

# Claymation Movie: Editing & Finishing Touches in Movie Maker

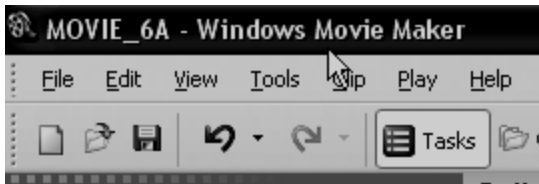
When you have finished taking all your photos you will combine all the photos together, “tweak “ timing, record narrations, add music, sound effects and titles etc. You must have a minimum of 100 photos before commencing the editing.

The order you do things in is :

- 1- [Import your photos](#) page 2  
[Where are my photos?- find them](#) page 2
- 2- [Drag them to the storyboard in your order](#) page 4
- 3- [Preview your movie often](#) page 5
- 4- [Create titles/credits / story screens](#) page 6
- 5- [Add sound effects / narration](#) page 8  
[Where can I find sound effects / music ?](#) page 8
- 6- [Finalise your movie.](#) Page 11  
[Trouble shooting section](#) Page 13

## OPEN MOVIE MAKER

a) Find the Windows Movie maker icon on your desktop and double click it.



*Movie Maker will open in a previously saved folder called COMPUTER\_ then there will be the number of the computer your are using and then your class A,B,C or D. Sometimes the file will have a lot of photos/sounds that other students have imported.*

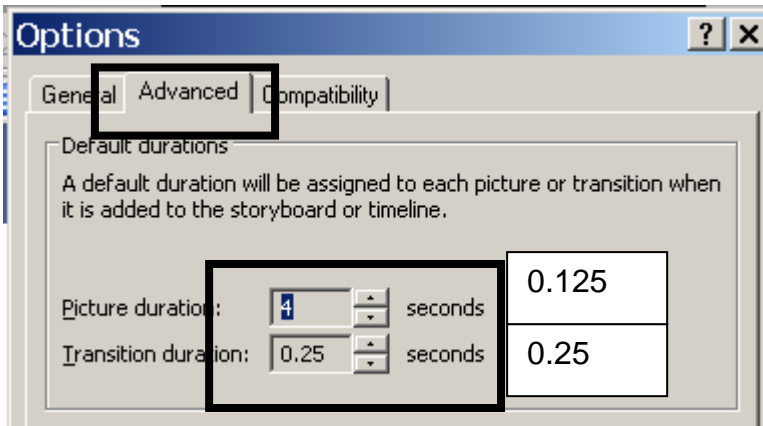


*Don't worry about this, just import your own photos and sounds. This manual will show you how.*

**WARNING**  
**Save your project often as Movie Maker often freezes**

b) Change / check some of the basic settings  
Menu Bar at top -> Left Mouse Click-->Tools-->**OPTIONS**





Left Mouse click-→ The **ADVANCED** tab.

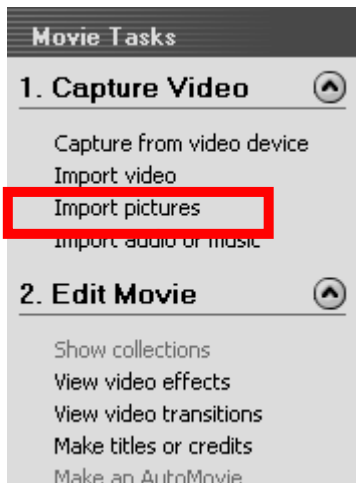
**Change/ check the picture duration to 0 .125 seconds**

**Change /check Transition Duration to 0 .25 seconds**

**HINT** – If you don't have many photos and/or your movie plays far too fast you can change the **PICTURE DURATION** back to a higher number, try 1.00 first. This will cause the movie to play longer but the movement will be more jerky

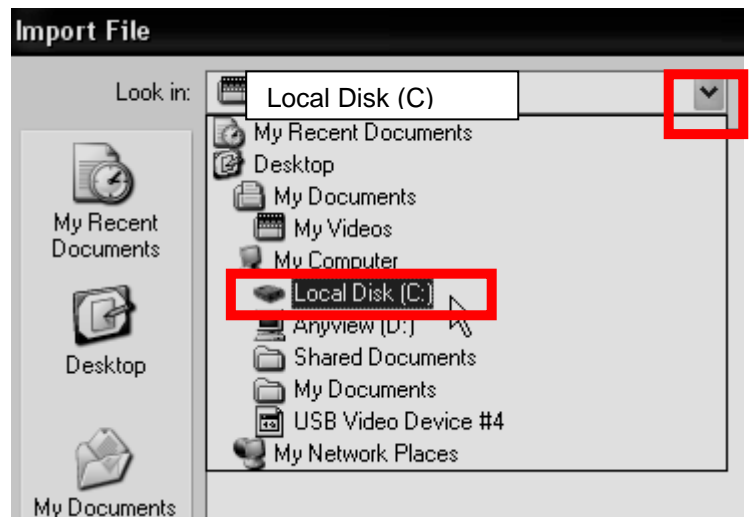
**C) IMPORTING YOUR PHOTOS** – Note: You will need to know where on your computer your web cam saved your photos.

### **FINDING YOUR PHOTOS TO IMPORT INTO MOVIE MAKER**



In the left side panel go to Movie Tasks-→ Capture Video -→Import Pictures→ find the AvaCam ( or other) folder (see next)

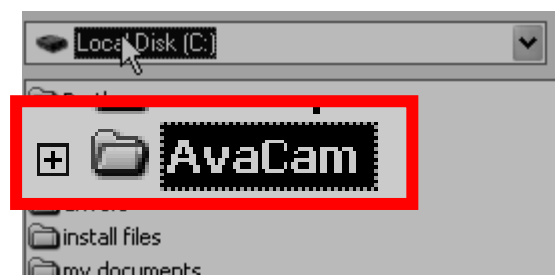
Select all your pictures by holding down **SHIFT**+left mouse click on all your photos -→Click **IMPORT**



**Where your photo's are saved will depend on the web camera you are using. If you are using this camera - your photos are saved here:**

From the **IMPORT** pull down menu select

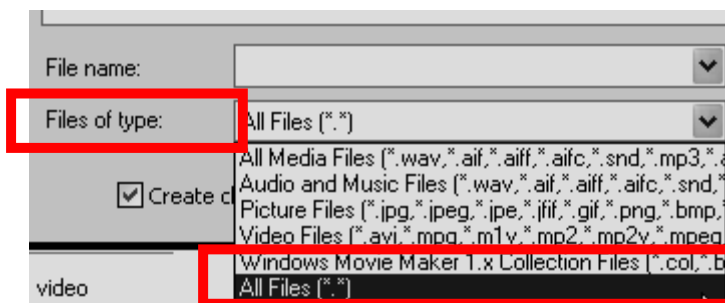
Then click on **AvaCam**



Then click CamSnapShots

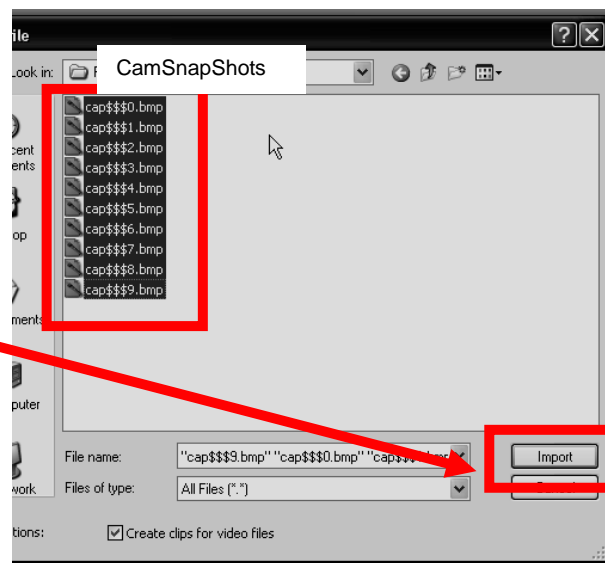
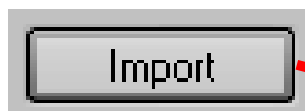


If no photos are visible then click FILES OF TYPE -->ALL FILES at the bottom of the screen, you will see all your photos. Select all of your photos by holding down the SHIFT KEY as you select them



Here you can see all the photos selected.

Now click IMPORT



d) From the collection box, delete the photos you don't need or simply don't drag them onto the storyboard.



## MOVIE MAKER DESKTOP-storyboard view

Above : 1 Menu Bar Tool Box

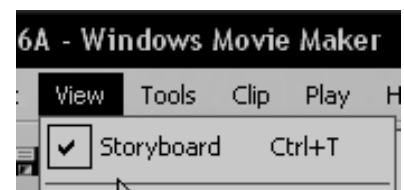
2 Import pictures

3 Menu Bar – File : save , Tools, View

4 Movie Editing Tasks

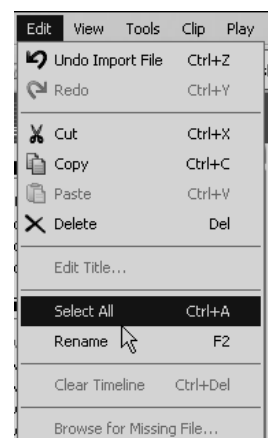
5 Collection box where your photos and sounds are stored temporarily. Items here DO NOT appear in your movie unless you drag them onto the storyboard/timeline

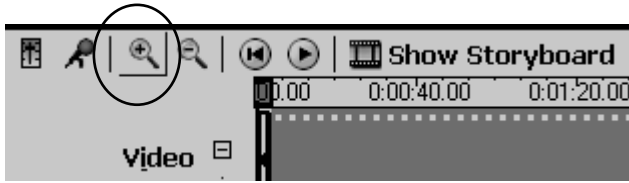
Make sure that **Storyboard** View is selected from the VIEW menu bar (if you are using individual photos)



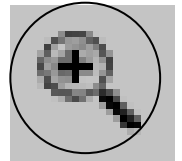
Add your photos to the STORYBOARD by going to the Menu bar , click **Edit ->Select All**, then drag all the photos to the Storyboard.

**HINT - You can also drag the photos individually but this takes too long. It's easier to drag all photos and just delete the ones you don't want.**





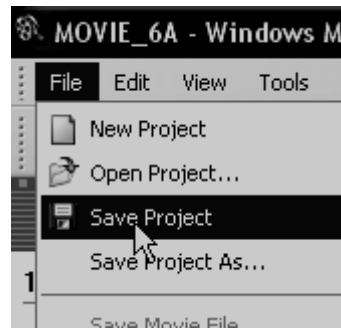
Your photo's will appear too small to see individually in the Timeline. Click on the **+ magnifying glass in the Timeline bar** to increase their visibility in the timeline ( this doesn't affect anything



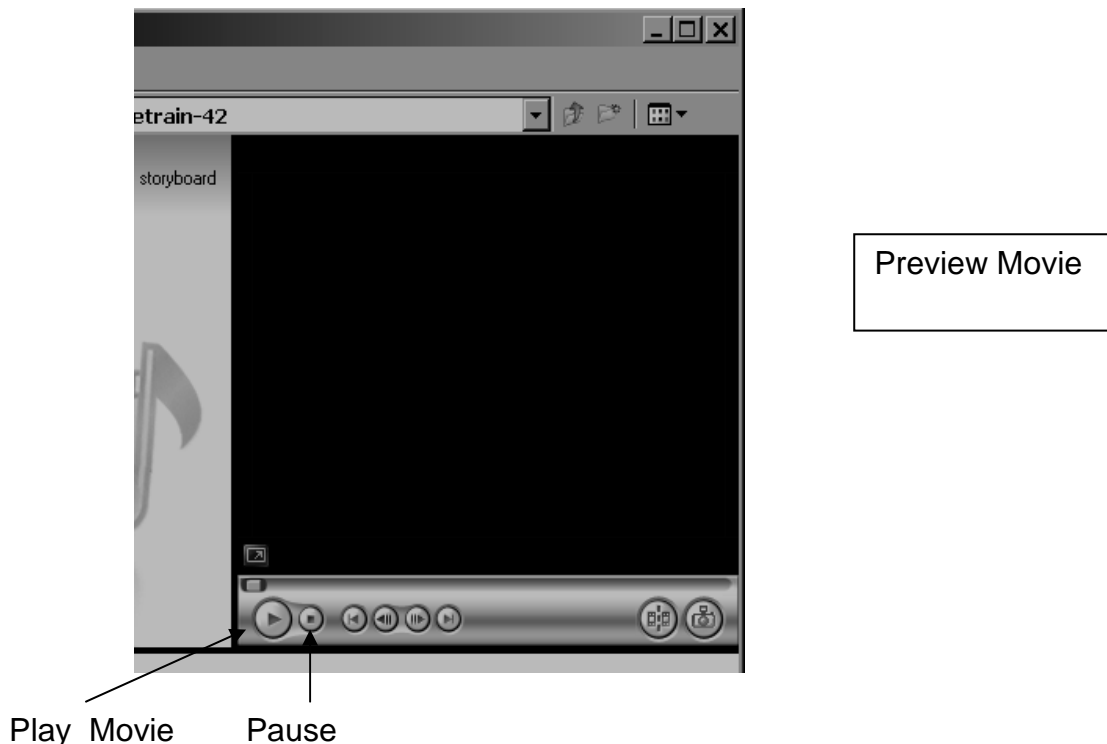
else)

HINT - Add extra scenes ( copy and paste extra scenes ( photos) e.g. eye movements into the Storyboard from the Collection Box. You can also repeat photos to make actions look like they take longer.

e) Save your project OFTEN

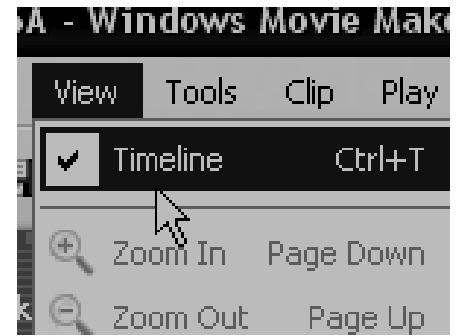


F) I recommend that you play your movie to see how it looks. Use the Preview Movie function, and watch the timeline while you view your movie to locate errors in your film, pause the playing to stop the sweep bar at a slide that you wish to delete



## Adding Titles

g) Click → **Show Timeline** to change from Storyboard view to **TIMELINE**

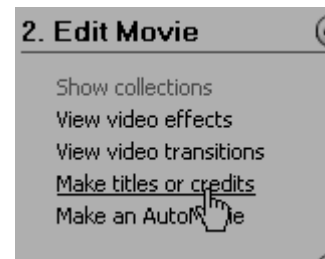


The top bar in the Timeline will show you how long each photo will show for (h) , it's cumulative so you can see exactly how long your movie runs for

Sweep bar



i) From the **MOVIE TASKS** → **2 EDIT MOVIE** menu, click **Make Titles or Credits**



Where do you want to add a title?

i

Add title at the beginning of the movie.

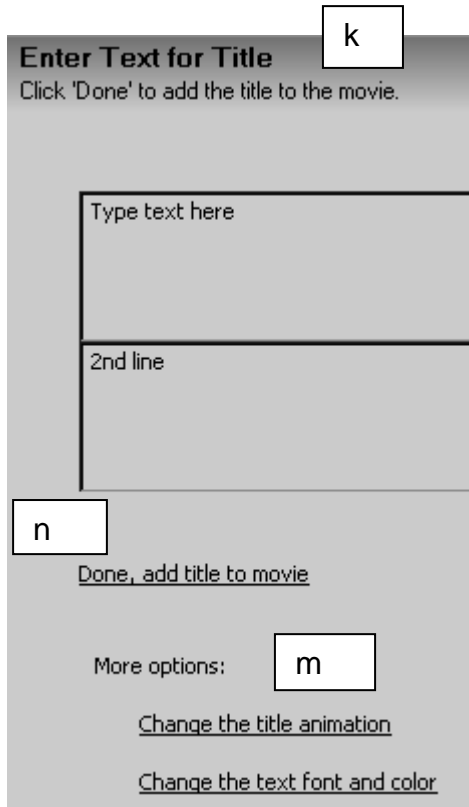
Add title before the selected clip in the timeline.

Add title on the selected clip in the timeline.

Add title after the selected clip in the timeline.

Add credits at the end of the movie.

j) Make your selection from the menu offered, usually **title at beginning** or **credits at the end**



k) Type your text into the box on the screen.  
 l) The Preview screen will show you how it looks



m) You also have options of changing the title animation, text font and colour and background colour

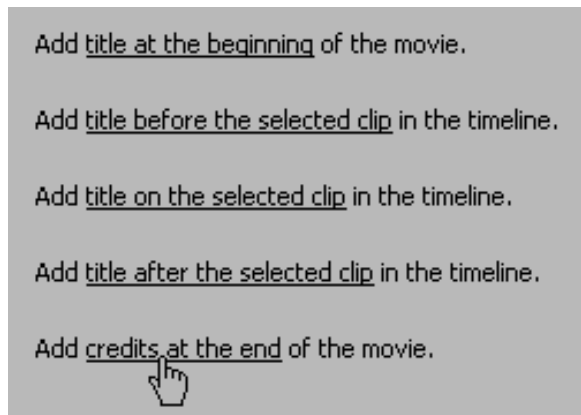
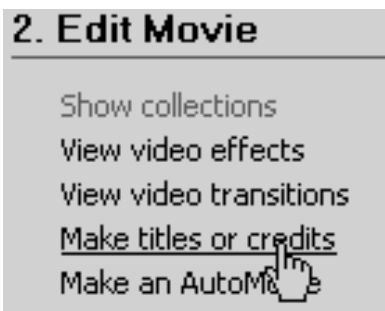
n) When you have finished making your changes, click **DONE**. You can edit the title slide by double clicking on it in the Timeline, this brings up the options box again

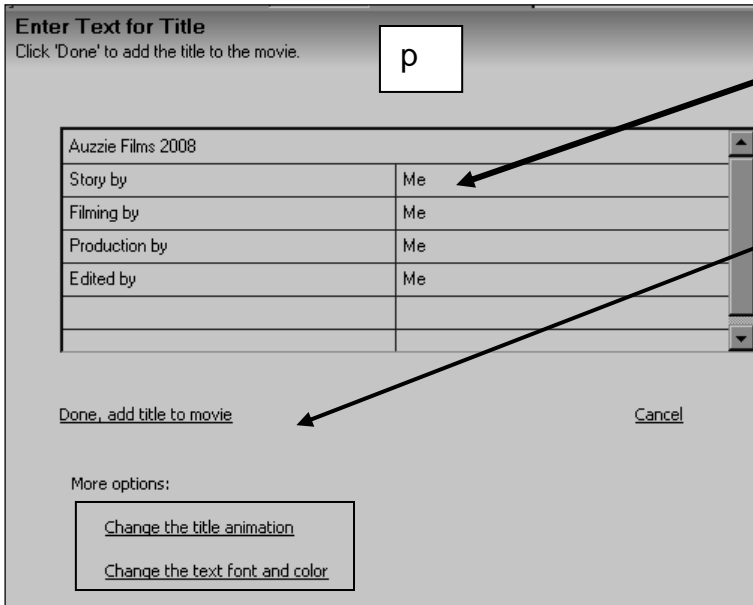
In the timeline view you can change how long the titles or credits play for by dragging the trim bar as shown below:



Click and drag this trim bar to the left to reduce playing time

o) Adding credits at the end is a similar process, **Credits at the End**





Enter the information and adjust the animation, text and colours as require

Click **Done** when you have finished

The end credits will be added to the timeline. Change how fast these credits play by left clicking and dragging the slider as you did in

Preview your film again and **save it as a project** .

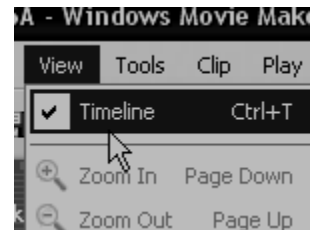
## Add sounds / Narration

Adding voice and sound effects that work with your pictures requires that you place the sound effects with the correct photos. To do this we will work with the **TIMELINE** view in Movie Maker.

Hint – IT is easier to add all the titles first so that you don't have to re align your narration with the correct photos – see item i)

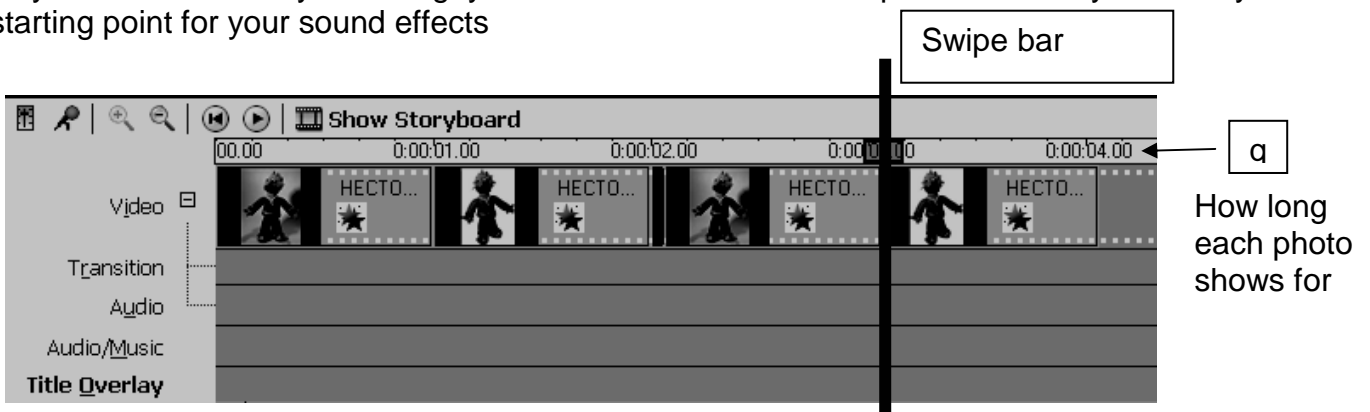
**Where are some sound effects and music files?- Follow this path to import : C drive-→Documents and Settings-→Students documents-→documents-→Students Music-→Sounds→Sound FX or Music**

For short/fast claymation movies it's often impossible to talk fast enough to match up the voices to the actions on the film. I recommend that you consider using sound effects or background music for these types of films



Click→ **Show Timeline** to change from Storyboard view to **TIMELINE**

The top bar in the Timeline will show you how long each photo will show for (q) , it's cumulative so you can see exactly how long your movie runs for. The "swipe bar" shows you exactly the starting point for your sound effects



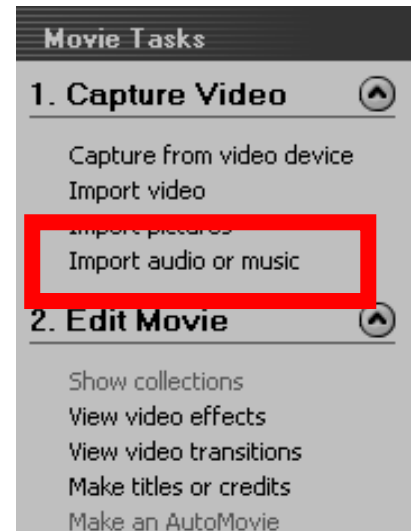
How long each photo shows for



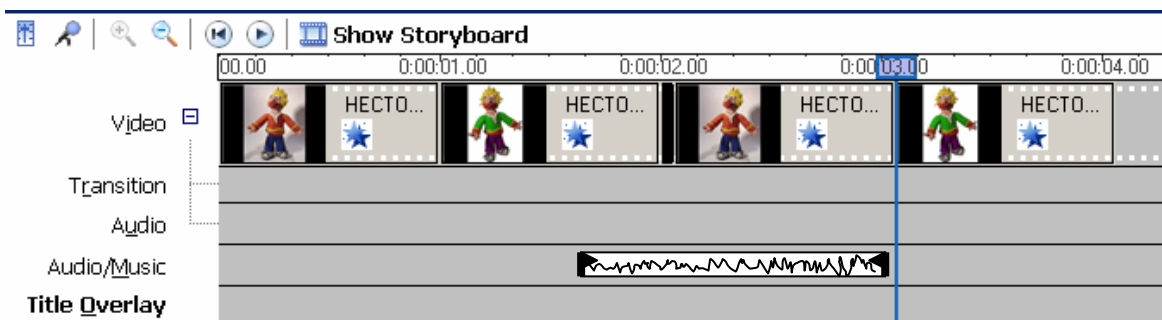
## Importing Music/ sound effects


r) From the **MOVIE TASKS** → **2 EDIT MOVIE** menu, click **Import audio or Music**

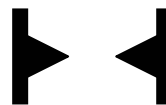
Locate your sounds/music folder on your computer and select the files you want by holding the SHIFT key as you select them. Then click IMPORT



s) Drag the sounds from the collection box to their position on the Audio /Music timeline bar

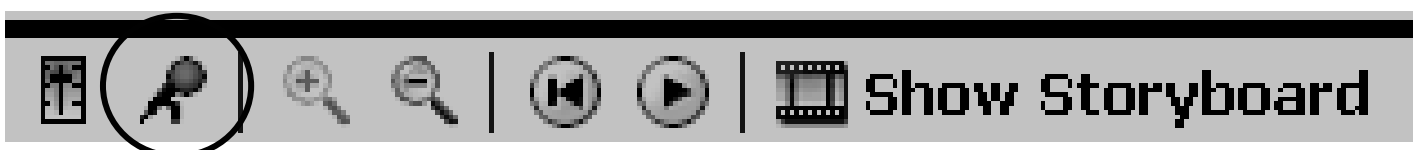


Match the music/ sounds to the correct photos by dragging the sound wave   
Trim the sound by clicking on it and then dragging the **trim bars** from the start or end of the sound



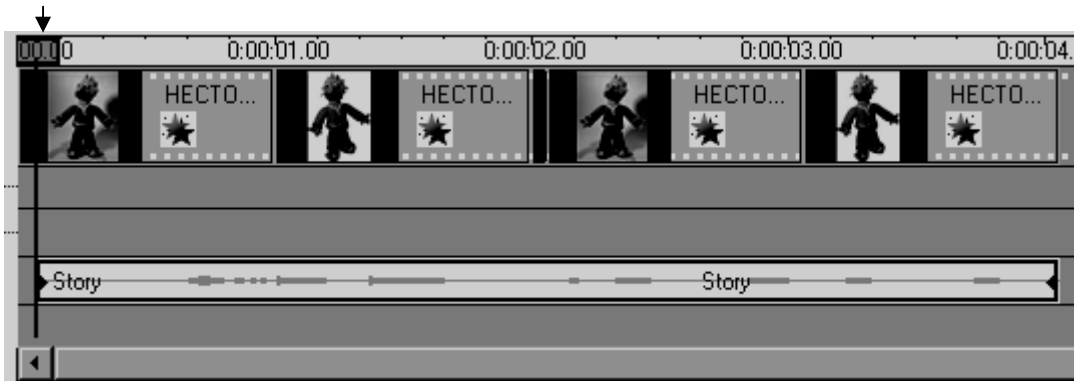
## Recording Narration – for longer movies only

t) Recording several shorter sections of sound effects/voice will work better than one long recording.



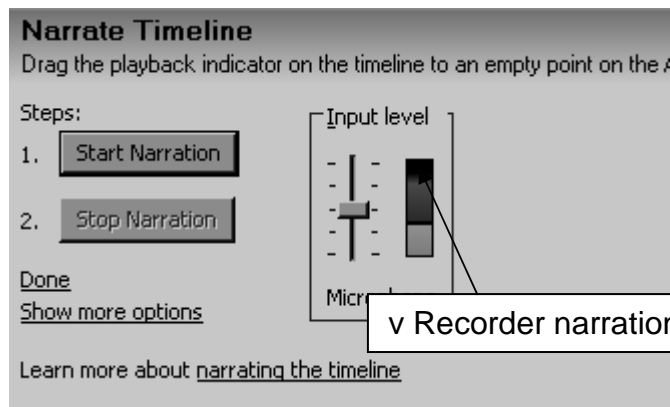
From the **TIMELINE** menu bar click on **RECORD NARRATION**  
n.b. You will need to have an active microphone plugged in and working

u Playback indicator



u) **Drag the playback indicator** to the point on the timeline where you want to insert your narration. This is the point where the sound recording will commence from. Make sure to watch the screen as you record as the indicator moves and the screen shows what image you are up to as you record. This makes it easy to match the narration to the correct images.

v) Click → **Start Narration**, your narration will automatically be added to the timeline under the photos, keep an eye on this narration matches the photos. You can do this process sections rather than one long reposition your playback each new recording.



so that your appropriate in many short recording. Just indicator for

When you have completed the recording , click **Stop Narration → Done** Your recording is automatically added to the collection box and the timeline and shows where it plays to in relation to your photos.

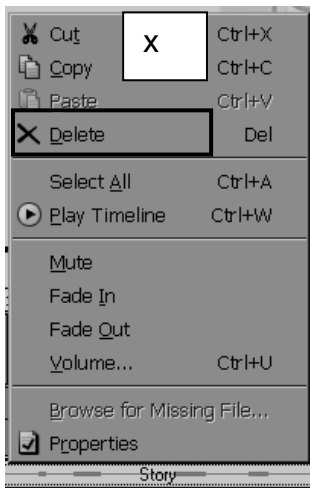




u) Timeline indicator

w) Preview how it all looks and sounds as a movie.

Make sure that the timeline indicator (u) has been dragged back to the start of the movie or section and then click **PLAY** in the preview screen



x) Don't like a sound or photo? Right mouse click to bring up the menu  
Click → **Delete**

**Remember to SAVE often** You may like to save several versions of your project.

## FINALISING YOUR MOVIE : SAVE TO MY COMPUTER

Finalising the movie glues all the photos, clips, sounds and narrations together in a Windows movie file (.wmv) format.

If you don't do this step and you copy your project to another computer Movie Maker will not be able to locate your photos and sounds and you will have to start the importing and editing process again.

When movie maker can't locate your photos/ sounds, this symbol will appear in the collection box

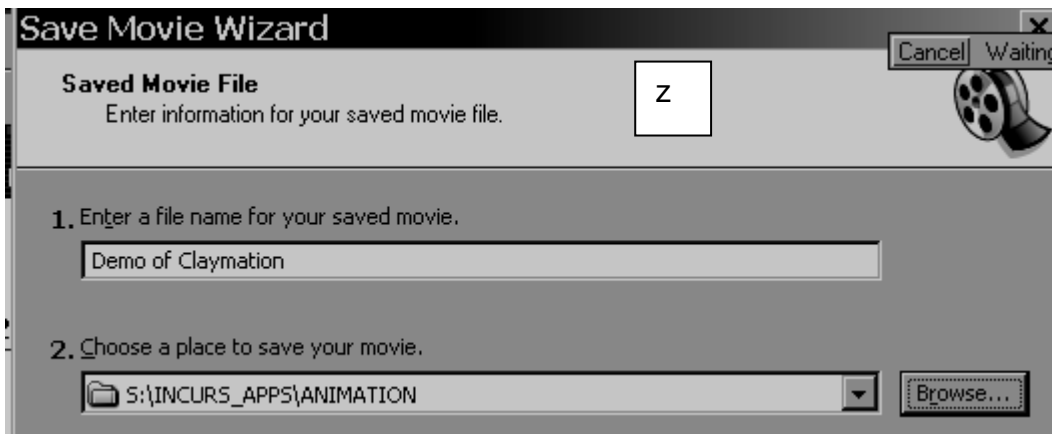


### 3. Finish Movie

- Save to my computer
- Save to CD
- Send in e-mail
- Send to the Web
- Send to DV camera

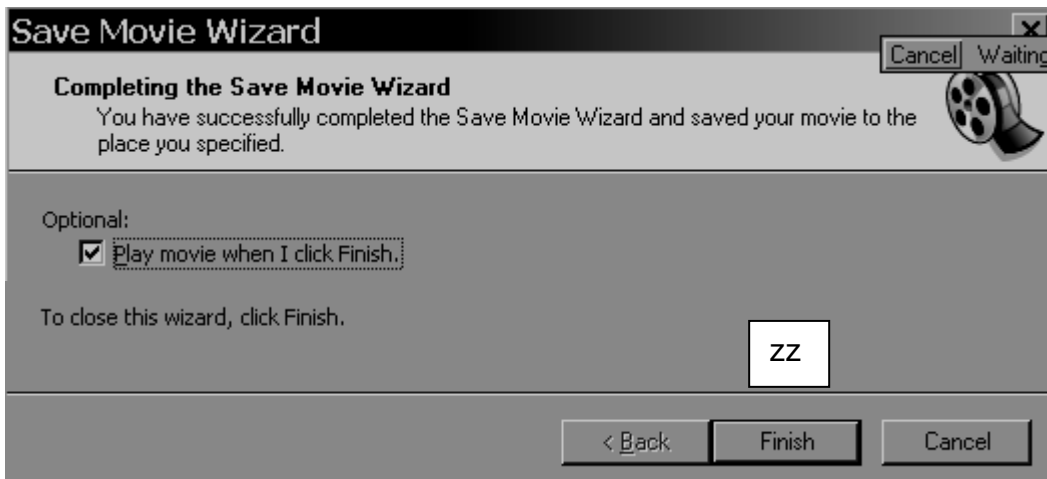
y) To complete your film, in the Movie Tasks menu, **click Save to My Computer**

z Complete the details in the Save Movie Wizard



click **Next** when the next screen appears

zz) click Finish, wait for the computer to create a .wav file of your completed movie, enjoy your film



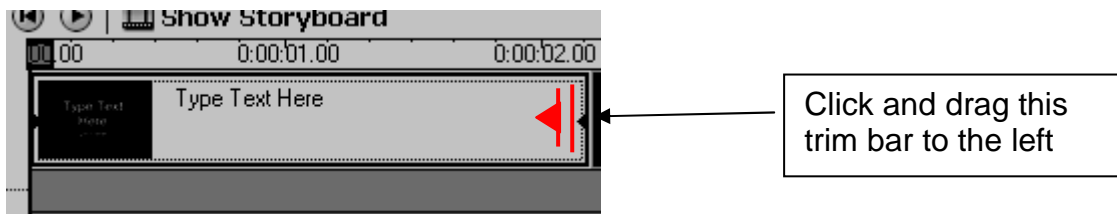
# TROUBLE SHOOTING

## Sounds not aligned?

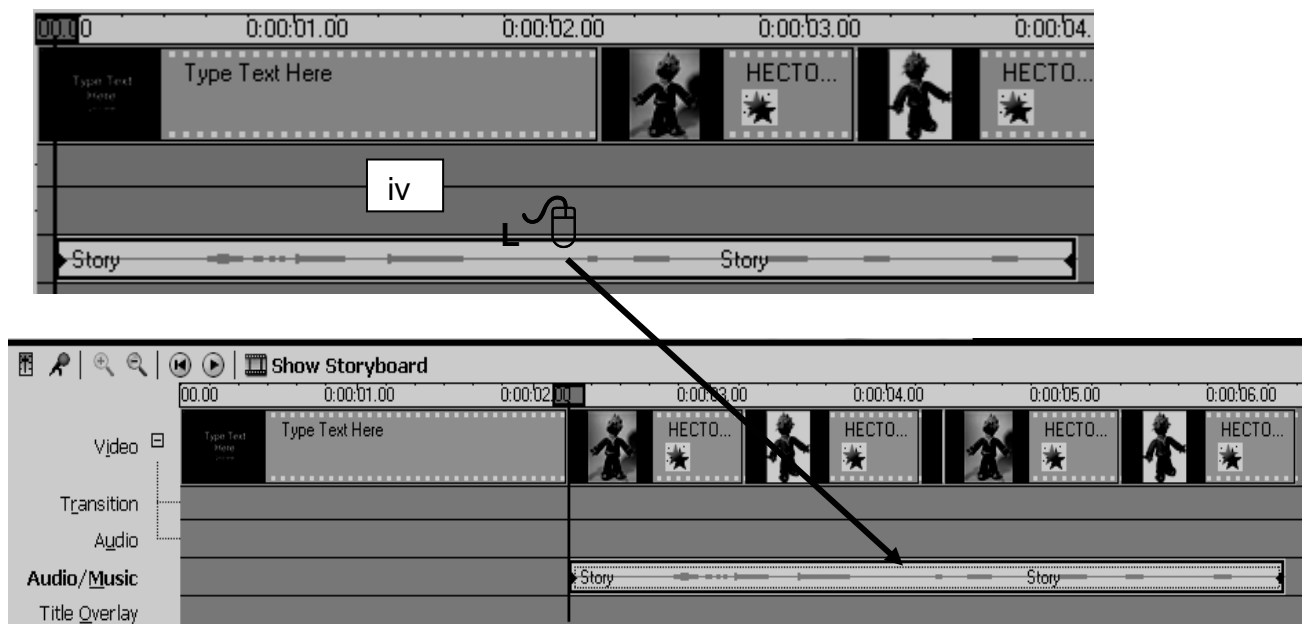
i) You may note that your narration may not be aligned with the correct photos but sits under the Title credit, also the Title credit plays for long



ii) We can also adjust how long the title credit shows for. **Click and drag the end bar** of the Opening titles until it is showing for as long as you want it visible



iv) Next, left mouse click in the middle of the Narration and drag it right along the Audio/ Music bar until it is aligned under the correct photos again



## Can't Find Your Photos in your Movie Maker Project !

**WHERE ARE MY PHOTOS?** -The most common film editing format for claymation movies is Windows Movie Maker. When you have completed editing your film ( Made up of many photos, sound effects, music and title screens) you will finalise it. Finalising your movie locks everything in place and connects all your photos to that particular .wmv (Windows Movie File). It's still possible to edit once a Movie Maker Project has been finalised but you will be working in bigger "chunks" Instead of individual photos you will be placing and trimming ( from front and back ends) strips of film. Sometimes you will use the same film strip several times as you have to "trim" it to different sections. Working with individual photos tends to be more flexible and easier for claymation projects.

After finalising your movie you can still edit it but a saved movie project only loosely connects all the associated photos to the project. If you move, re name or otherwise confuse the program it will not be able to find your photos and big red X's will appear instead of your photo's. It is vital that when you save a Movie Maker Project you not only save the Movie Maker project but also the folder containing all your photos.

You'll also notice that when others have saved a Movie Maker Project and you open the program it will still contain all the photos, sounds etc from the previous user. You can still keep working by simply importing your photos and sounds and dragging them to the timeline. As long as you have saved copies of the photos, clips , sounds and narrations you will be able to use Movie Maker to edit and create a movie. If you haven't saved these items there's no way they can easily be retrieved.

### **Working with finalised wmv film clips:**

Students should have saved / download all segments of their film. Once all of the segments have been downloaded, open Windows Movie Maker, Click on **Capture Video** from the **Movie Tasks Menu** on the left of the screen, then click on "**Import Video**". Import all the segment of video and then click on the "Show Timeline" option in the lower left side of your screen. For editing video clips you will work in the Timeline view ( not storyboard) . The recording narration and creating titles etc is the same as for working with individual photos and is described below.

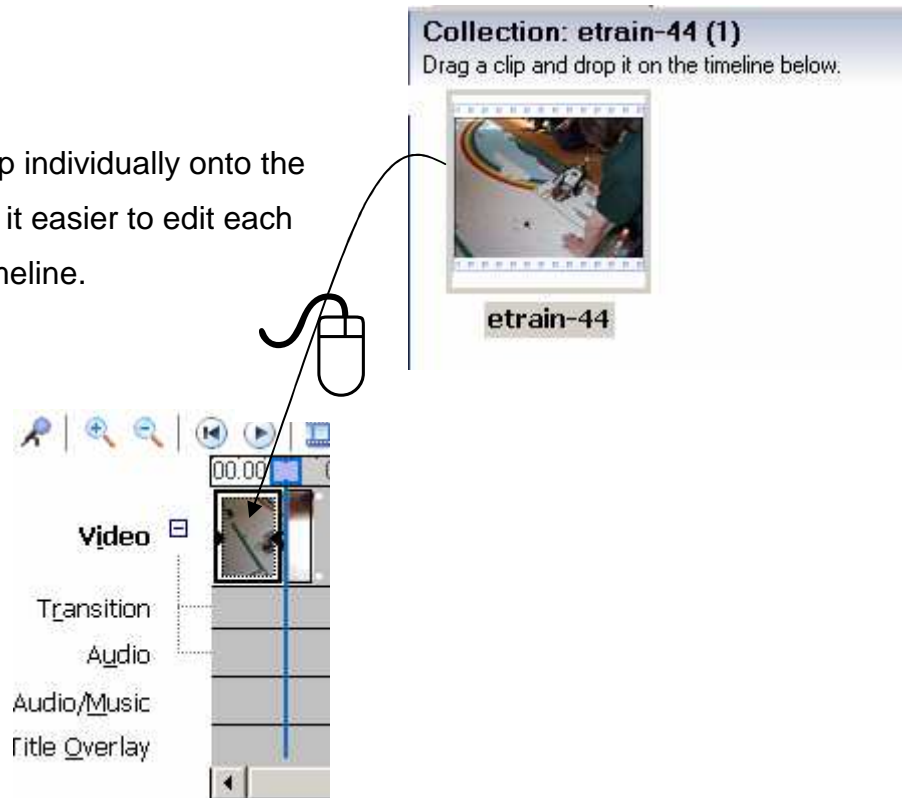
## Working with Video Clips ( Not Individual Photos)

Import your video clips.

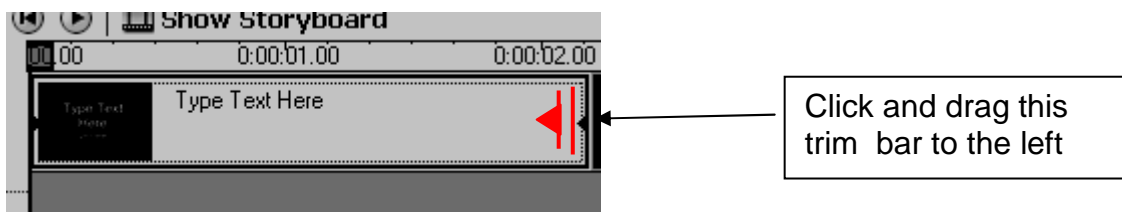
The imported clips will show in the collections box.



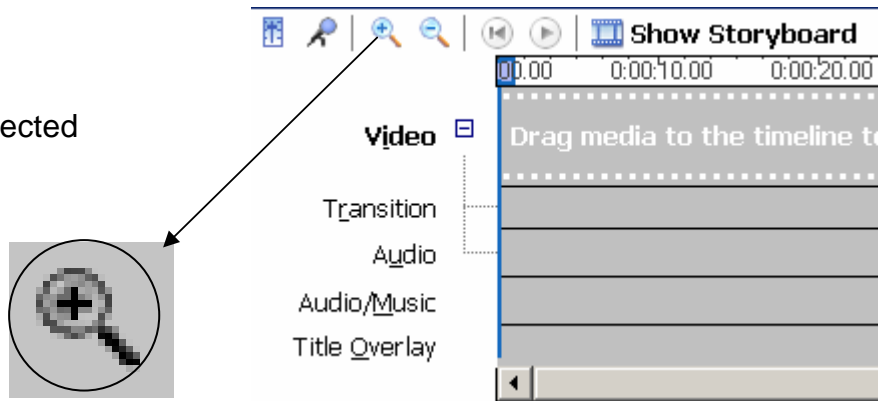
Left mouse click and drag each clip individually onto the video section of the timeline. I find it easier to edit each clip after I have placed it on the timeline.



Edit, add sounds etc as previously described. Use the drag bar to "trim" each clip from the beginning or end



Make sure that **Timeline** View is selected



Probably your movies 's will appear too small to see individually in the Timeline. Click on the **+ magnifying glass in the Timeline bar** to increase their visibility in the timeline ( this doesn't effect anything else)

**Trimming the video clips.** You can insert a clip several times into the timeline. Each time you will drag the entire clip onto the timeline and then trim it from either/both the front and back ends of the clip. There's no way to simply select individual sections other than this process.



Move the blue cursor along the film clip, at the same time watch the clip play in the preview screen at the to right. The preview screen allow you to position the cursor in the exact place that you wish to trim he clip to.



Once you have located the position that you want the film to start from, position your mouse cursor at the start of that section of film clip and click and drag the trim handles to trim the clip while watching the preview screen to make sure you stop at the correct position



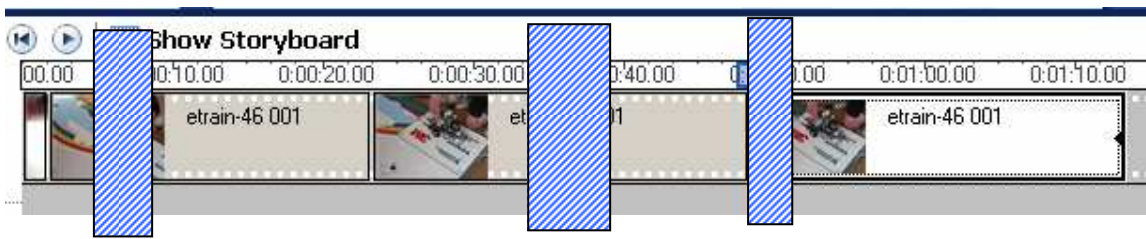
Click and drag to trim from the start of the clip

Trimming from the end is carried out in the same way.

To achieve the scenes that you want, you may need to insert the same clip several times in the timeline and trim the same clip to several different positions.



E.g. The areas shaded in blue are the sections of film I want to keep. I would have to insert the same clip into the timeline 3 times and trim it from the front and back 3 different times to achieve what I want.



Recording narrations and inserting titles is done in exactly the same way as outlined for the individual photo method.

Finishing your movie “ SAVE TO MY COMPUTER “ as outlined blends all the clips , titles etc into one piece and ensures that Movie Maker has locked in all the film clip files.