

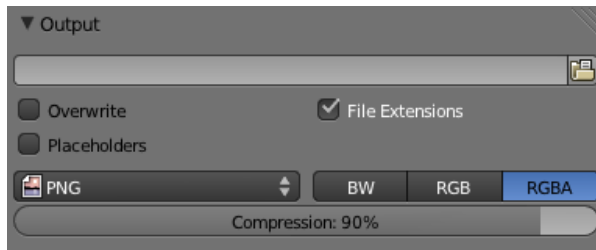
For a long time I've tried to figure out how to make an "animated gif" with blender. Well I've finally figured it out so I thought I would share the knowledge with you. So here it is my first tutorial!

Note: this tutorial is for blender 2.63 it might not work with other builds.

## Part 1 Blender

First we will open blender, and either open an existing project, or make a new one. In this tutorial I'm going to use an existing project.

To set up blender for the gif we will go to the **Properties > Render > Output** and set the location for rendering. I suggest a folder especially for the gif.



Set settings as in screen shot except location.

If you want your gif to have a transparent background then go to **Properties > Render > Shading** and set alpha to Premultiplied or Straight Alpha.

I'm going to assume that you have all other settings set, if so you are ready to render. Press render animation, depending on the project it may take a while to render.

## Part 2 Gimp

Now open gimp, go to the file menu and click **open as layers...** select all your frames for your gif and click open. Check to make sure all the frames are in order (first at top). Now go to file again and click **Export** type a name in the name box that ends in ".gif" and click **Export**. A screen will come up and in that screen set everything as wanted just make sure "As Animation" check box is checked click **Export**.

I hope someone can use this tutorial bye for now

*THE TIMER*

