

## Making Movies in Ten Easy Steps

Using the sequence below, your students will be capable of creating full-featured streaming video that contains video, still pictures, voice-overs, and text to perform the objectives of a curricular goal.

### Step I. Gather Media

1. Digital Video Camera
2. Digital Camera
3. Scanner


### Step II. Setup File Architecture

#### Apple OS X

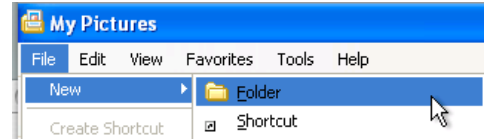


1. Create a new Photo Album by choosing the “+” sign.
2. The new album should be titled to represent the group of students, the project, the date, etc.
3. Create a folder in the documents folder that also represents the project files.

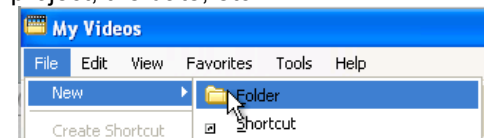


4. Import all pictures to iPhoto, using:  

5. Drag all import still pictures to the project Photo Album for access from iMovie.

#### Windows XP



1. Create a new folder in you My Pictures Folder titled to represent the group of students, the project, the date, etc.

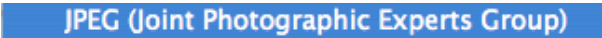


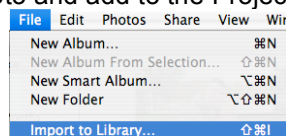
2. Create a new folder in you My Videos Folder titled to represent the group of students, the project, the date, etc.

### Step III. Capture Media

1. Use Digital Camera to capture still pictures that relate to the content of the lab/activity.
2. Use Digital Camcorder to capture video footage of lab/activity content.

### Step IV. Powerpoint to Create Informational Slides

1. Add pictures to Powerpoint slides as you would like to see them in the final video project
2. Export slides, with backgrounds, pictures, and text as jpeg images to your newly created folder in the Pictures Folder or in My Pictures.
3. To export, choose Save As... 
4. Apple OS X Only: Import images into iPhoto and add to the Project album.



## Step V. Create a New Project and Importing Video Footage

1. Cross-platform, connect link cables (USB, Firewire (IEEE 1394)) to computer

### Apple OS X

2. Choose "Import" while in "camera" mode.



3. Use FFW and RWD controllers to advance or rewind DV tape.

4. For USB:

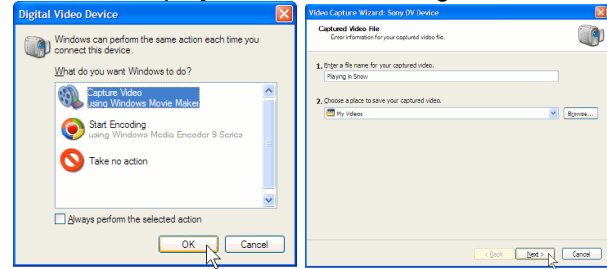
- b. You will need the Mac-compatible software and possibly a program like ffmpegX in order to convert the file to a format that is readable by OS X.



### Windows XP

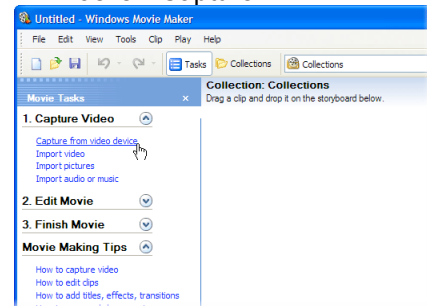
2. For Firewire (IEEE 1394):

- a. Choose Capture Video and choose the project folder as the target for the save.

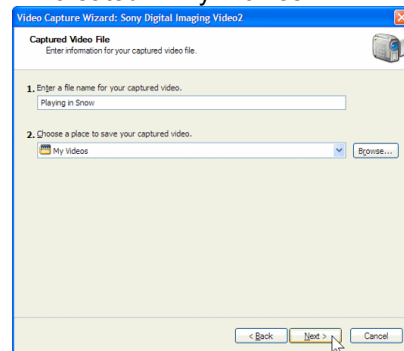


3. For USB:

- a. Open Windows Movie Maker and choose Tasks... Capture...



- b. Capture footage to the folder that you've created in My Movies:



## Step VI: Adding Movies to the Timeline

### Apple OS X

1. Drag clips from the Clip viewer to the Timeline



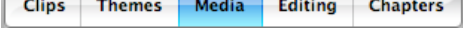

Viewer in the order that you wish each scene to play.

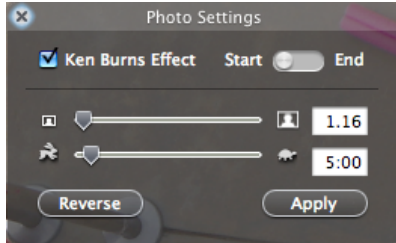
### Windows XP

1. Drag the imported video files to the timeline viewer in the order that you wish each scene to play.

## Step VII: Adding Still Images to the Timeline

### Apple OS X

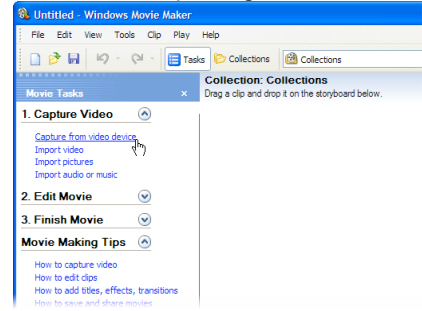
1. Choose 
2. Choose 
3. Select the Library that you created and imported all related still images to in the earlier stages of the project.
4. Choose the duration and effects of the clip:



5. Choose Apply

### Windows XP


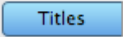
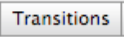


1. Choose Import Pictures from the same menu that was used when importing video:



2. Import from the folder that you created in the My Pictures folder.
3. Drag pictures to the timeline.

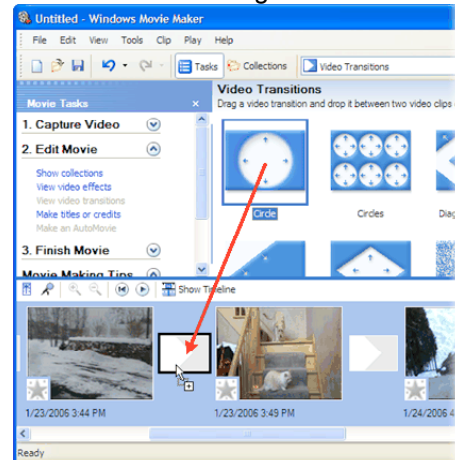
## Step VIII: Polishing – Adding Transitions, Effects, and Titles

### Apple OS X

1. Choose 
2. Choose the type of editing that you'd like to perform:  
  
  
  

3. Most of the effects are added by choosing “apply” or dragging the effect to the timeline viewer.

### Windows XP

1. Choose the type of editing that you'd like to perform under the editing menu:



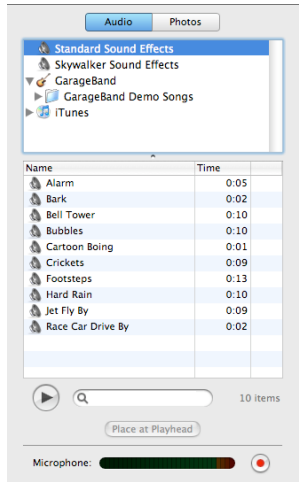
2. Most of the effects are added by choosing “apply” or dragging the effect to the timeline viewer.

### Step IX: Adding Audio

1. Both iMovie and Movie Maker allow the author to add audio in the form of music, voice-overs, and/or sound effects. Both involve choosing Add Audio from their respective menus. (Hint: Using a high quality peripheral microphone will allow for better sound quality in the final product).

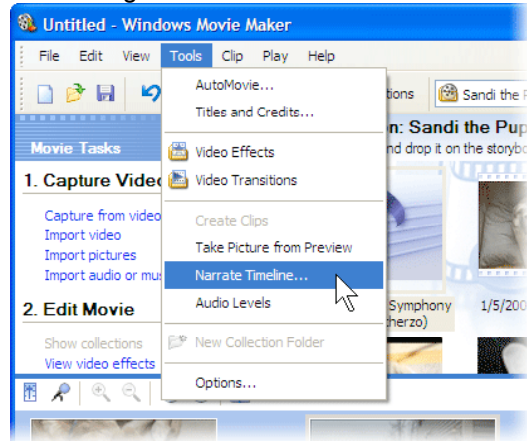
#### Apple OS X

1. Add microphone voiceover by choosing the record button or choose from a variety of special sounds:



#### Windows XP

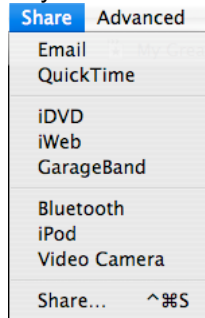
1. Follow the step-by-step instructions under the following menu:



### Step X: Exporting the Final Product

#### Apple OS X

1. Share to a variety of formats:



#### Windows XP

1. Share to a variety of formats:

