

Making a “Slowmotion” on a PC using Windows Movie Maker

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Windows Movie Maker comes free and installed with Windows XP or Windows Vista operating system. On a PC, Windows Movie Maker is the movie making program and Windows Movie Player is the program for playing videos. If you are having any difficulties there is an extensive “Help Topics” in the pull down menu section. The following instructions are based on the 5Rs teaching approach for creating a slowmotion 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 such as 1cm are best. Demonstrate a simple animation first on some post it notes and flip them. Start small by making a simple slowmotion.
2. Lay down a project sheet or butcher’s paper (which can be coloured) and build the models on the floor in the horizontal plane with the camera mounted on a tripod looking down at the models. Make sure the models are movable and not stuck to cardboard. 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 of the camera is set on the **SMALLEST SIZE** such as 640 x 480 pixels or the lowest resolution possible. If you are using more than one camera make sure that they are set on the same photo size.
4. Move the models about 1cm at a time for each photo. A 30 sec slowmotion needs about 50 photos.
5. Minimise text and only label key concepts taking one photo which can be copied for a static image.

Representation 4: The Animation

Downloading Photos, Uploading into Windows Movie Maker and Editing

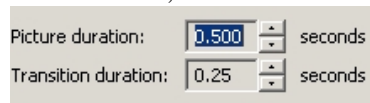
1. You can download the photos in one of two ways: (i) Connect the camera to the PC computer and open “My Computer”. The camera will come up on the desktop as a “Removeable Disk”, click on this and copy to the desktop; or (ii) Right click and choose “new”, then “folder”, open the “Removeable Disk” icon and copy the photos into the folder and disconnect the camera;

2. Open MovieMaker and go to “1. Capture Video” click on “Import Pictures”.



Locate folder on the desk top with digital images and click on first image. Click “Ctrl + A” and to select all and then click “Import” so that all the photos should appear on the photoboard.

3. Go to “Tools”, then “Options”, then “Advanced” and choose picture duration at 0.500 and the transition should be set at 0.25, click “OK”



4. Click on the first slide and then “Ctrl + A” to select all. Drag the photos down to the storyboard.
5. The movie will appear in the “Storyboard”. Play it by clicking the large arrow in the animation.



6. If you want to show full screen, click “view” and then full screen.
7. Go to “File” and click “Save Project” and name it. Do this regularly in case the program freezes.

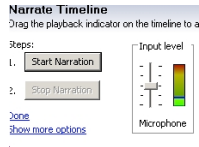
Making static images to suit a narration

1. Click on the relevant photo in the storyboard and then click “Ctrl + C” to copy and “Ctrl + V” as many times as you need (.5 sec/photo) to keep the static image on the screen which is important for the narration to be recorded later.

2. Use the arrows on the bottom right hand side of the computer to find the images that you want to copy and do the same as above.
3. You can rewind the storyboard with “Ctrl + Q” and play the storyboard with “Ctrl + W” or use the arrow keys.
4. You can delete any unwanted photos by clicking on them and pressing Delete.
5. You can add your own authentic photos or photos from Google Images by copy and paste.

Adding a narration

1. Slowmotions need a narration or text but not both. It is advisable to write a script first to get the best possible narration which should already have occurred in the storyboarding phase. Go into “Tools” and select “Narrate Timeline”.



or click on the microphone icon above the storyboard.



Make sure you click on “audio device” to make sure the microphone is selected and that the green line is illuminated showing that the microphone is on.

2. Click on “Start Narration” and stop when necessary.
3. Make sure you name the sound file and save it.
4. If your narration did not record, make sure you have a microphone in the computer and that it is turned on. You may have to use an external microphone. To test that your microphone works go into “Control Panel”, double click on “Sounds and Audio Devices”, click on “Test Hardware”, then “Next” and your Sound Hardware Test Wizard” should appear with a green line showing testing. The Microphone Test dialogue box will appear and should show movement on the scale if your microphone is working. The version of Windows Movie Maker in Windows 7 does not have a narration option.

IMPORTANT: Saving the animation to the correct format

While you are using Windows Movie Maker, it is not a completed movie as the photos and narration need to be compressed into a finished movie.

1. When it is finished, you can save the project by clicking “Finish Movie” and then “save to my computer”

3. Finish Movie

Save to my computer

Name the movie in the “File Name” and “choose a place” which is usually preset as “My Videos”, click “Next” and “Next”. If you see the green line this is good as it is compressing the photos and narration together. This saves the movie as a .wmv (window media video) file which allows it to be shared, and opened by other computers. It must be saved as a .wmv to be uploaded to the web site or transferred on a thumb drive. If you just “save” under the FILE menu within Movie Maker it stays within the software as a .WMMV file which cannot be transferred, copied or uploaded. The finished project should be a “.wmv” file which you can now copy it to a thumb drive, a CD or upload to the internet.