

Animated gifs are one of the easiest ways to add animated content to projects created with InDesign and in5.

To begin, open the InDesign file for lesson 03\_02. In this lesson, you'll place 3 gifs on this page, all of which will play simultaneously. So choose File > Place and place the 3 gif files that are in this lesson's Links folder.

Then position the gif files as shown here. Note that it's okay to scale a gif, but not to crop. If you crop a gif, it will break the playback. Once you got them positioned to your satisfaction, export with in5 and view the result. See how easy that is?

Note how the bicycle animation has a bit of a delay at the start, and then only plays once, while the other 2 animations loop endlessly.

Let's look behind the scenes a bit to see how this is done. All 3 of these gifs were downloaded from giphy.com. Since InDesign doesn't offer any way to control the playback of a gif, this must be done in the gif file itself.

If you open the mountain\_bike\_1x.gif in Photoshop, and examine the timeline panel, you'll see that the first frame of the gif has a delay of 2 seconds. Then, if you select File > Export > Save for Web, you'll see that this is where you control if the gif should loop endlessly, or set it to play a specific number of times.

By the way, if you want to learn to create your own animated gifs, one way is to learn how to do this in Photoshop. But an easy alternative is to use InDesign and the free GIF maker extension from Ajar. Animated gifs are a super simple way to add a bit of animated content to an in5 project.