

IDEA135: Games at Work: Procedure, Participation, and Play

Sketch 5: GIF It Up

Due: Wednesday, February 15, 2017, 1:30 PM

Add animated GIFs to your Twine Game (Sketch 3).

Rules

1. You must use Adobe Photoshop to create at *least* 5 original GIFs.
2. You may build upon and animate images you find on the web. However, there are two things you may not do:
 - a. You may not use any photographic images of real living persons.
 - b. You may not edit or adapt an “already animated” GIF or video file. Adapting a static (non-animated) GIF or any other still image file is OK.
3. The dimensions of your GIFs should not exceed 800px (wide) by 800px (tall).
4. The maximum file size of each GIFs should be less than 1 MB.
5. Fork this sketch on GitHub and submit your game as an HTML document with comments. (In Twine, use “Publish to File,” then upload to GitHub.)

Learning Objectives

1. Integrate visual elements as components of interactive artworks.
2. Use image editing software to create graphics and simple animations.
3. Build upon/revise a pre-existing creative project.
4. Manage a project with linked media assets.

Additional Resources

1. HTML Image tags (see section on “Images on Another Server”)
http://www.w3schools.com/html/html_images.asp
2. Making GIFs in Photoshop
<https://blog.hubspot.com/marketing/how-to-create-animated-gif-quick-tip-ht#sm.000ewe287111nfdduta2a4blcpqf9>
3. Adding background images in Twine
<http://www.ohiofi.com/blog/twine-pictures-gifs-and-background-images/>
4. CSS in Twine for Newbs
<https://twinery.org/forum/discussion/1528/css-is-your-friend-the-basics-of-changing-twine-s-default-appearance-for-newbs>