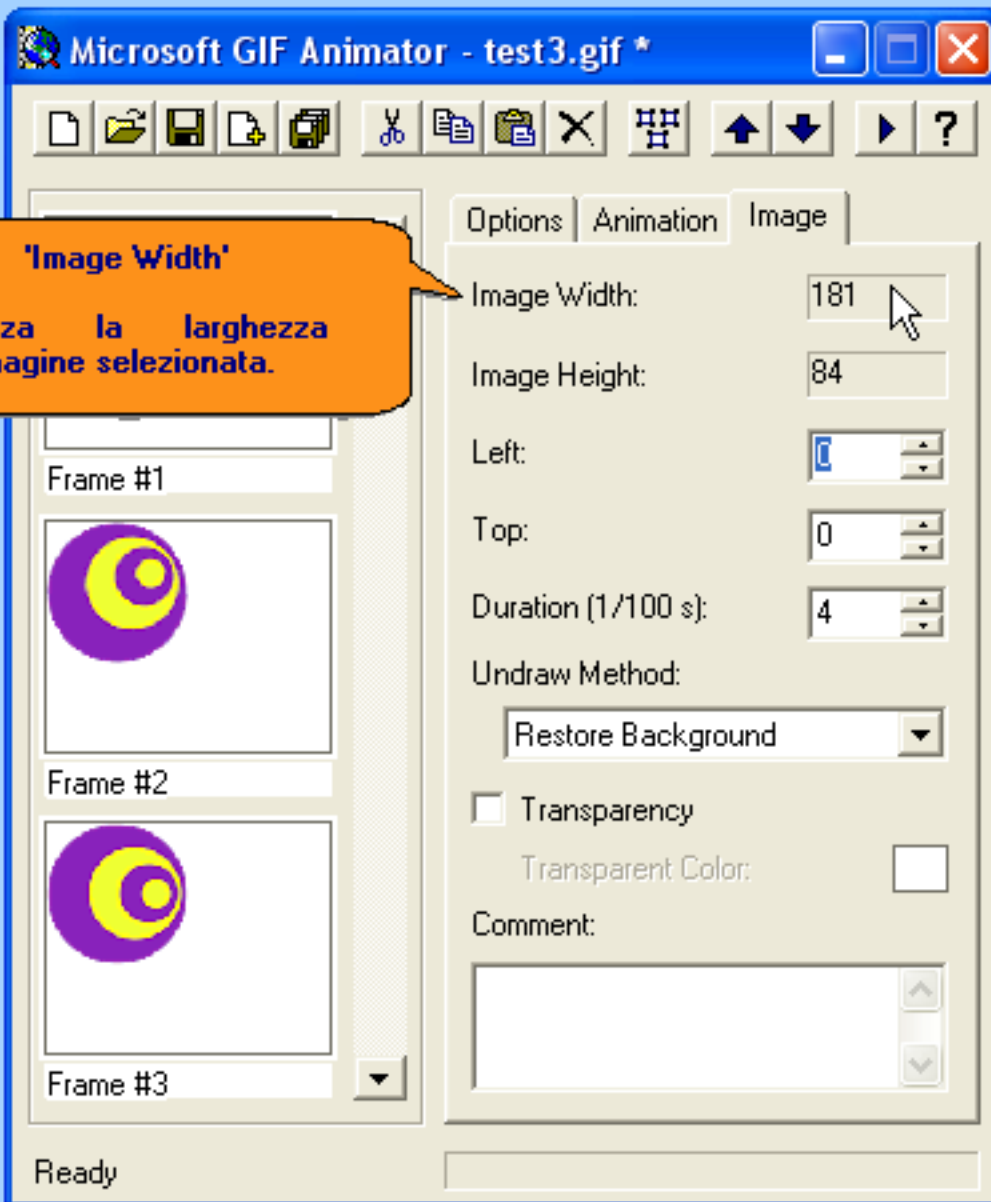


3. Comandi della tabella Immagine



 Back

Next 

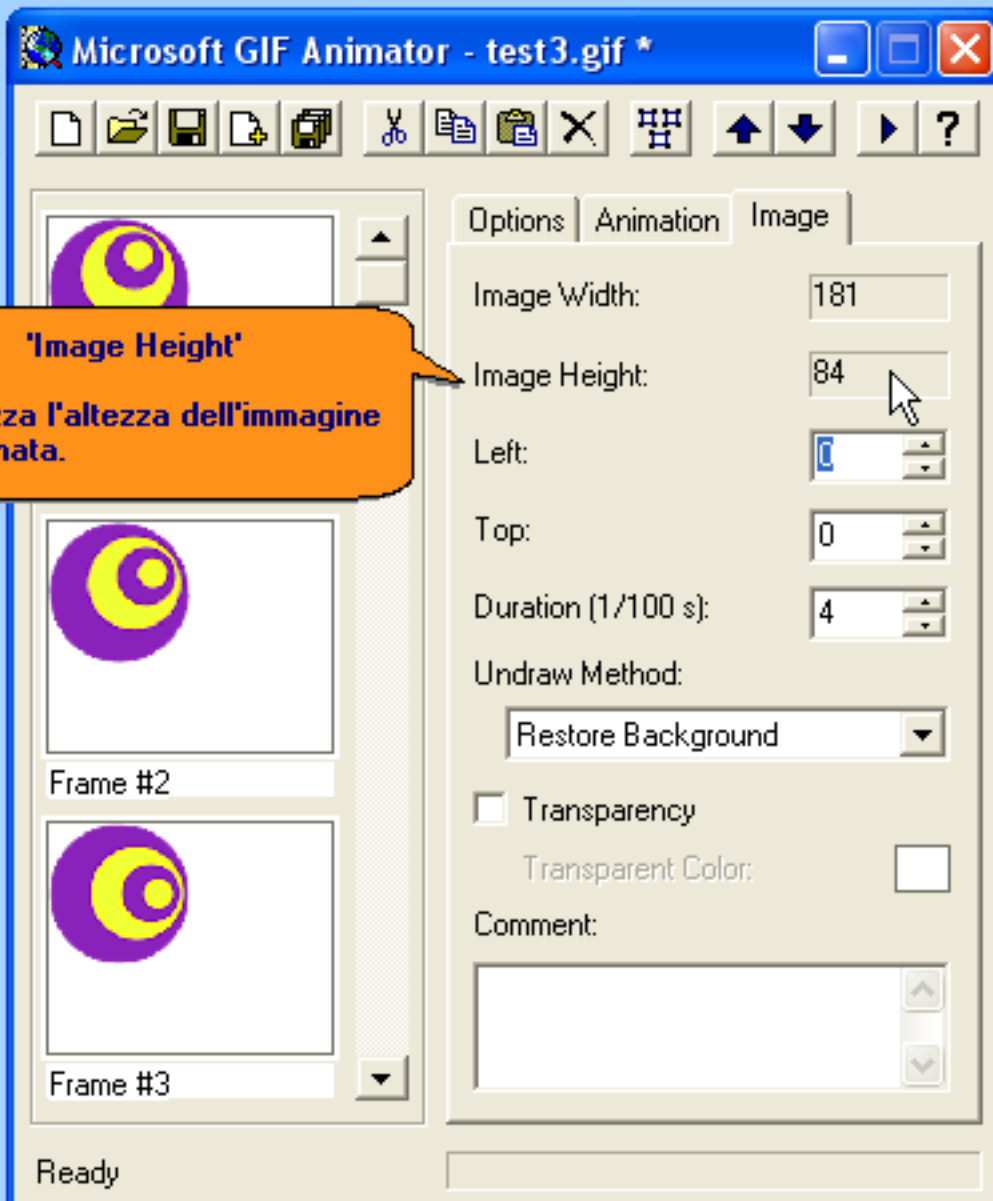


'Image Width'

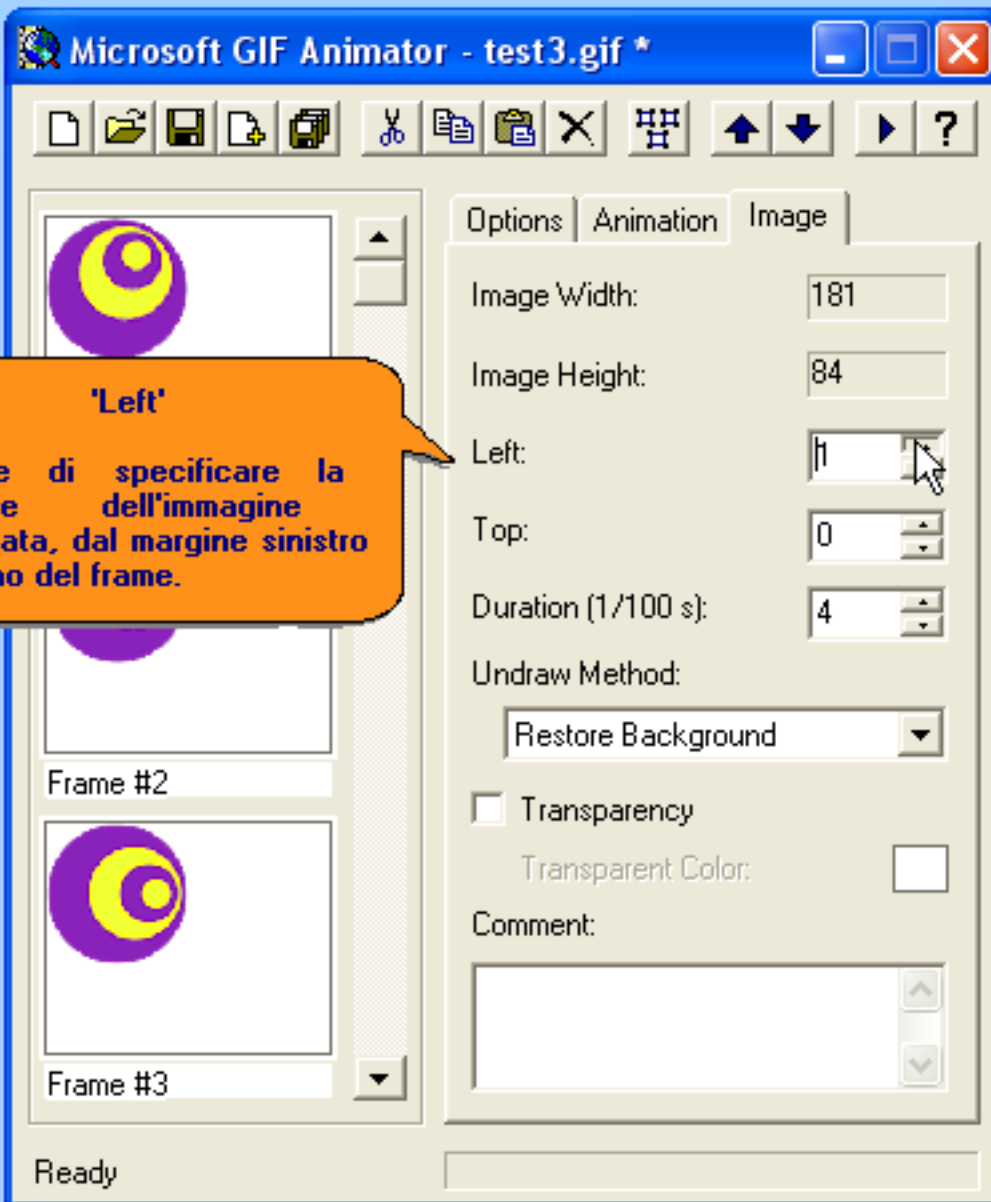
Visualizza la larghezza
dell'immagine selezionata.

 **Back**

Next 



'Image Height'
Visualizza l'altezza dell'immagine selezionata.

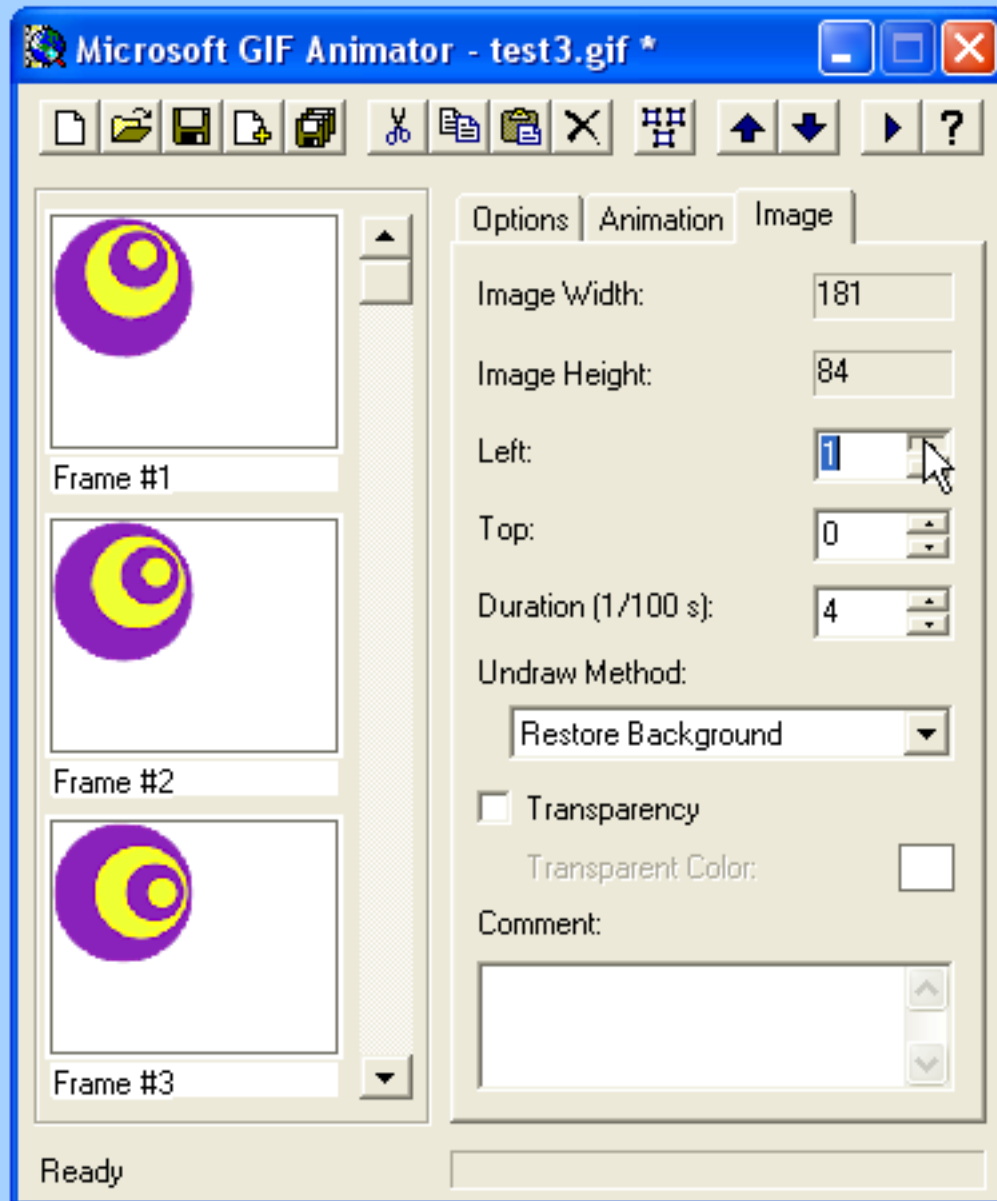


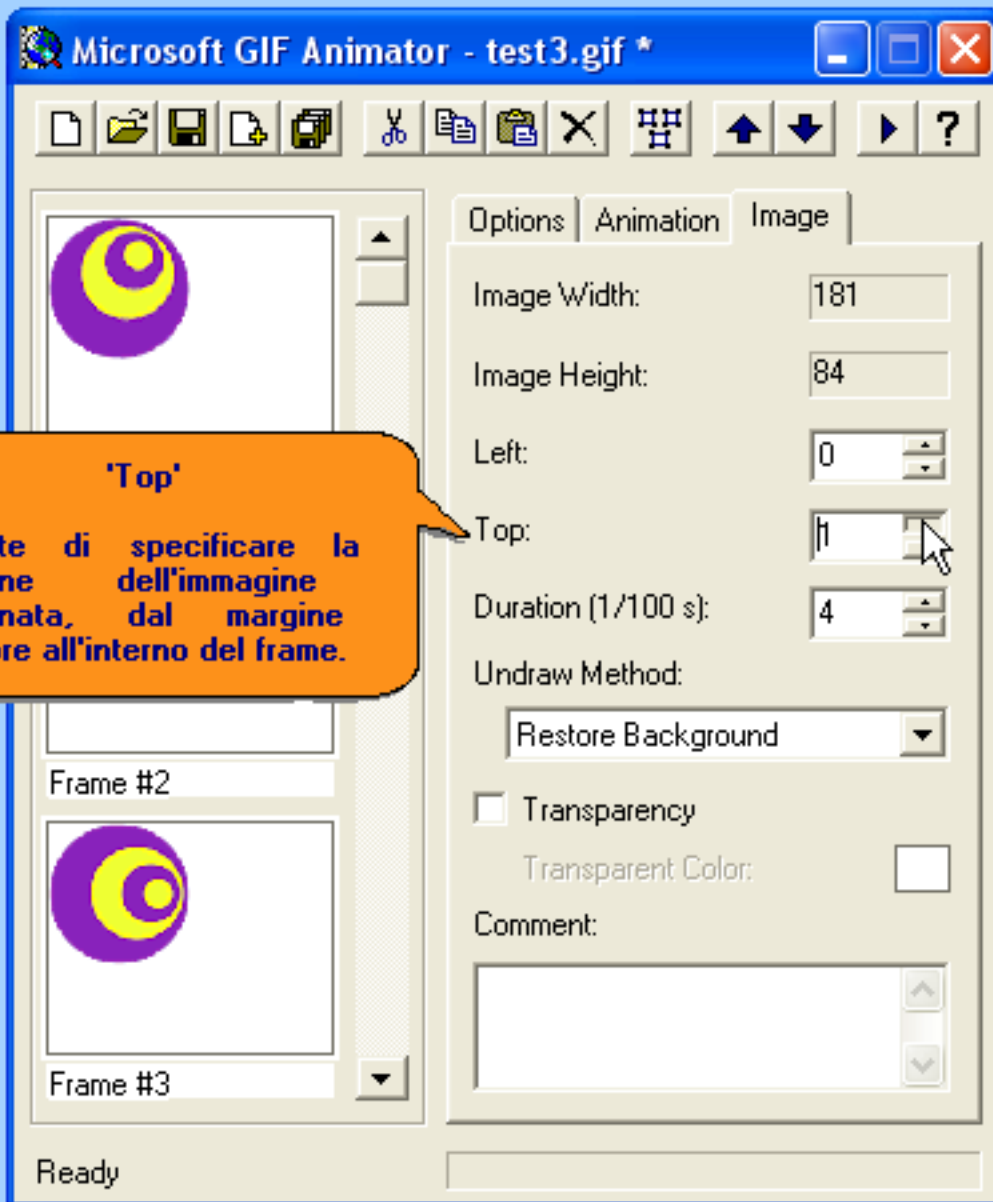
'Left'

Permette di specificare la posizione dell'immagine selezionata, dal margine sinistro all'interno del frame.

 **Back**

Next 



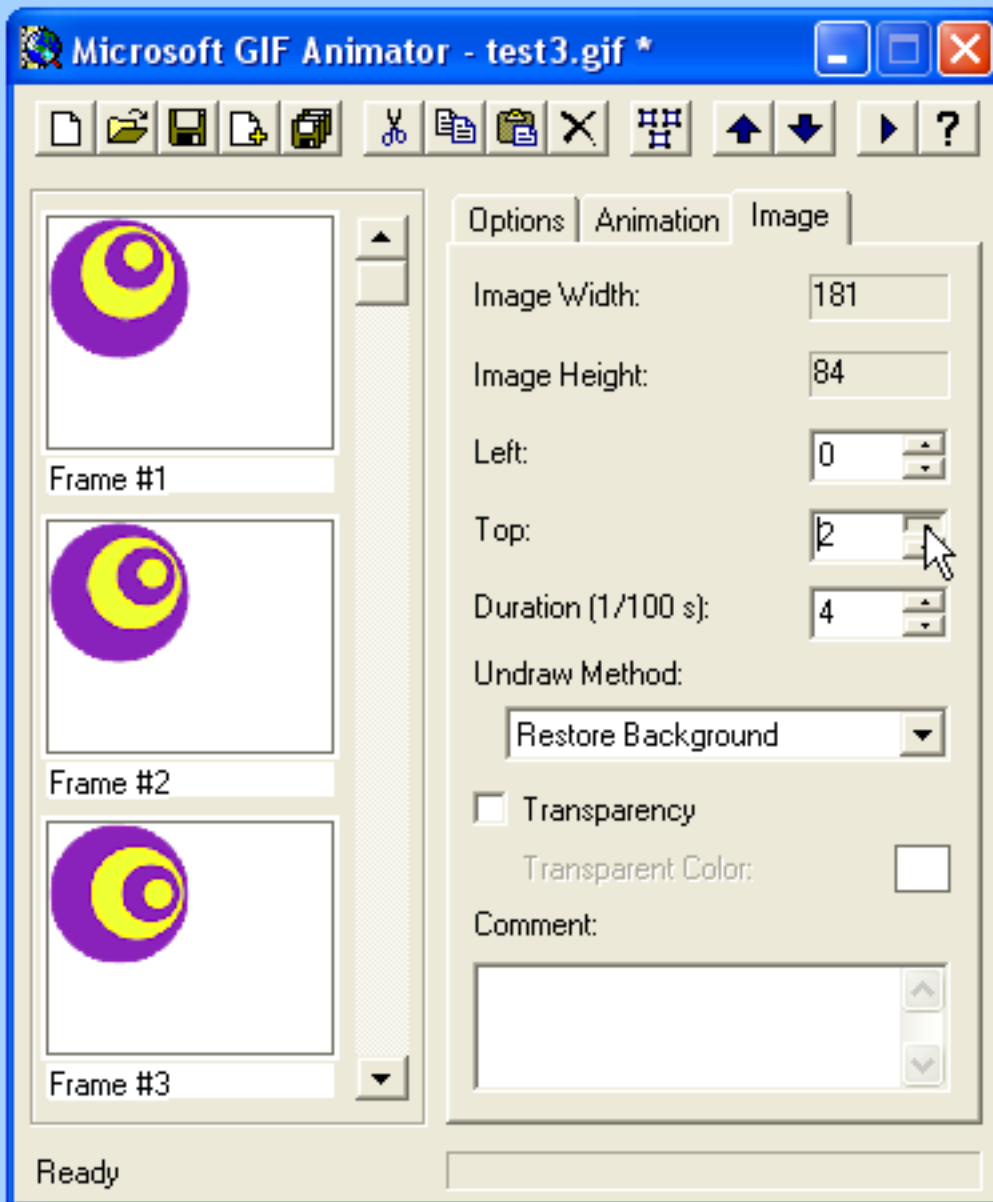


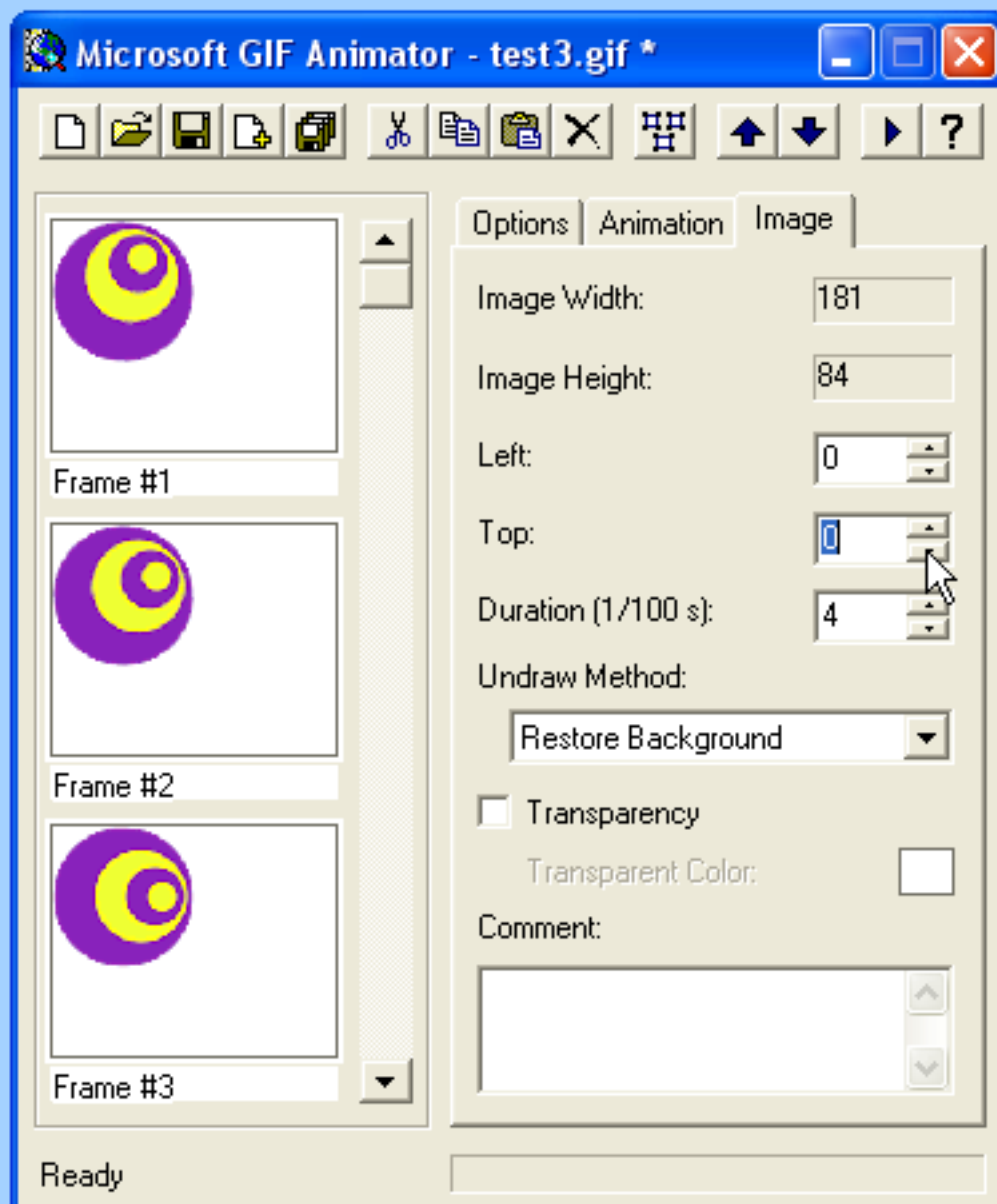
'Top'

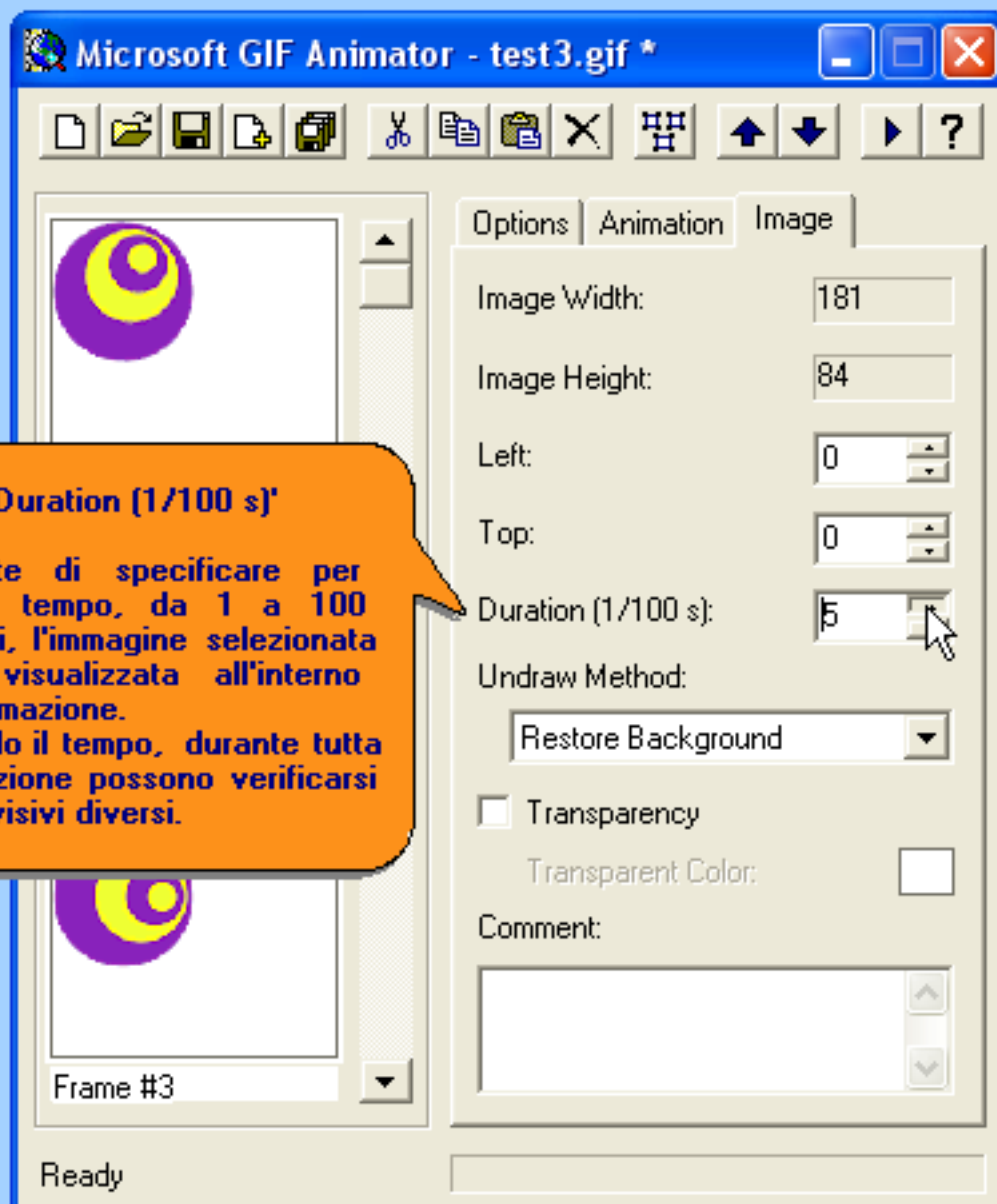
Permette di specificare la posizione dell'immagine selezionata, dal margine superiore all'interno del frame.



Next 







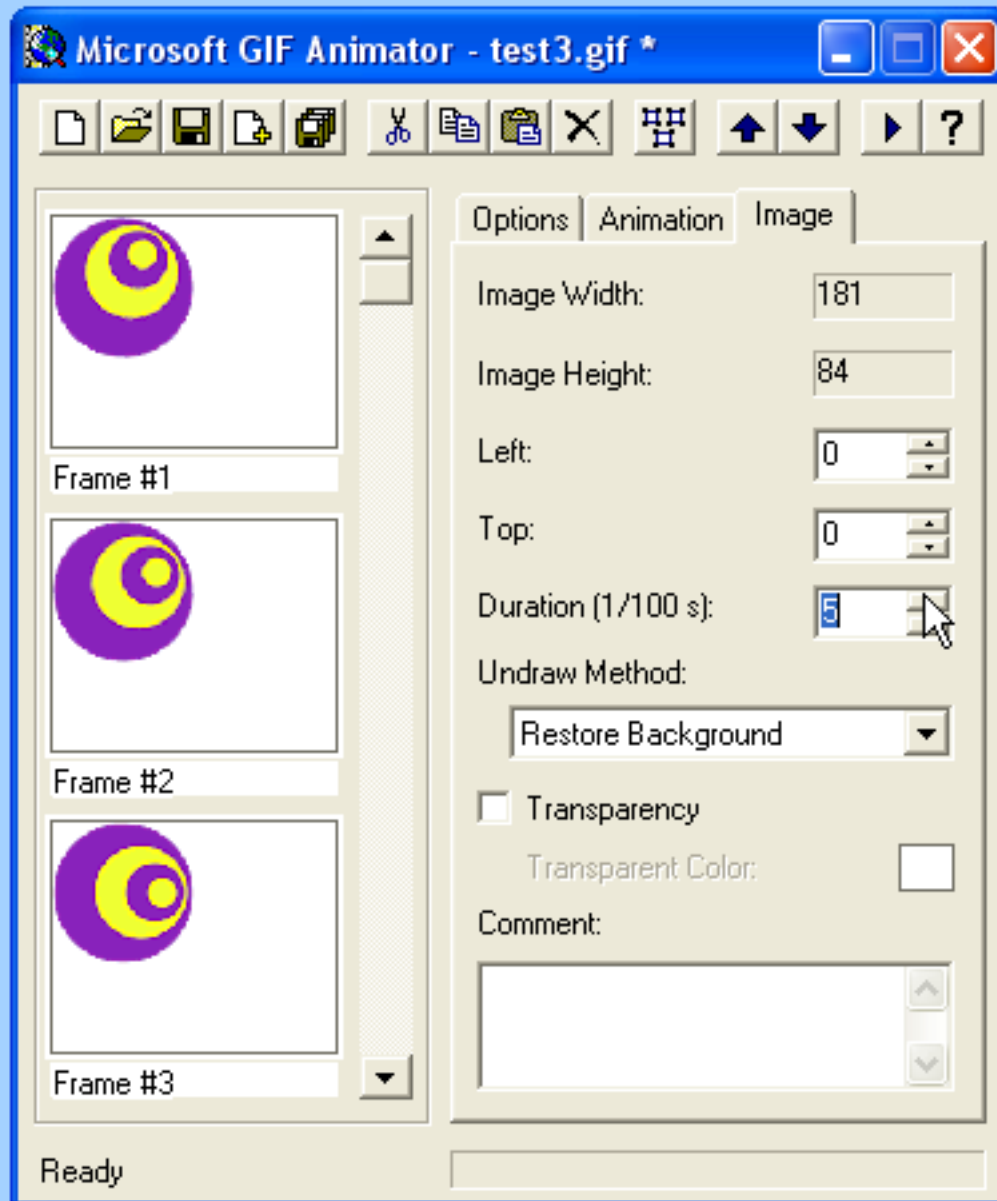
'Duration (1/100 s)'

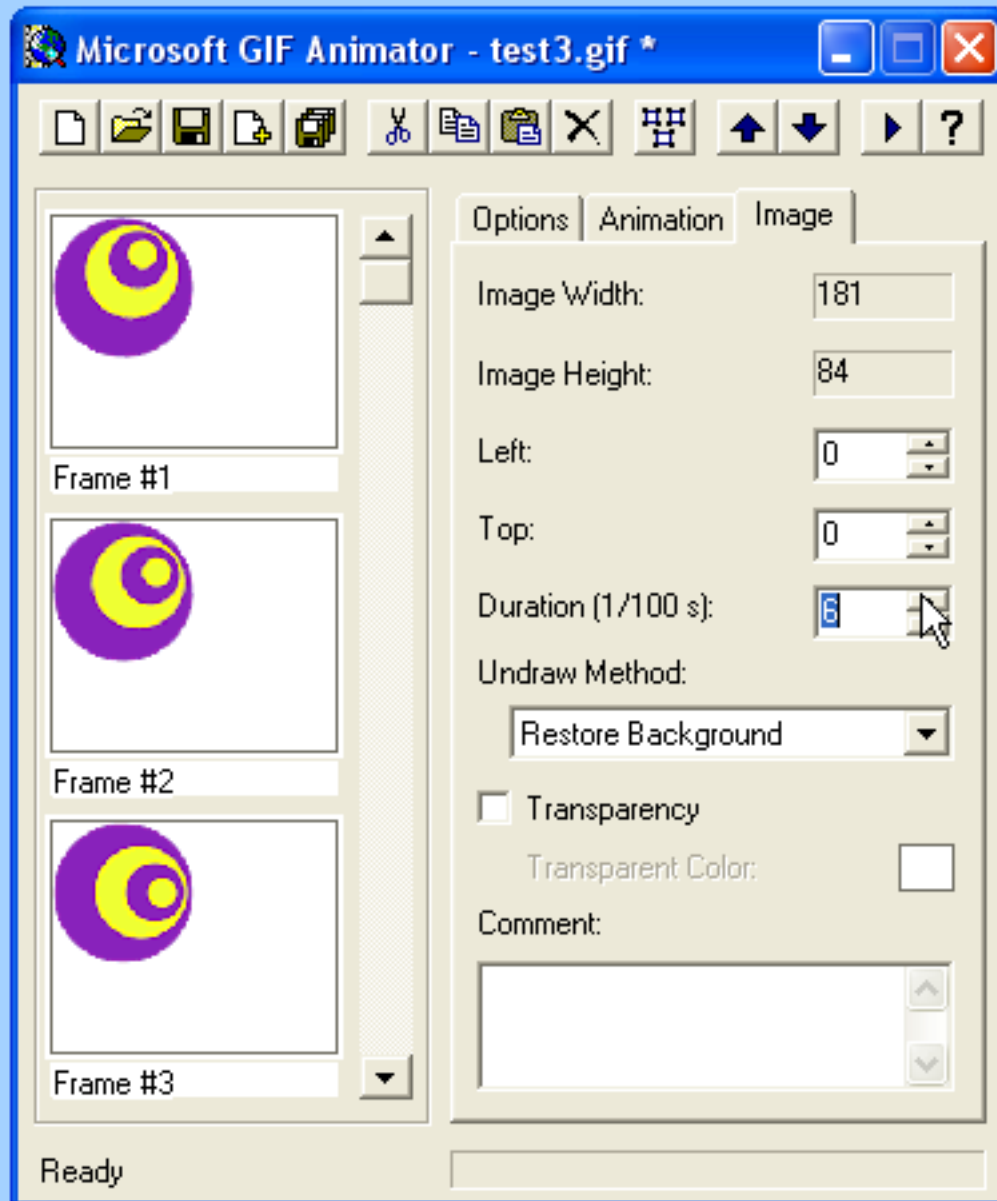
Permette di specificare per quanto tempo, da 1 a 100 secondi, l'immagine selezionata viene visualizzata all'interno dell'animazione.

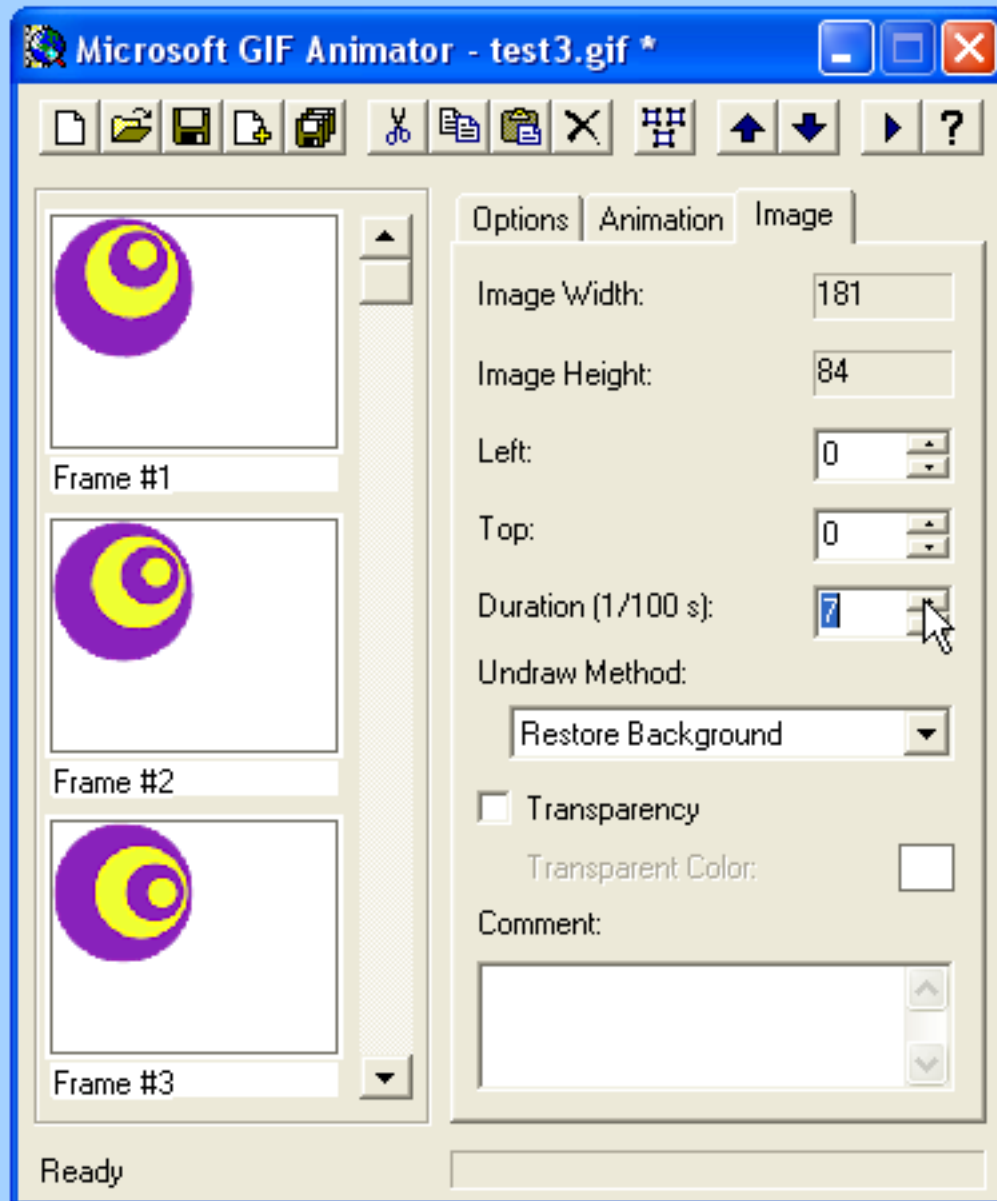
Variando il tempo, durante tutta l'animazione possono verificarsi effetti visivi diversi.

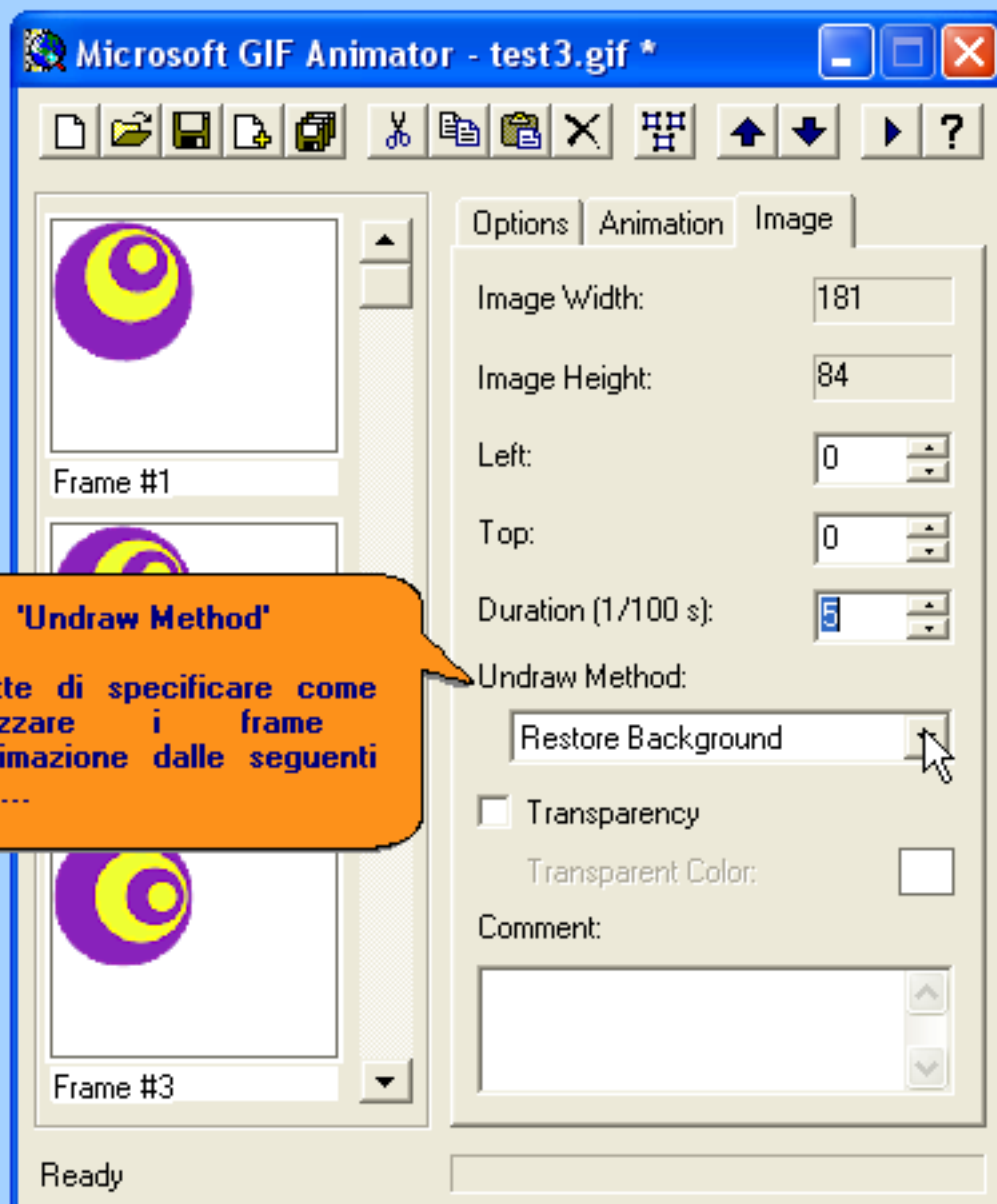


Next 





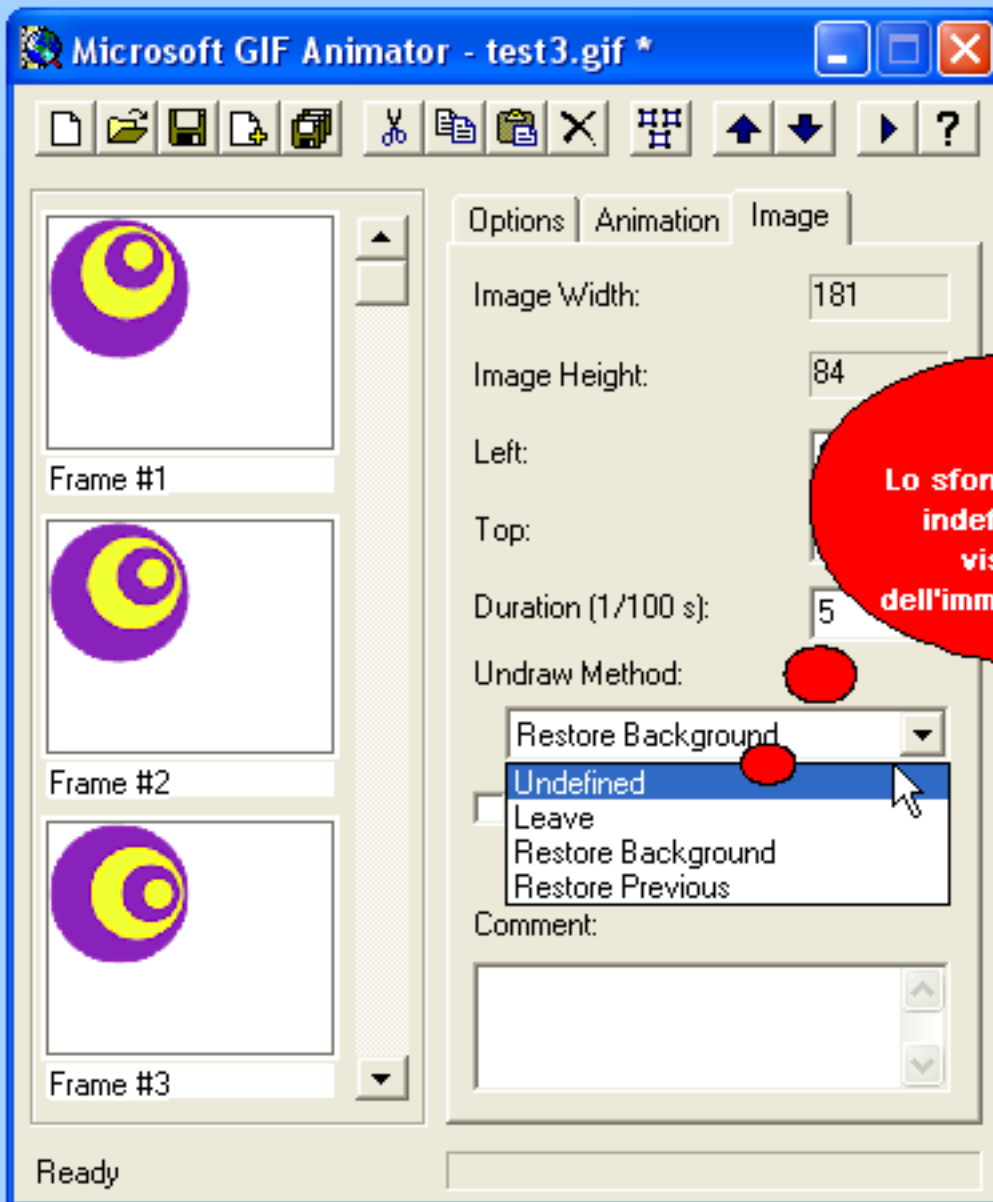




'Undraw Method'

Permette di specificare come visualizzare i frame nell'animazione dalle seguenti scelte:...





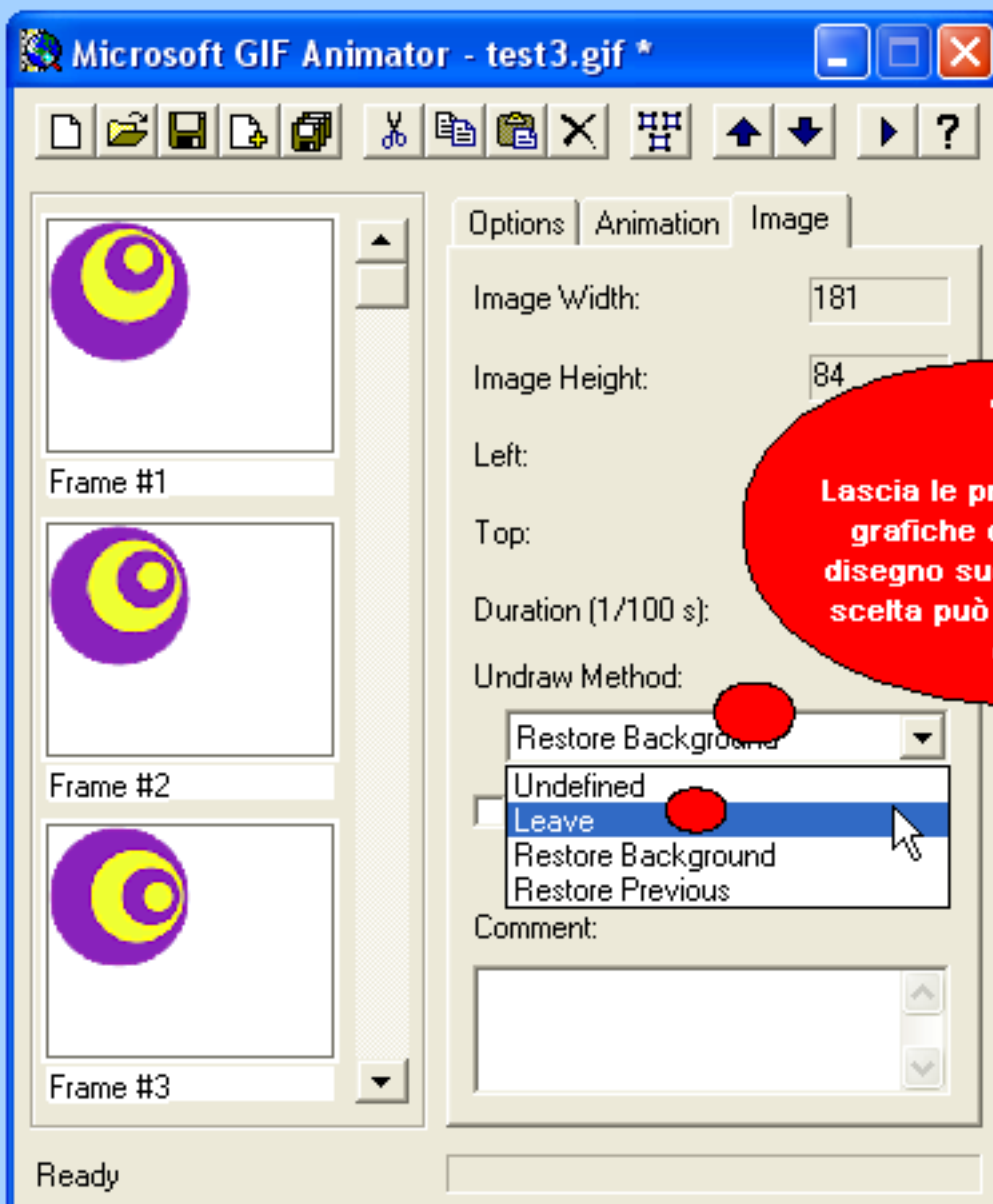
'Undefined'

Lo sfondo del frame resta indefinito prima della visualizzazione dell'immagine successiva.

 **Back**

Ready

Next 

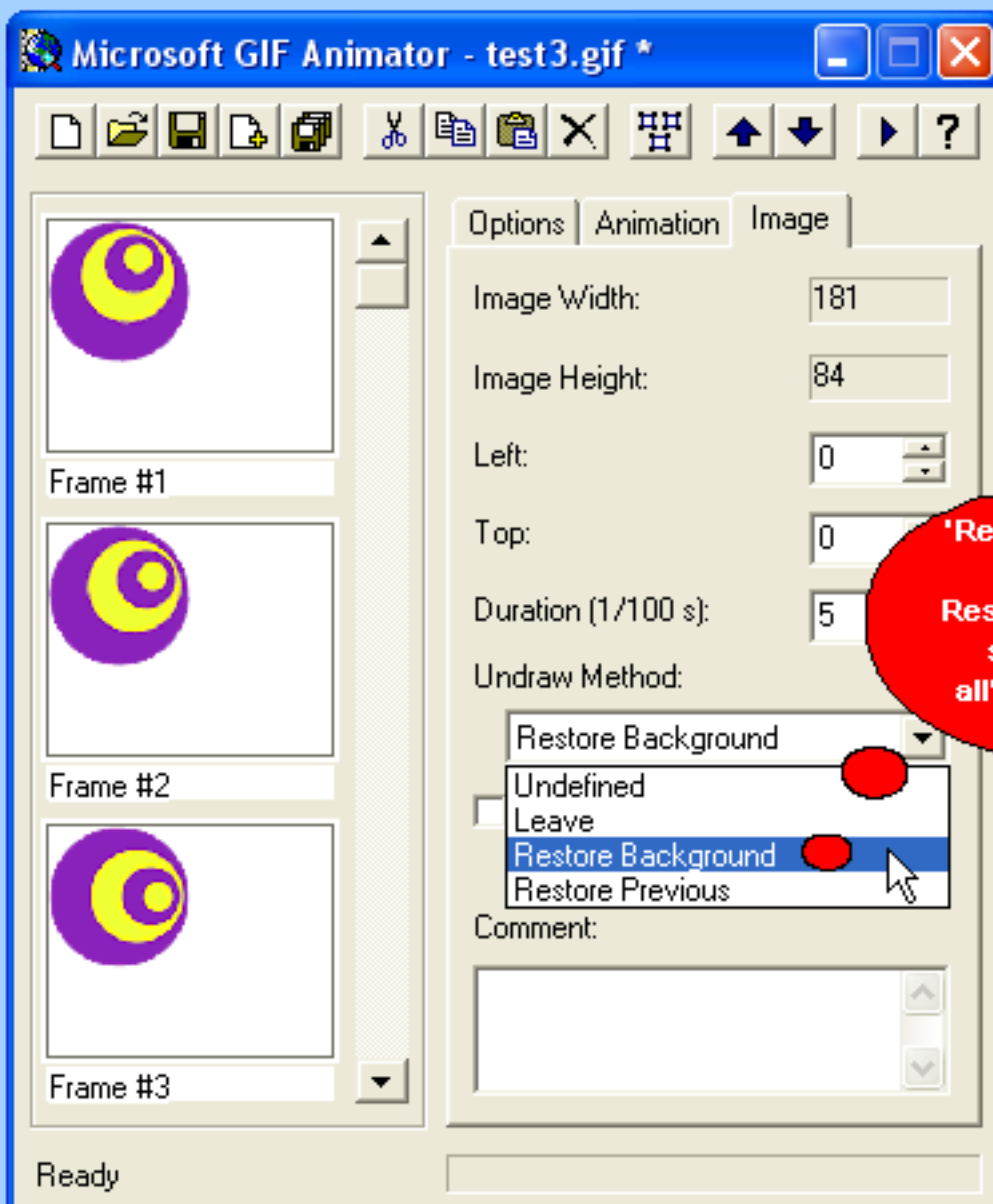


'Leave'

Lascia le precedenti immagini grafiche come sfondo del disegno successivo. Questa scelta può creare un effetto ombra.

 **Back**

Next 

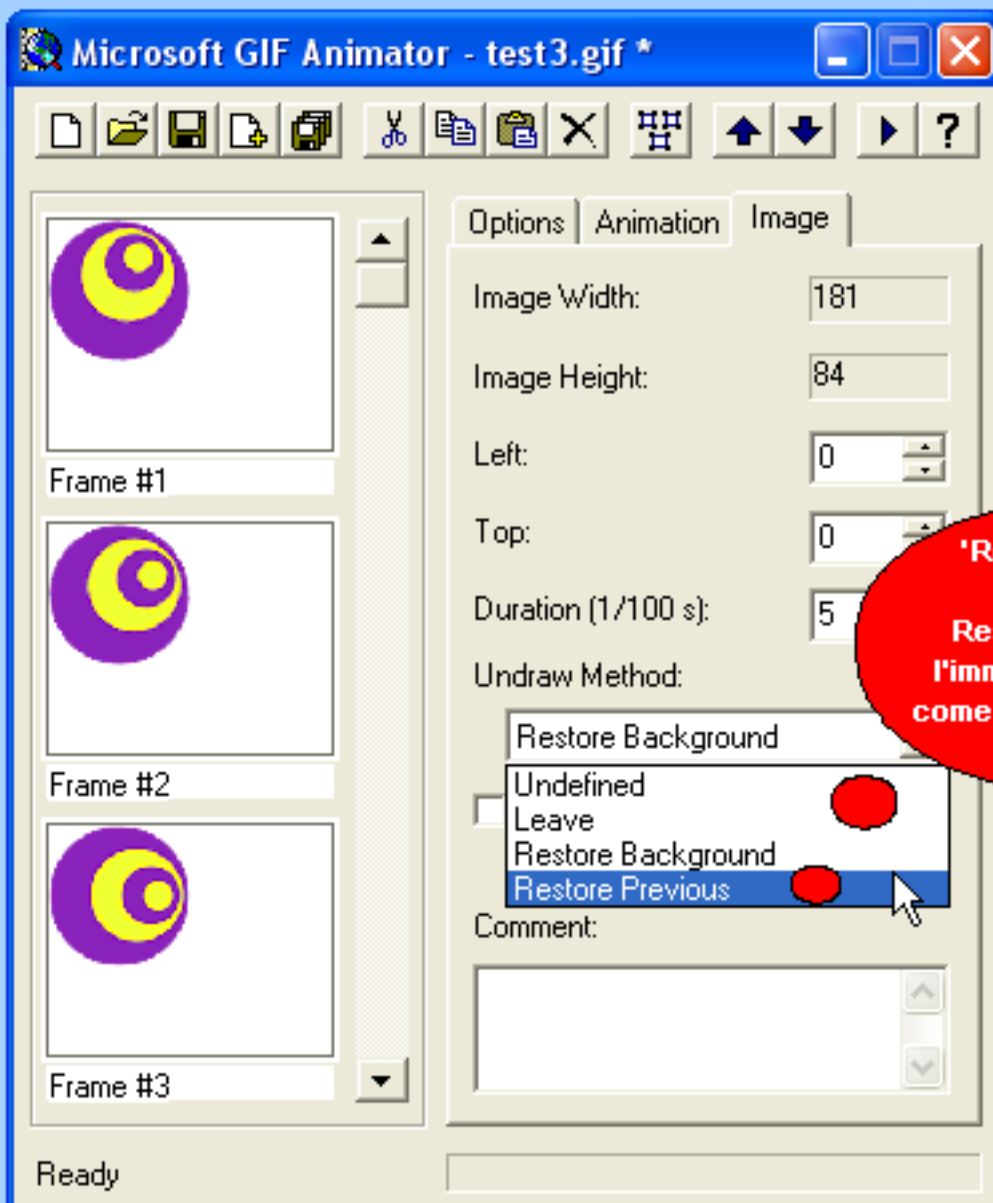


'Restore Background'

**Restituisce al frame lo
sfondo originale
all'immagine corrente.**

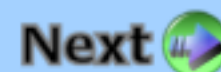
 **Back**

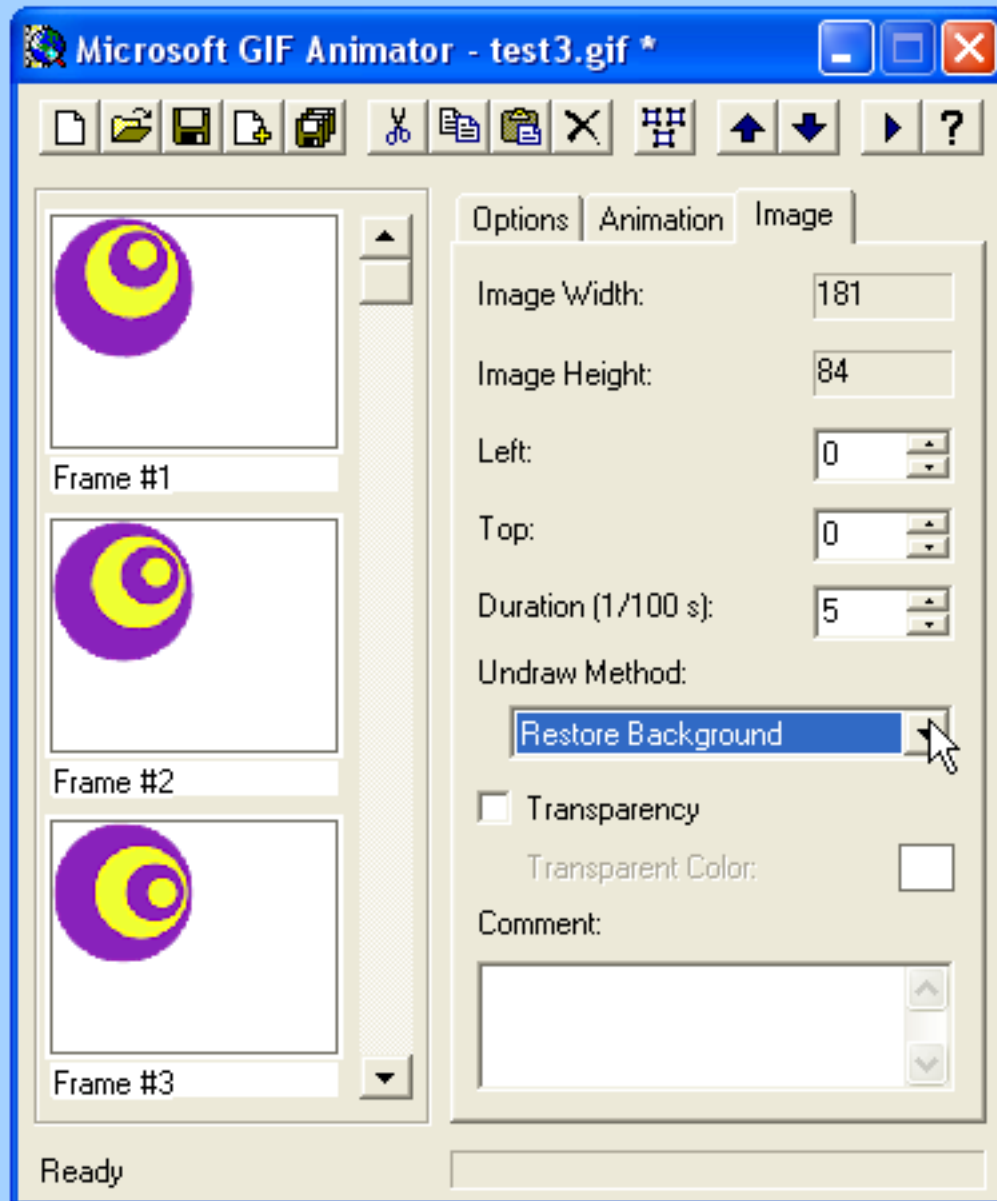
Next 

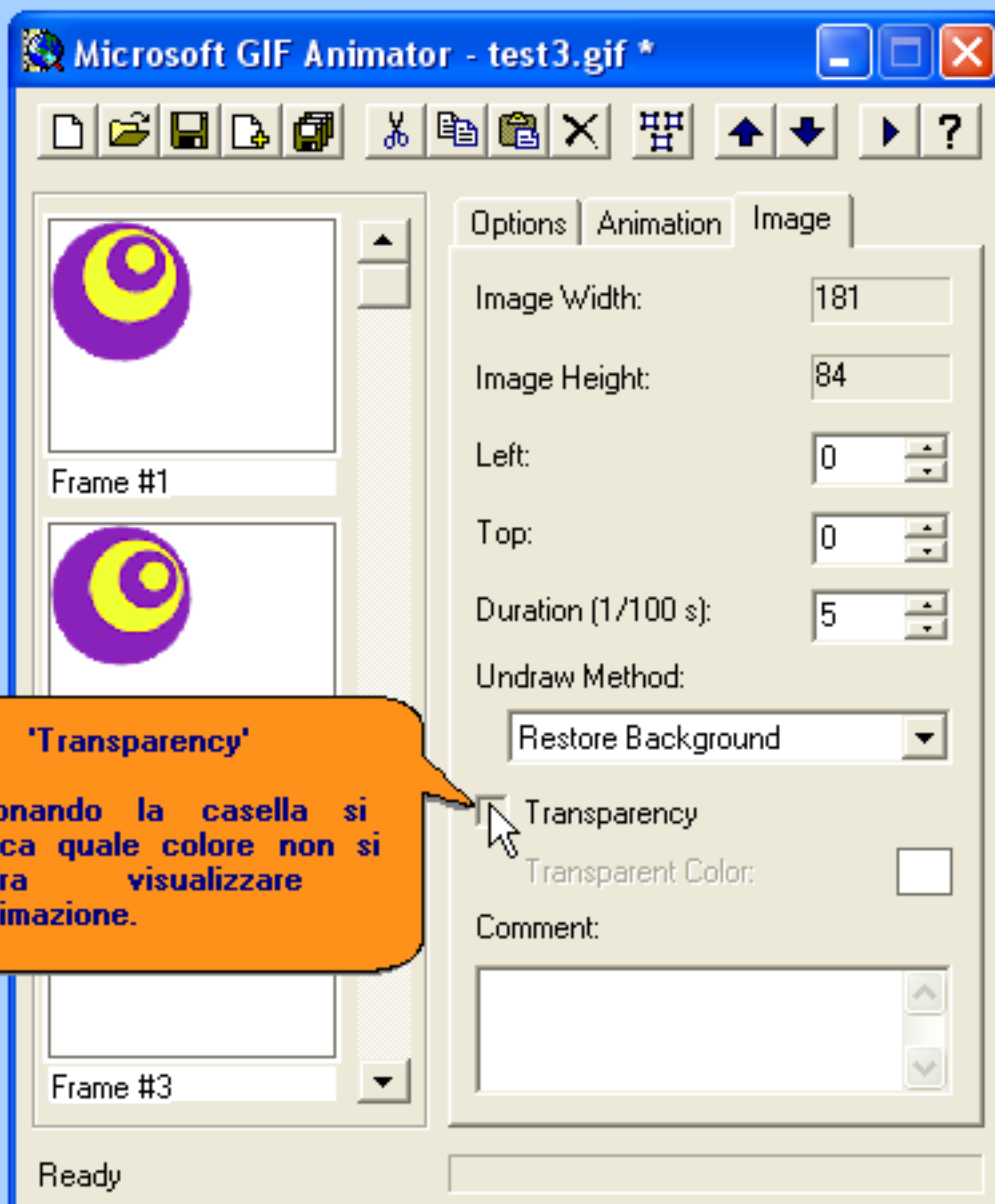


'Restore Previous'

**Restituisce al frame
l'immagine precedente
come sfondo dell'immagine
corrente.**



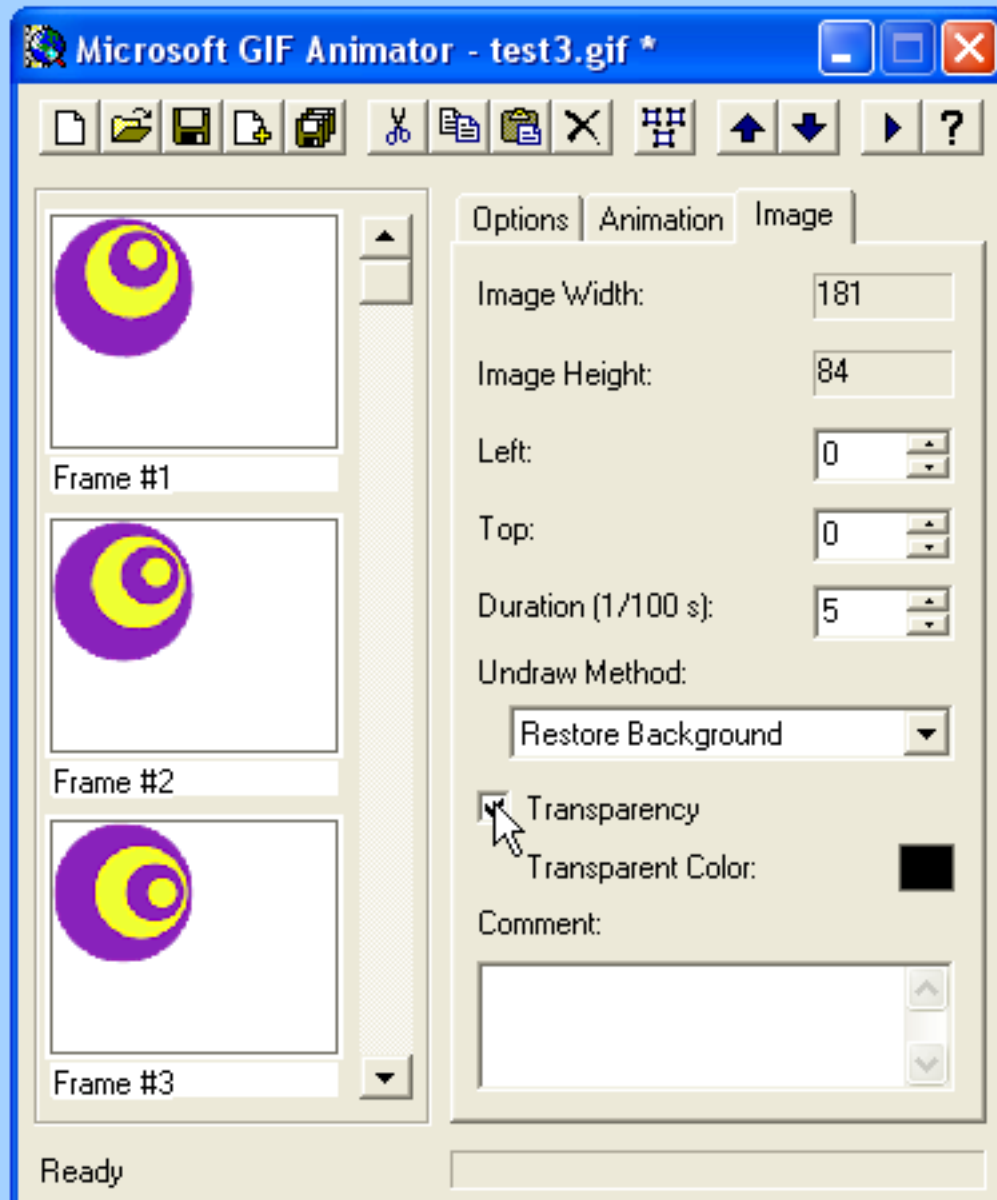


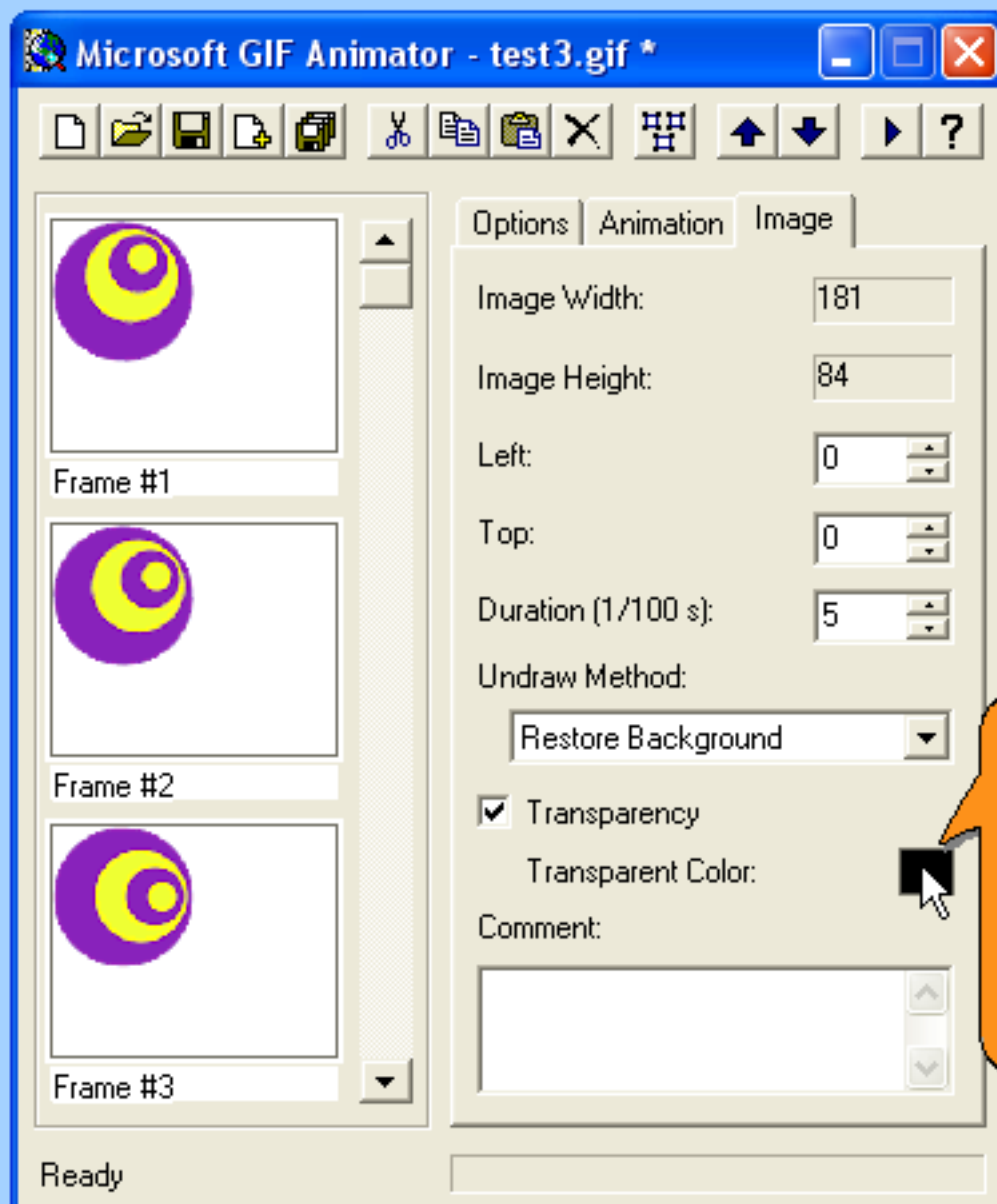


'Transparency'

Selezionando la casella si specifica quale colore non si desidera visualizzare nell'animazione.



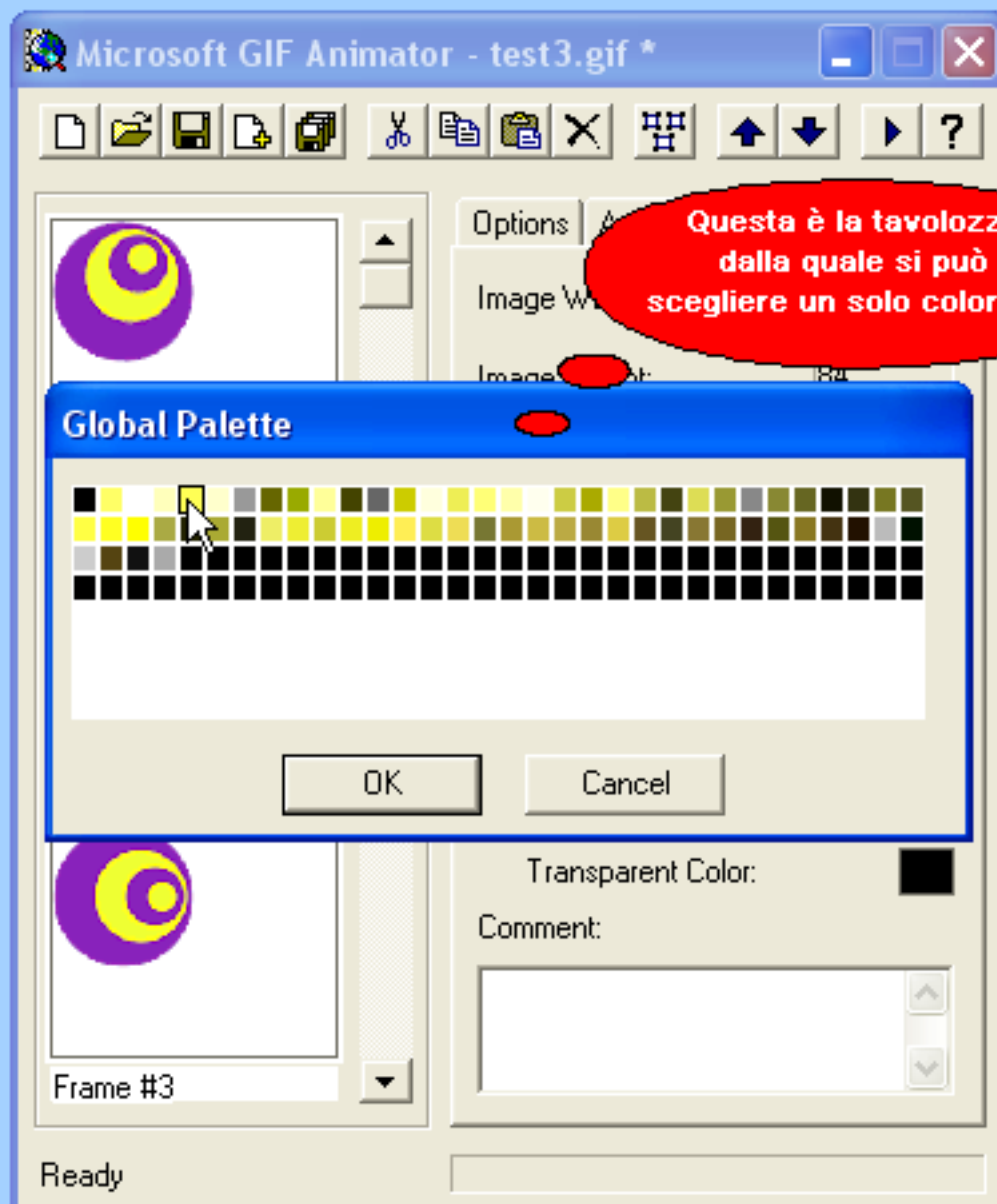




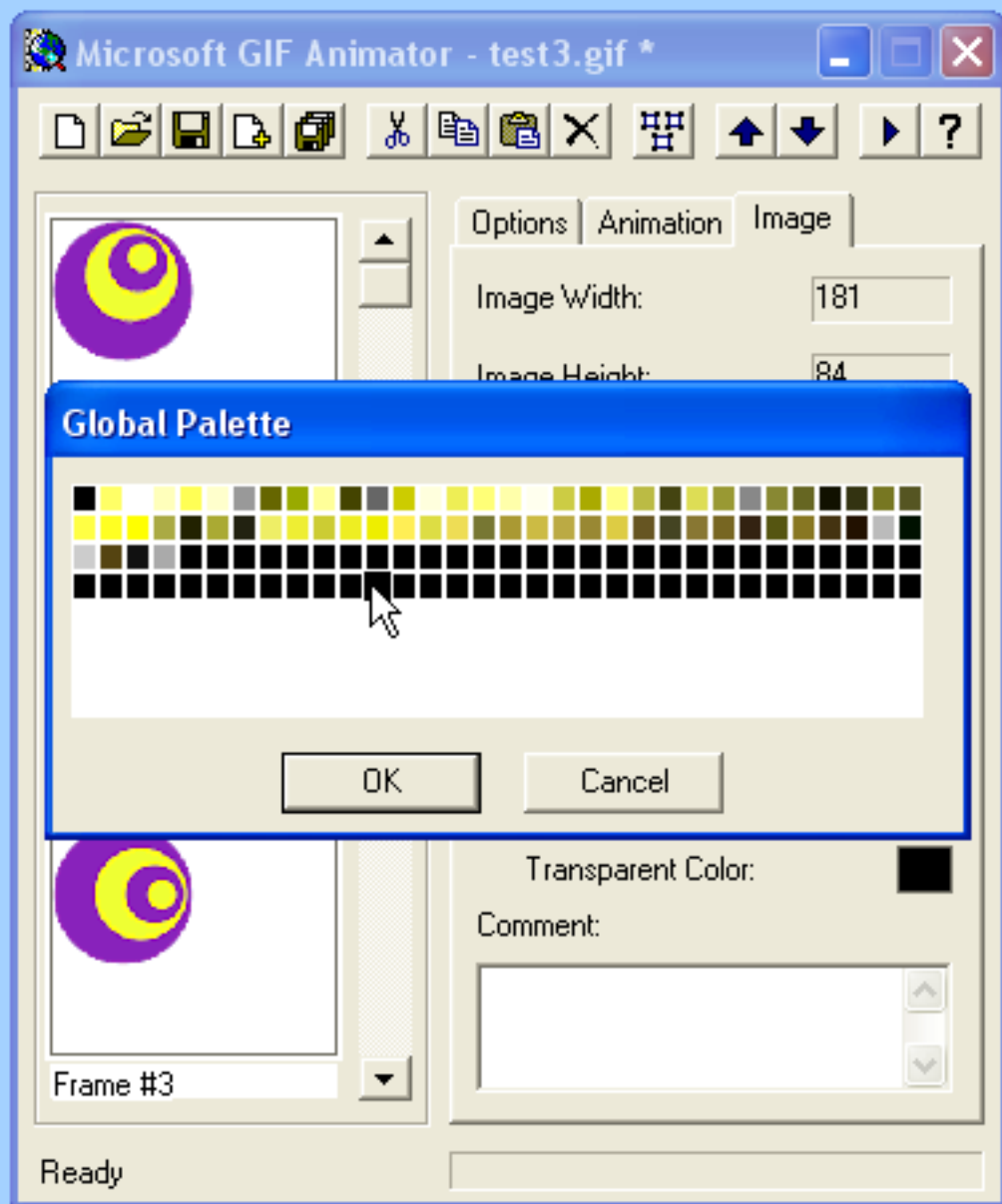
'Transparent Color'

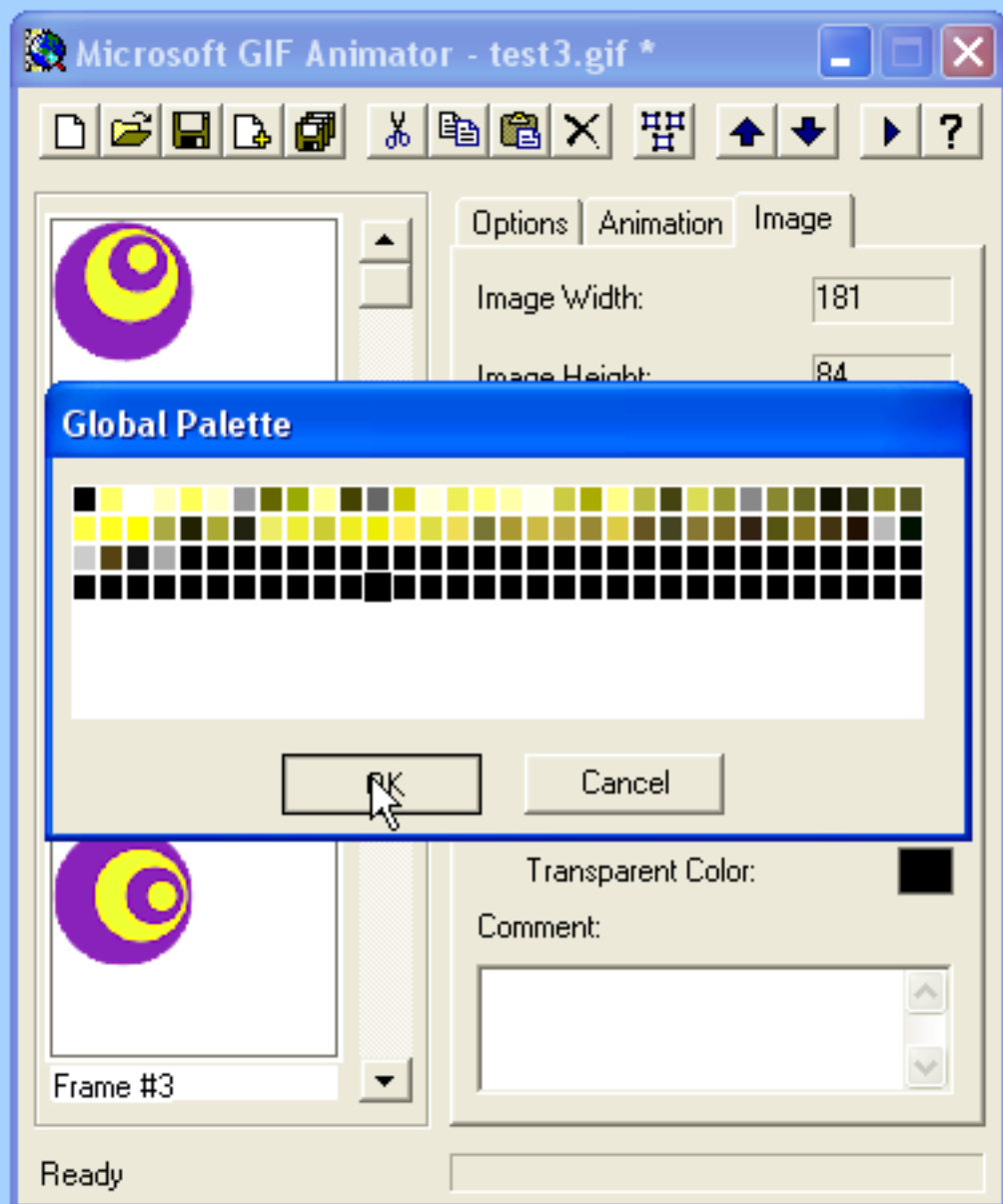
Cliccando nella casella, viene visualizzata una tavolozza dalla quale si può scegliere un colore, che GIF Animator renderà trasparente nell'animazione.

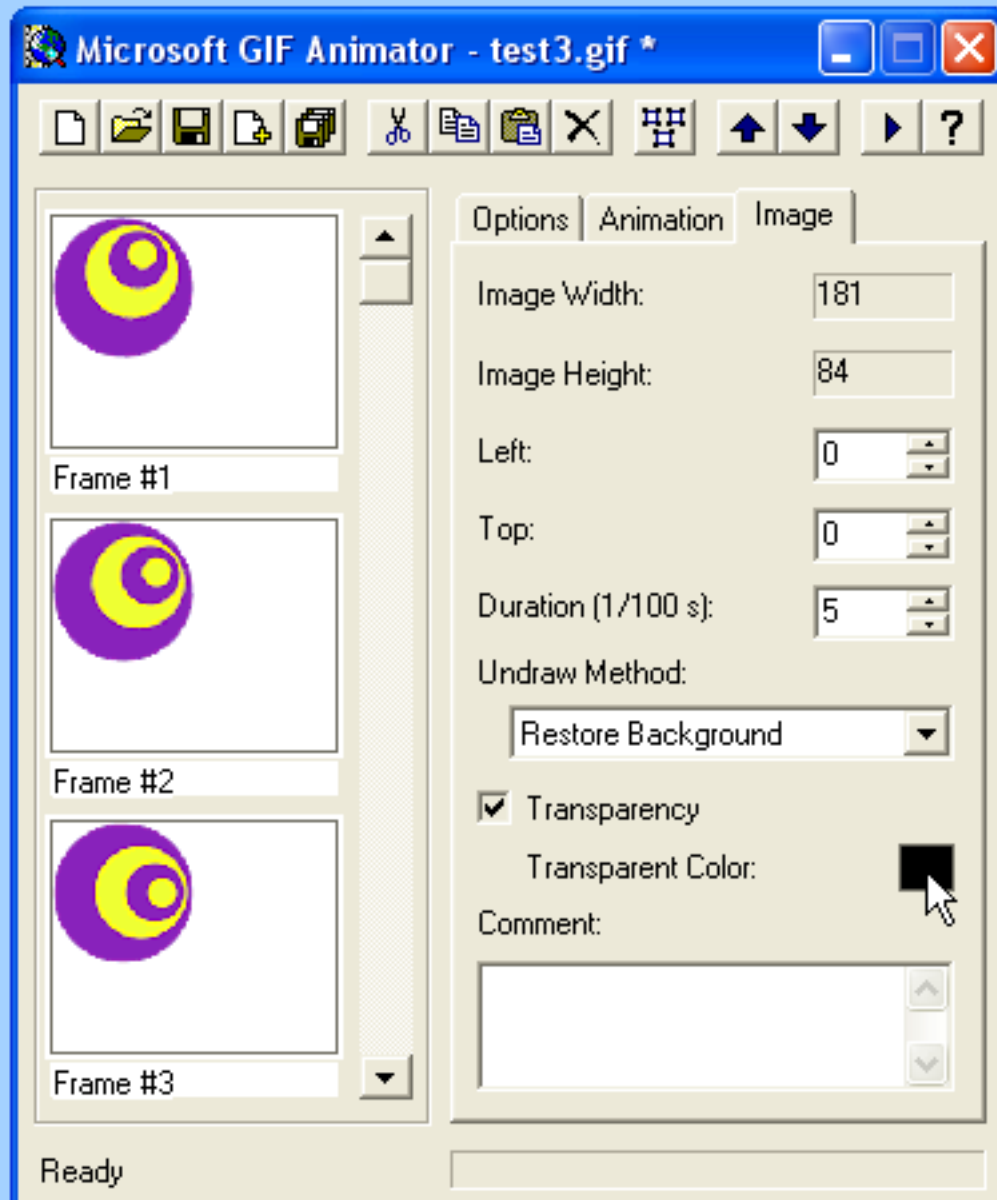
Next 

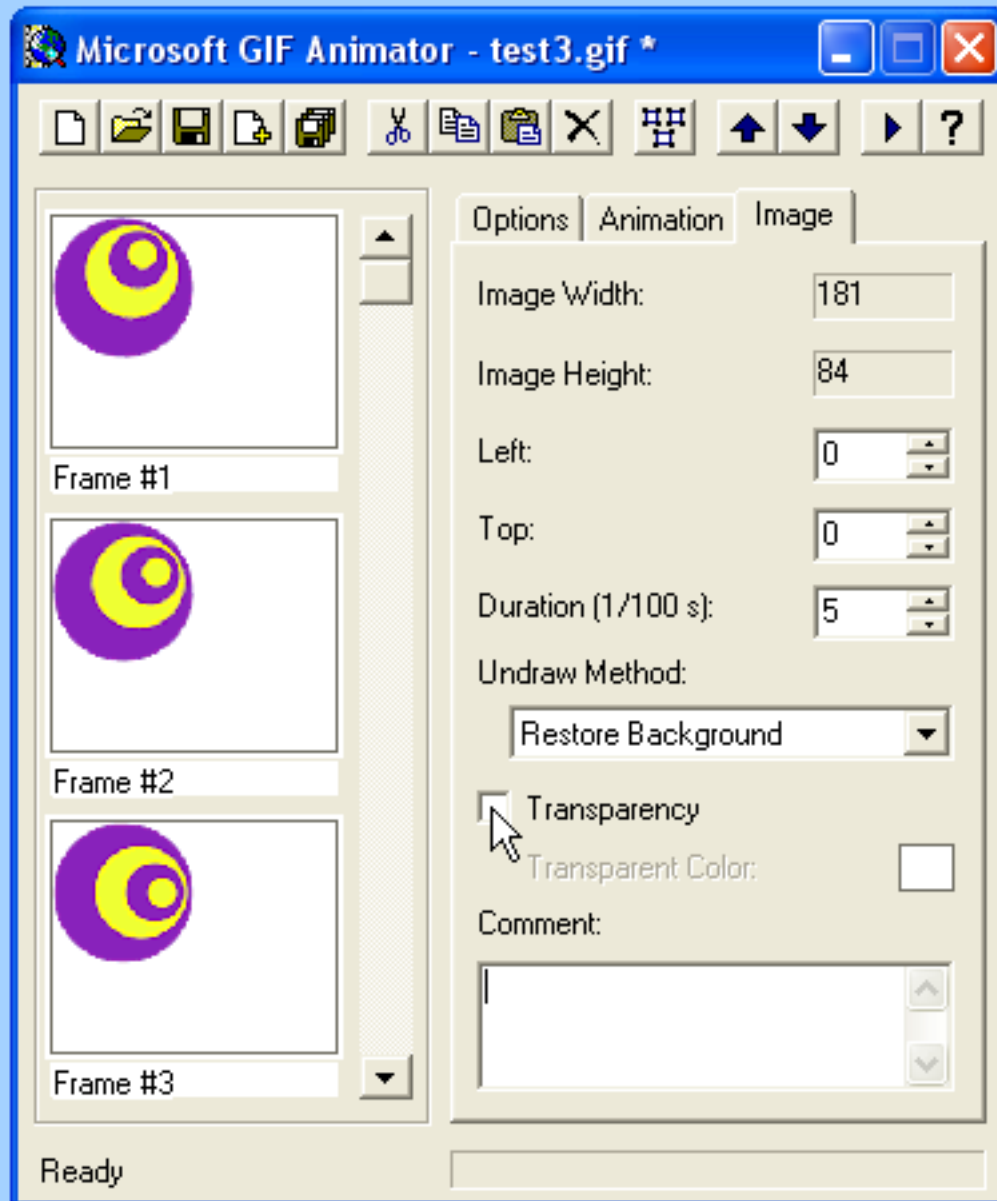


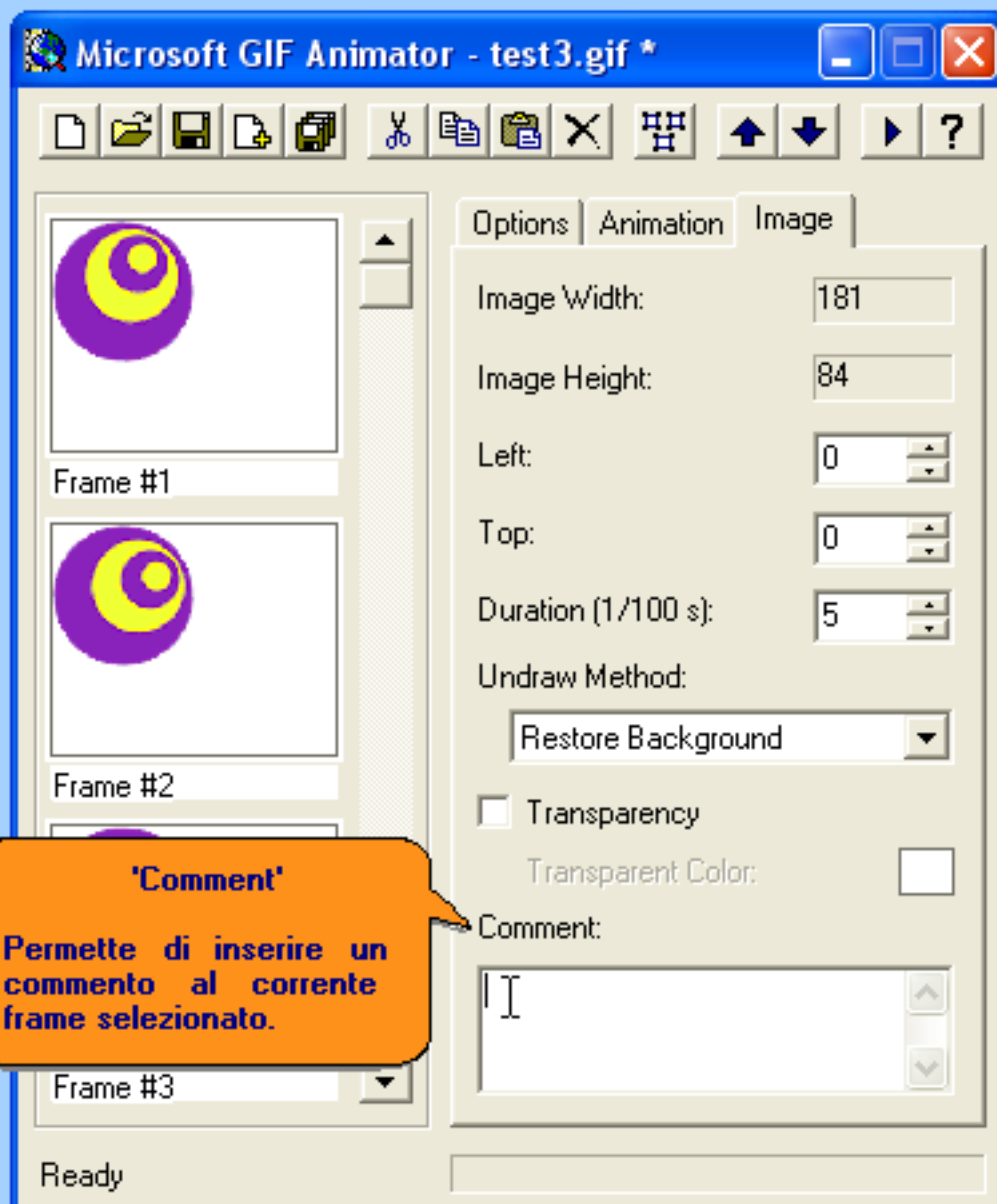
Questa è la tavolozza
dalla quale si può
scegliere un solo colore ...











Guida di Microsoft Gif Animator

*****FINE*****

