Introduction: This is a tutorial on how to convert a batch of PNG files into an animated GIF. The PNG files has to be named accordingly so that they are arranged alphabetically by it's file name. My PNG images are generated from Blender (a 3D animation software) and they are all saved in this format: "00\*.png". "00" is the beginning of the file names and ".png" is the ending of the file names. "\*" is the unique identifier of the files, my files represent frames from number 20 to 40. "\*" is a set of numbers representing 20, 21, 22, 23, 24... 40.

Quick steps:

1. Download and install ImageMagick from [http://imagemagick.org](https://www.youtube.com/redirect?v=gGvRZLFzjDA&event=video_description&redir_token=0g-M7Tm1xmxfM2fD7cukQuwREfZ8MTU0OTI1Njk4OEAxNTQ5MTcwNTg4&q=http%3A%2F%2Fimagemagick.org)

2. Open the Command Prompt.

3. Type in "cd" then space.

4.Then continue typing by entering the directory or location of the folders containing your PNG files. For example: "cd C:/Users/Nickson/Desktop/test/topview/"

5. Press 'Enter'.

6. Type in "convert -delay 2 -loop 0 00\*.png animated.gif" - "2" is the value of how long it takes to let the next PNG file to come in. - the "0" after "-loop" is to set the file to continue going on forever. Replace that "0" with "1" to run the animation once only, replace with 2 to run twice, 3 to run three times, and 4 to run 4 times and so on. - "00\*.png" is the format of your file name (check the 'Introduction' section above for more info) - "animated.gif" is the file name of your product. The name must end with ".gif" - you can modify commands for different options like setting background colour (check 'References' section below)

7. Press 'Enter' to start converting.

8. Go back to Command Prompt and type in "convert -dispose previous animated.gif animated2.gif". - "animated.gif" is the convertedfile. - "animated2.gif" is your product. - (this is to not let your images accumulate)

9. Done.

Check the folder containing your PNG files.