

A. Purchase QuickTime Pro at the online Apple Store

<http://store.apple.com/quicktime/mac.html> (a code will be sent via email to put into your existing QuickTime) by paying A\$44.95 (PC and Mac versions) or US\$29.99. QuickTime has a very good “Help” section and step by step tutorials are available at <http://www.apple.com/quicktime/pro/tutorials.html>. The following instructions are based on the 5Rs teaching approach for creating a slowmation that involves students designing and making a sequence of five representations. We assume that you have already completed the first two representations (i) **Background** and (ii) **Storyboard** (along with scripting the narration).

Representation 3: Models and Photographs

Taking the photographs

1. Make sure the students are aware that many small movements, about 1cm, are better than large movements. Demonstrate a simple animation using some post it notes and flip them. Start small by making a simple slowmation showing small movements using existing models or people.
2. Lay down a project cardboard sheet or butcher’s paper (which can be coloured) and build the models on the floor flat with the camera mounted on a tripod looking down at the models. Make sure the models are movable and not stuck to cardboard. Tape the cardboard and camera to the floor for stability. Existing plastic models can be used standing up so position the camera at about 45 degrees to the models.
3. Make sure the image size for the pictures is set on the **SMALLEST SIZE** such as 640 x 480 pixels or the lowest resolution. If you are using more than one camera make sure that they are the same photo size.
4. Move the models about 1cm at a time for each photo. A 30 sec slowmation needs about 50 photos.
5. Take one photo at a time which can be copied later for a static image and labels can be later added.
6. Connect the camera to the computer and download the photos onto the computer.
7. Make a folder on the desktop, name it and copy your photos into the folder. Disconnect the camera.

Representation 4: Making the Animation

Opening the Program

1. Click on QuickTime Pro
2. Select File and select “Open Image Sequence”. (For PCs select frame rate at 2 frames/second)
3. Locate folder with digital images and click on first image
4. Click on “Open”
5. A new dialogue box appears, select the desired frame rate (usually 2 frames/second) and click “OK” and the QuickTime movie will appear on the desktop. Play it by clicking the large arrow in the animation.
6. Open the File menu and select “Save”. Write the title in the dialogue box and select where you want to save it, click “OK”. Make sure you “save as a self-contained movie” as this will make it independent with the photos compressed within the movie.

Making static images to suit a narration

1. Open the movie and use the horizontal arrows to get to the important photo that you need to stay longer on the screen. Go to Edit and select “Copy” and then “Paste” the photo about 10 times or as long as you want it to stop. You can use the short cut keys indicated. Make sure you bring together the small edit tabs until they disappear otherwise you will keep unwanted images in the memory.
2. An alternative way is to open a photo in a graphic program and type in labels.

Adding a narration or music

1. Slowmations need a narration or text but not both. It is advisable to write a script first to get the best possible narration. If making a narration open “File” and select “New Audio Recording”. Make sure that the microphone in the computer is turned on or use an external microphone. Click on the sound file and then the animation to record the narration. Use the tabs to select the first second of the audio file and press Delete so that it matches the animation.
2. To add a narration, click on the sound file, go to Edit and click “Select All” and then “Copy.”
3. Click on the animation and choose “Add to Movie”. Make sure you turn the volume up.
4. It is important that you save with “Save as” and save it as a “self-contained movie” to embed the sound track.

5. Minimise music so as not to distract from the explanation. To add music, Open “File” and select “Open File”. Locate the music needed and click on it and repeat steps 2-4. Make sure the length of the music matches the length of the animation
6. If you want to make a QuickTime File from I tunes. First you select the track in Itunes and copy it to the desktop. Then open FILE and OPEN in QuickTime Pro. Click on the music file and go into FILE and “Save.

Saving the animation

1. When you click “save” there are two choices. You can save the animation as a “Self-contained movie” which means that the photos and sound file are embedded as a self-contained unit in the animation (and can be copied and shared) or as a “Reference movie” meaning that the animation is linked to the photos or sound on your computer but will not copy for sharing. Hence, you must “save as” a self-contained movie which is bigger than a reference movie.

Modifying the animation

1. Edit the QuickTime Movie itself with delete, copy and pasting in any new photos (such as authentic photos) directly.

Emailing an animation

1. Open animation and Choose “File: and select “Share”
2. Select size “small or medium”, click “share”
4. Movie is automatically attached to an email. Write email address in box and press send. (try around 500kb-1MB)

Downloading to an I-pod

1. Open animation and go to “File” and then “Export” Select “Export” and click on “movie to MPEG-4 and click “Save”
2. Copy QuickTime movie in MPEG-4 format into I-tunes
3. Syn to I-pod in movie section. Use forward and back arrows to repeat slowmation.