



## **Claymation in the Classroom**

## How to Use MovieMaker

1. Create a folder on the desktop or in a network drive.
2. Copy all the pictures into the new folder. (Hint: press Control A to select all, press Control C to copy, move to the new folder and press Control V to paste.)
3. Open Windows MovieMaker.
4. Make sure the **Task** window on the left is visible. If not, click on **Tasks** on the toolbar at the top of the window.
5. The Movie Tasks are listed here. Under Step #1: Capture Video, click on **Import Pictures**.
6. The Import File window will open, locate the new folder you created that has all the pictures.
7. Select **all** the pictures by pressing **Control A**, then click on **Import**. All pictures will be imported into the collections area in the middle of the screen.
8. Click on each picture and drag down to the timeline. If you would like to add all of the pictures at once, **Ctrl A** to select all of the pictures and drag down to timeline. All the pictures will appear on the timeline when you release the mouse.
9. If you can't see the pictures on the timeline, click on the magnification glass with the plus sign to zoom the timeline in.
10. The duration (the amount of time the pictures appear on the movie) of the pictures might need to be adjusted. You have 2 options here according to your situation:
  - a. If you have NOT added your pictures to the storyboard: go to the **Tools** menu and choose the **Options** command.
  - b. If you have already added your pictures to the storyboard, change the view to Timeline and zoom in all the way so that you can see each picture. Click on the picture that you want to adjust and point to the right border. Your cursor will change to a red double-headed arrow, then you can drag the border to decrease or increase your time.
11. The lower the duration, the movement of the clay will be more fluid-like.
12. If more pictures are needed to increase the size of the file or to add to the transition of the video, select the picture on the timeline that needs to be copied, right click and select **Copy**. Then right click again and select **Paste**.
13. Now it is time to add a title and credits to the movie.
14. Under step #2 Edit Movie, click on **Make titles or credits**.
15. Select where you want to add a title or add credits.
16. Type in the title and subtitle then click on **Done**, add title to movie.
17. If you need to edit the title, right click on the title frame on the timeline and select **Edit title**.
18. To add credits, click back under step #2 Edit Movie, click on **Make titles or credits**.
19. The credit has a title at the top, then the rows below it are for the name of the character or title then the second column is for the person's name.
20. Or in the first column type the character then place ..... (dots) the person's name.
21. Click **Done**, add title to movie.
22. To add audio or music to the movie, go back to step #1 **Capture Video** and click on **Import Audio or Music**.

23. The **Import File** window appears, find the location of the music file you want to add and click on Import.
24. The audio file will go in the collections window; you might have to scroll the collections window up to see it.
25. Move your timeline to the beginning of the movie.
26. Click on the audio file and drag it down to the timeline.
27. If the music click is too long you can go to the end of the click and center your mouse on the bar that represents the music and drag in toward the beginning of the movie. You can also right click and adjust the fade in and fade out of the music. You can do this to any of the frames on your timeline.
28. Go to step #3 Finish movie, and select the location you will save the movie. Select **Save to my Computer**.
29. Enter a file name and **Browse** to find the location for your movie.
30. Select the **best setting for playback on my computer**.
31. Click on **Next** and the movie will be saved.
32. Click on Finish and the movie will play or go to the location of the movie and double click on it to open and view.

If you have any problems, you can always use **Help** located in MovieMaker or hit F1.