STOP MOTION ANIMATION WITH WINDOWS MOVIE MAKER

Note that the version that comes with Windows XP and Windows 7 are quite different in appearance. Instructions for Windows XP are provided.

Movie Maker Tutorial—if you want to know more about editing in MM:

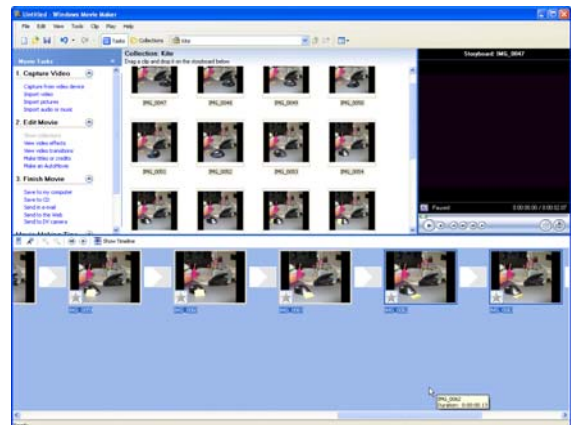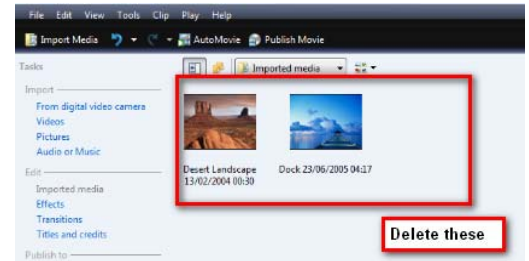→http://www.ischool.utexas.edu/technology/tutorials/graphics/moviemaker2/index.html

Before you do anything on the computer, do the following:

- Get a camera, be sure the memory card is <u>empty</u>, and be sure the "setting" on the camera to take photos is not at its largest. You don't need "huge" photos for this; it will work set to 2MB or so. You do not need to take them at 10MB or a large setting or it will just take longer to create.
- Use a tripod
- Get your "scene" or set together and take pictures. This is easiest with a buddy. Someone needs to take the pics and someone needs to move the items for the stop motion.
- Plan ahead! You can take all the images in one class period (usually) but you need to have it all planned out ahead of time. Take the day before to decide exactly what you are going to do and to get all items needed for the shoot. <u>Be sure to charge your batteries the day before!!</u>
- You need GOOD LIGHT or set the camera to P mode and FORCED FLASH so it flashes every time. Take between 300 and 500 pictures to get a movie that is at least 30 seconds long.
- Be sure to CUT your photos off the memory card and PASTE them to your computer the same day so they don't get deleted! (I would suggest putting them on the C drive, Pictures folder or your Videos by You folder rather than your U drive as it will be pretty big and take up lots of space)

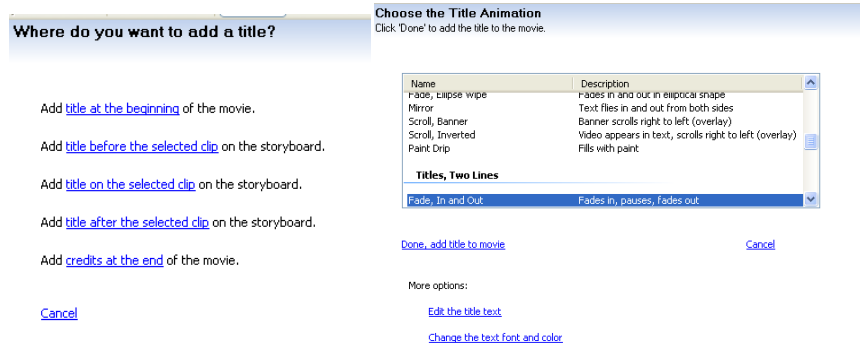Once you've obtained all of your photographs, you are hopefully ready to assemble. Yay!

<u>Windows XP/Vista Instructions</u>:

1. Launch Windows Movie Maker.
   a. At the startup screen for Windows XP, delete any files from the "collection" at the right. You only need your files visible.
2. Set the default still image duration.
   a. Click Tools>Options and under the Advanced tab, set picture duration to 0.125 seconds.
   b. Do this before you begin working on the project!
3. Import the still images.
   a. The must be numbered sequentially (they should be; just don't delete any on the camera before you import them).
   b. On the left side Tasks pane, click Import Pictures on the Capture Video/Import section. Browse to your folder and select your images by clicking the first numbered one, holding Shift, and clicking the final numbered one (that selects all in between).
4. Move images to the Timeline.
   a. Be sure all images are selected (or press Control+A to select them all).
   b. Click and drag them to the Timeline at the bottom (it will likely be in Storyboard view and they will each be in a separate box).

5. Play the movie (press the Play button at right) and delete any unneeded images.

6. Adding a title/credits
   a. To add a title, click under the Edit Movie section of the Tasks pane and choose Make Title and Credits.
   b. Click to add a title at the beginning of the movie. Then, add your text. Click the buttons to Edit Title Animation or Change the font and colors as needed. Click Done, add title to movie, when ready.
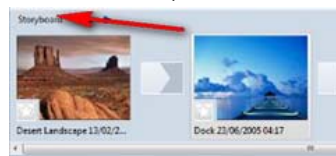

   c. After you click DONE, it will appear on the Timeline at the bottom.
   d. Test the movie to see how it works. Save!
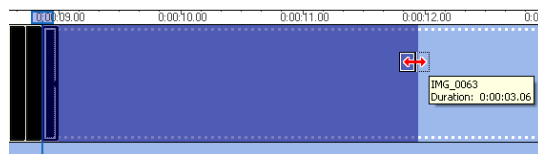   e. To add credits, click in the same spot, but choose to add credits at the end.

7. Fade in/out the first and last picture
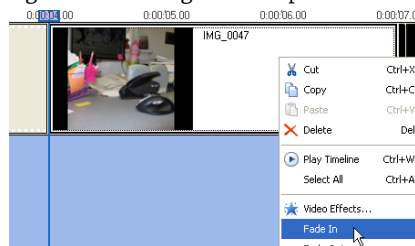   a. Switch from Storyboard view to Timeline view:

   b. Click the right edge of the first image and drag it to the right to make it longer. To fade in, it will need to be a few seconds long. Remember, as you set the duration earlier to 0.125, you are using almost 10 photos in one second. Set to at least 3 seconds in length.
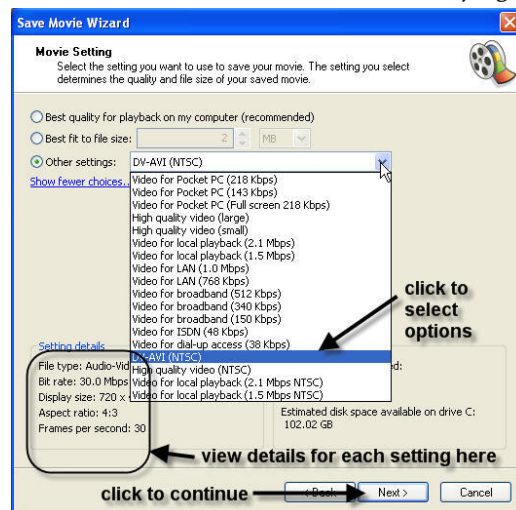

   c. Right click the lengthened clip and select Fade In.

   d. Repeat the process for the final image on the project; however, set to Fade Out.

8. Save the document!
9. Add music or sound effects, if desired
   a. Under Capture Video/Import in the Tasks pane, choose Import Audio or Music
   b. Browse to find the sound file you wish to use; drag it to the appropriate line at the bottom of the screen; click and drag to reposition as needed
   c. If you need to fade music in/out, right click and select the option(s) you need
10. Save and test (hit play and watch)
11. Export the final movie for SchoolTube upload
    a. Click File>Save Movie File (choose My Computer)
    b. A wizard (step-by-step) will launch; in the first box, enter the name for your movie (Finished Stop Motion) and choose the place to save your movie (your C drive, Videos by You folder); click Next.
    c. Pick the Movie Setting; Best Quality for Playback on My Computer should be just fine. Click Next.
    d. It will save the movie, which may take a few minutes.
    e. At the final screen, you have the option to Play the movie and test it; you should do this and it will preview in Windows Media Player. Click Finish to exit the wizard.
12. Export the final movie for DVD
    a. Click File>Save Movie File (choose My Computer)
    b. The wizard appears; enter the name (Finished DVD version) and save in your folder; click Next.
    c. Pick "Show More Choices" to pick a DVD format; click Other Settings and choose DV-AVI (NTSC) format. This is AVI format for DVD use. It will be a very big file. Again, be sure NOT to save to your U drive!

    d. Click Next. It will save the movie, which will take some time.
    e. Again, you can play the finished movie and then click Finish to exit.
13. Save your project
    a. Your export does not save all the "pieces" separated, so be sure to Save Project and save the setup. Then, if you need to edit a title or something later, you can do so and re-export.