

Placing and Animating Graphics

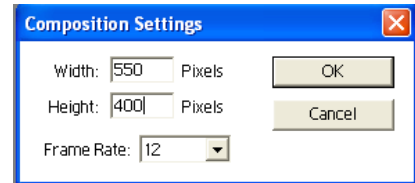
I. Placing a Graphic

Start LiveMotion and begin a **new composition** - from the file menu.

Use the following settings for the movie size.

Width = 500 pixels

Height = 400 pixels

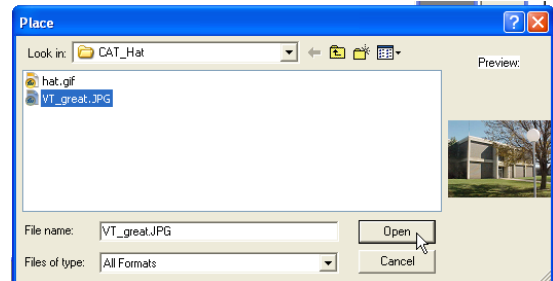


In the file menu, select **place**.

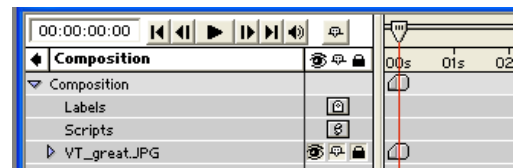


Next you have to select which graphic to place.

For this lesson, place a picture that can serve as a background.



Since this first picture is the background and will not be changing during the LiveMotion movie, it would be a good idea to **lock** the background in place. To do this, click on the empty box in the name of the graphic row and in the padlock column.

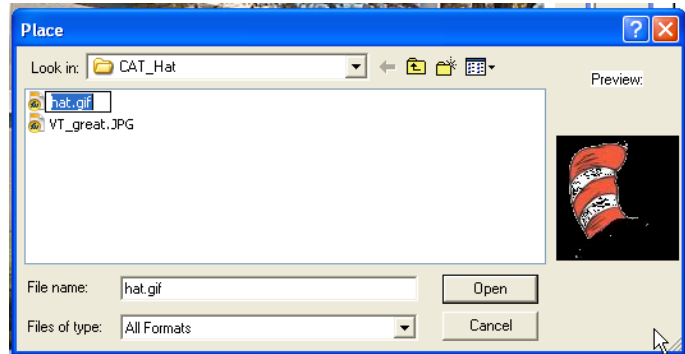


II. Placing a GIF

Once again, you have to **place** the graphic.



Locate the graphic you will be placing when this window appears.



You should see the hat located on top of the building.

