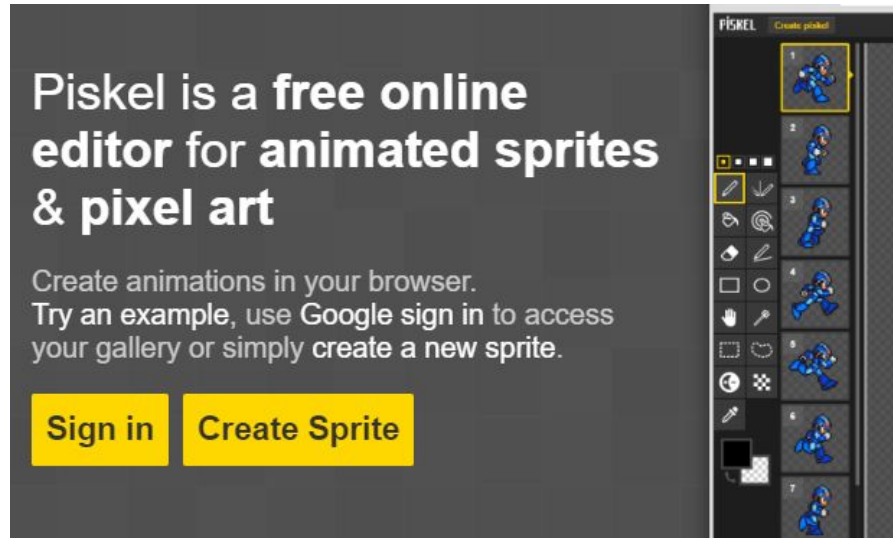


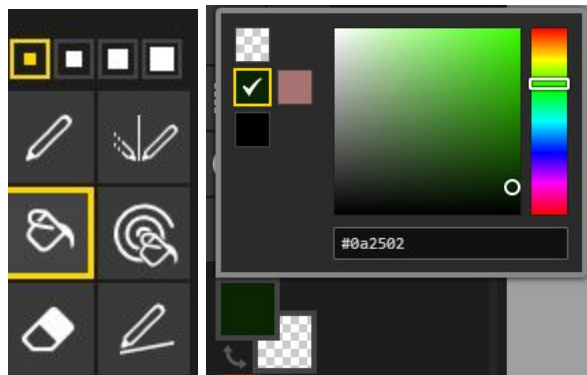
# Create an Animated .GIF on PiskelApp.com

Go to <http://piskelapp.com> and click Sign In (uses your google account).



## Create a Sprite for the Background

First choose the paint bucket and select a color. Fill in the blank area with the paint bucket tool.

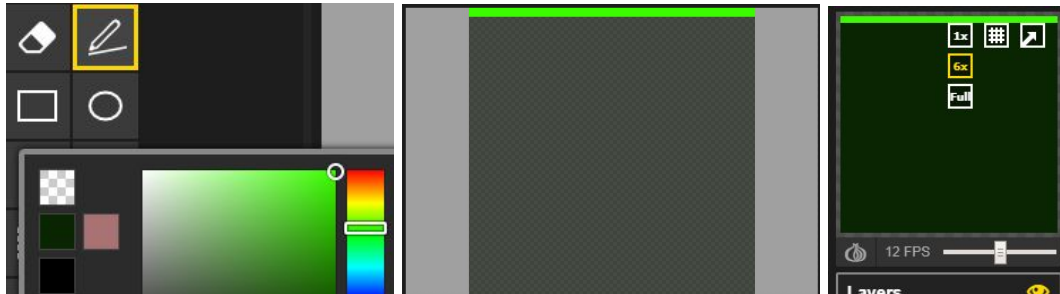


This will be our background. Rename the layer 'Background'. Create a layer - name it 'Lines'.



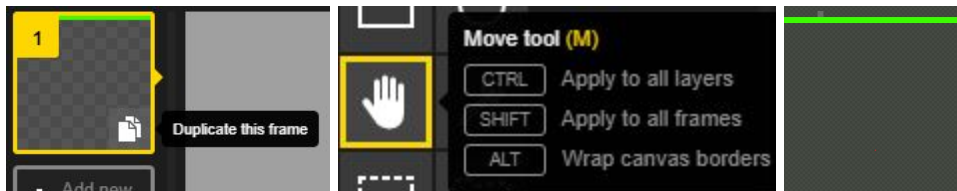
## Make an Animated Loop

Make sure you select the 'Lines' layer (the other layers will become transparent). Select the draw line tool and select a new color. Create a horizontal line across the top of the image.



You can preview the image to the right of the workspace.

Next we will duplicate the frame and use the hand tool to move the line down.



Repeat this step until the line is at the bottom of the image. You should end up with 16 frames.



The animation creates a loop because it goes back to the first frame (and the line is at the top).

## Export an Animated .GIF to Public URL

There are many ways to save our animated .GIF or project for later.

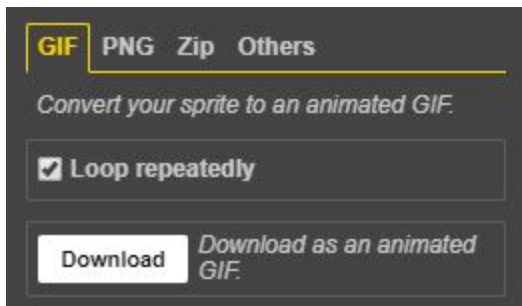


We want to publish our image to be used.

Click on the link. When it opens in a new window you can highlight the URL and copy it. We can use this public image file to use with online web projects. For example, it can be copy/pasted into an HTML document on JS Fiddle.

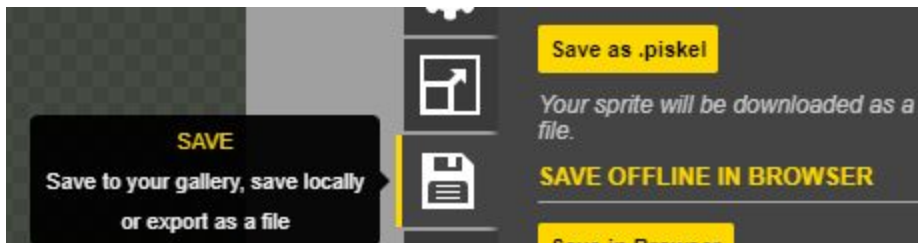
## Download a .GIF File

Export an image you can view on your PC or upload to the internet. An animated .GIF is an image file that can contain multiple frames. They are usually small and have limited colors to stay smaller in size. Save the file to a folder on your PC..



## Save a Project to Your PC

You can keep a backup of your .piskel files offline. They will only work with the Piskel App and are not images that you can view. You will import them to the Piskel App later.



Now, have fun and try making some more animated .GIF images.