

To import video frames to layers:

File/Import/Video Frames to Layers...

Each frame of video becomes a separate layer

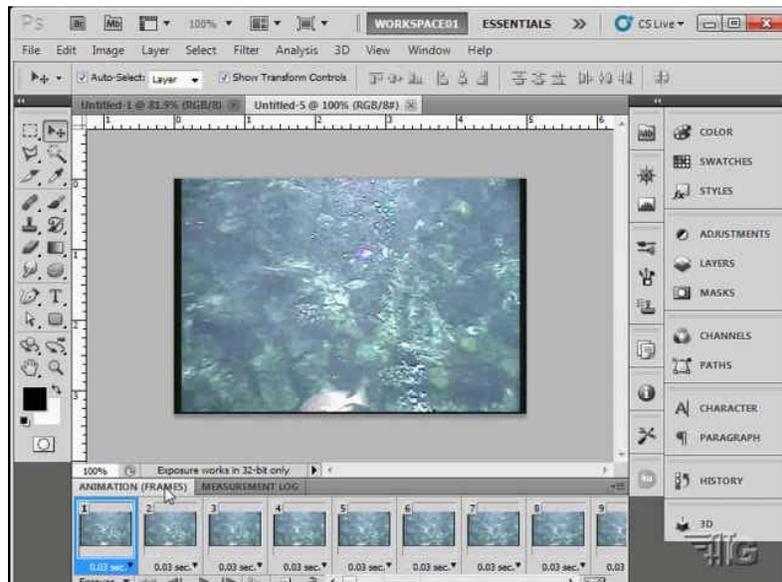
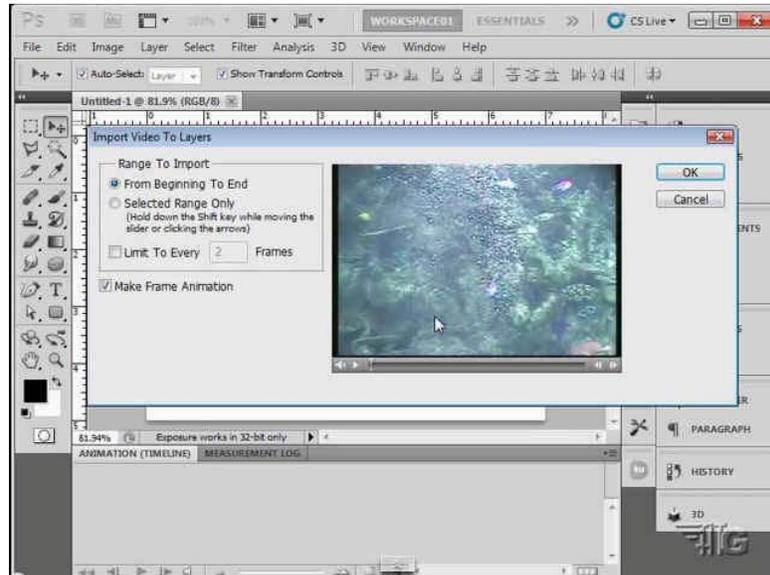
You can import .mov, .avi, .mpg, mpeg, mp4 files

Import Video To Layers Dialog box is displayed

Select Range: From Beginning to End, Selected Range

Limit to Every # of Frames if desired

Check Make Frame Animation to edit as video



Each frame is placed on the Animation (Frames) panel with a default play time of .03sec per frame. The play rate can be adjusted using the drop down menu right below the video thumbnail.

Below the thumbnails on the left side you set whether the video repeats or not and if so how many times it repeats

Next to that you have standard play controls, including step forward and step backward buttons.

Past that you can put in an Onion setting which shows through the previous and next couple of frames which is useful if you are adjusting animation.

Next is a New Frame button then a Trash Frame button. Past that is a standard slider control to move back and forth through the series of frames.

If you open up the Layers Panel you will see the individual frames as individual layers.



Keep in mind though that only frames (layers) controlled by the Animation panel will be part of the animation. If you add a new layer to the layers panel it will not be part of the animation but instead will be a static element on the animation. If the frames that are playing are below the new layer it will be visible, if the animation is playing layers above the new layer it will no longer be visible. This allows you to create things like titles on the animation. If you put something at the top of your layer stack it will be visible the entire time the video plays, like a frame or watermark.

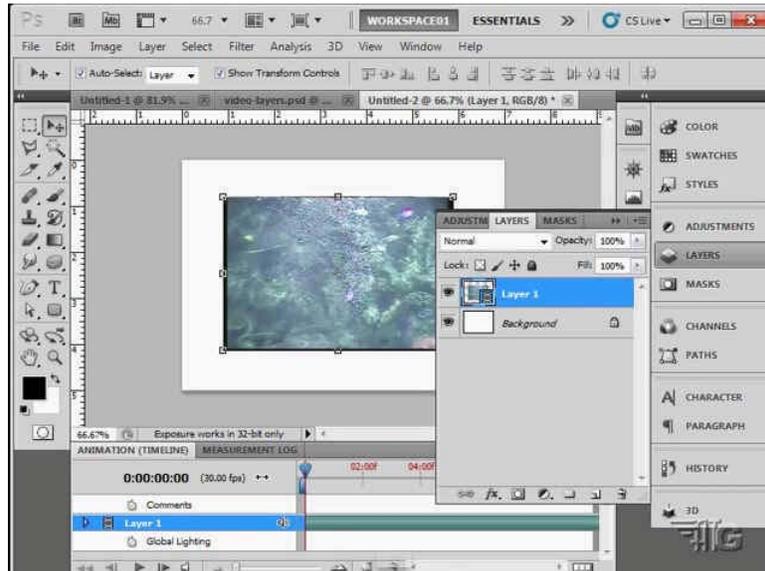
Second way to import video:

Create new file, set the size to match your video size

Now create a Video Layer, go to Layer/Video Layers/New Video Layer from File...

Then select your video to import

The Animation panel will now be showing (TIMELINE) instead of (FRAMES)



This version of the Animation Panel works with video as video instead of as individual frames

In the Layers Panel you will see only 1 layer for the video with a small video icon in the lower right corner of the thumbnail.

The video controls in the Animation Timeline work similarly to Adobe's Premiere Pro video editing program.

To move through the video drag the play head in the timeline at the top of the Animation panel. In the lower left corner of the panel are the standard video play controls. If you click the Play button you can watch the Play head move through the video. On each side of the play button are step forward and step back buttons (next frame, previous frame). On the left is the rewind to beginning button. To the right of the play controls are a volume control and then a slider control that adjusts the zoom level of the animation timeline. Pull to left to zoom out, to right to zoom in. That is followed by a button to enable Onion Skinning, and then the Trash Can.

Just below the timeline with the play head you will see another line with two solid blue bars. These show the start and stop of the "working area". You can pull these back and forth to limit how much of the video you are using. Only the video between the two blue bars will be part of your project. These allow you to work with a longer video, but only use a part of it.

If you go back to the Layers Panel you will see the video as one layer. If you put a new layer above this layer you can put content on the new layer and it will be displayed during the entire play time of the video, a watermark for instance.

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