

Making a Blended Media using iMovie 10

In following these instructions, we assume that you have already watched the video above and completed a Storyboard (plan) for your Blended Media (including information about the media you are going to use/capture and a narration). You are now ready gather your media and put it together using iMovie 10.

STEP 1: Gathering images/videos

Once a storyboard is written with your narration, you need to get still, slow moving and video images to complement it. You can use your own images and/or download pre-existing ones from YouTube and Google Images. It is best to collect all your images (still and video) and put them in one folder labelled “Media” on the desktop with sub-folders labelled “Static Images”, “Slowmation Images” and Video” so that you have them in one place in case there are technology problems. If you are using a digital still camera to take your own photos it is important to have your camera image size on “low resolution” or “vga”.

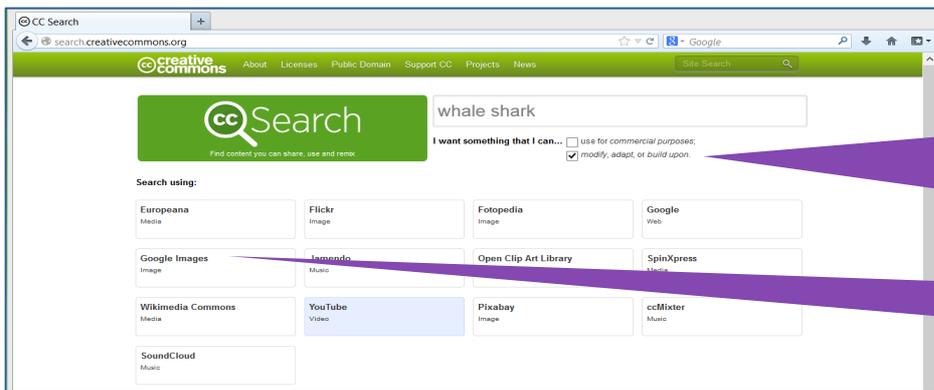
TRANSFERRING YOUR OWN PHOTOS/VIDEOS FROM IPHONE/IPAD TO COMPUTER

(i) Photos: When taking images using your device try to keep the device as still as possible. When you connect your device to your computer (using USB cable), the images are automatically displayed in iPhoto. Click “Select all” and “Import Photos” to bring them from the device to iPhoto. Set up a folder on the desktop, press “Shift” or go to “Edit” and then “Select all” and drag them into a folder you have set up on the desktop. Once they are in the folder then you can disconnect your device. You then have to decide if you want to keep the photos on your device or delete them.

(ii) Videos: If you have taken a video with an iPhone/iPad then follow a similar format as the still photos. Connect your device to your computer, import the videos into iMovie, and then drag the videos to the folder where your still photos are so that you have all the still images and video in one folder.

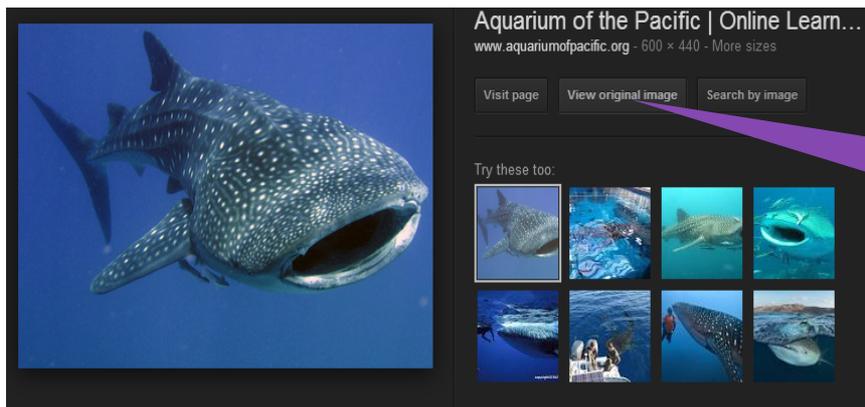
DOWNLOADING PRE-EXISTING STILL IMAGES

To find and download static/still images that are have a Creative Commons Licence that can be shared, remixed or reused go to the “Creative Commons Australia” website at <http://search.creativecommons.org/> and do the following (these should be referenced so see video on Digital Scholarship):

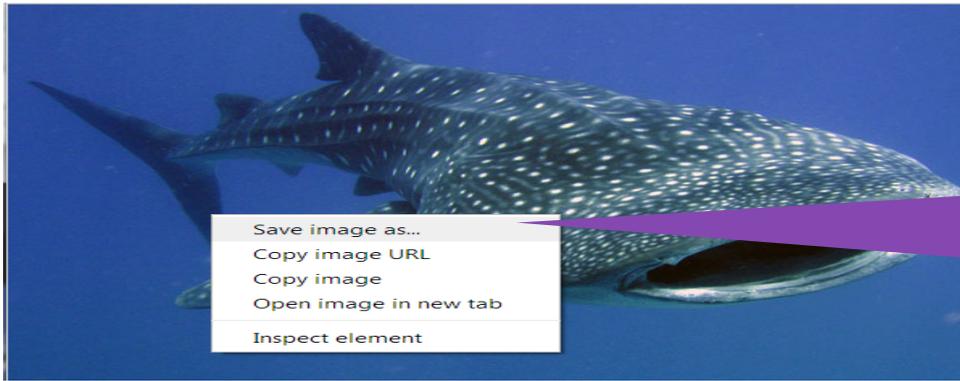


Type-in your search terms and tick the “*modify, adapt, or build upon*” box

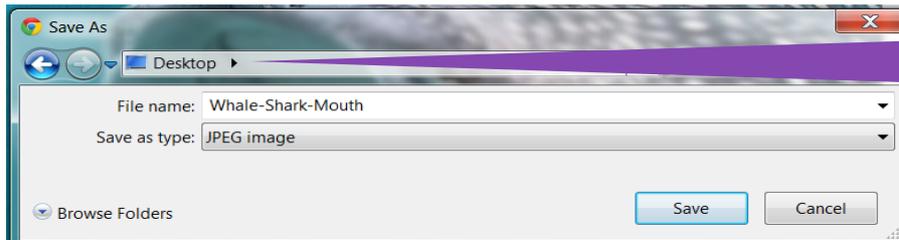
Select Google Images



Select image and click “*view original image*”



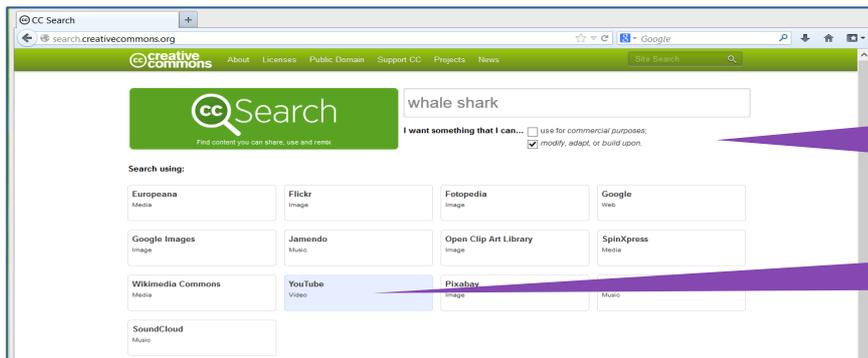
Right click on image and select "Save image as"



Save image as a JPEG file to the Desktop

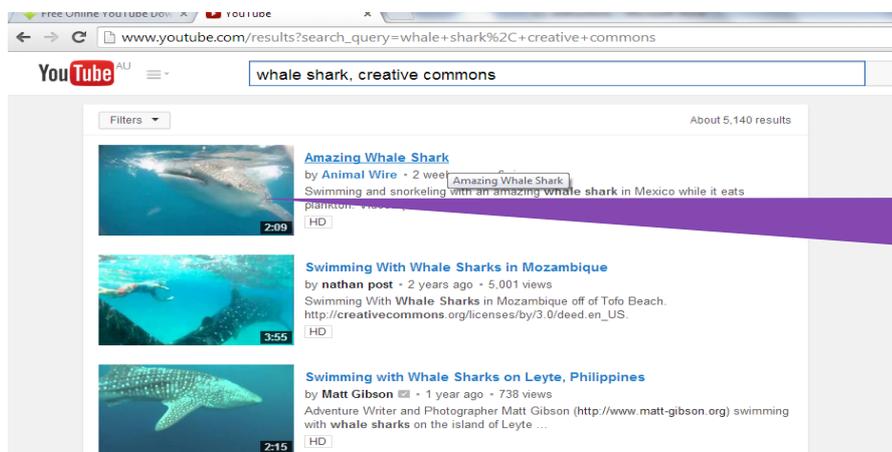
DOWNLOADING PRE-EXISTING VIDEOS

To find and download free videos that can be shared, remixed or reused go to the "Creative Commons Australia" website at <http://search.creativecommons.org/> and do the following:

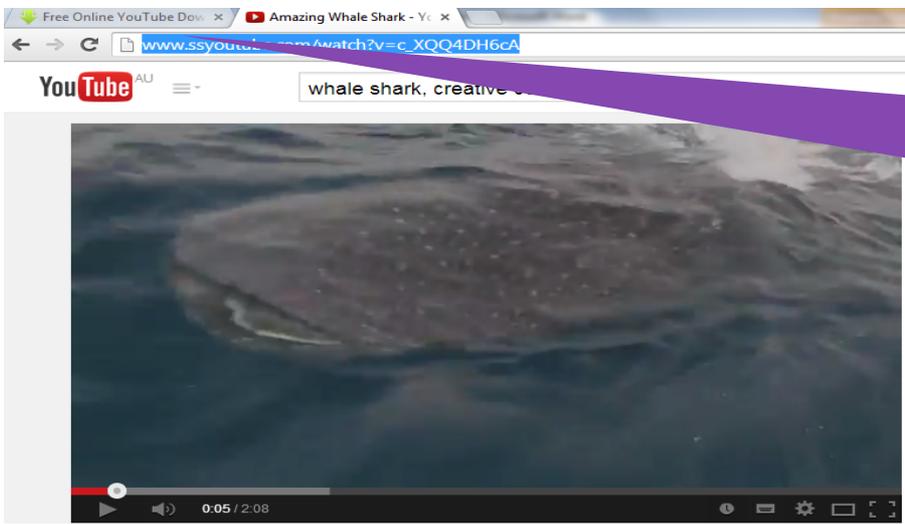


Type-in your search terms and tick the "modify, adapt, or build upon" box

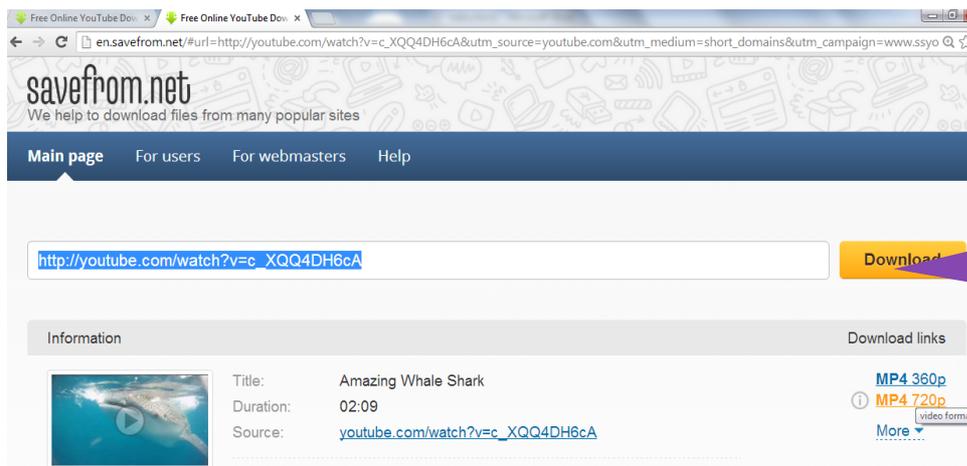
Select YouTube



Select the video you want to download and play



Type the letters “ss” before “youtube” in the video URL and press Return



Select “Download MP4” and locate the video in your Downloads folder

SLOWMATION IMAGES

Once you have made or downloaded your static images and video in your images folder you can then create your slowmotion images which is simplified stop-motion animation with image speed set at 2/frames per second (.5/sec). See www.slowmation.com for the instructions. Slowmation is very good to show the indepth science processes in your explanation and “zooms in” or “drills down” into the explanation of the concept. Once you have your static images, slowmation images and video in your “Images folder” on your desktop you can then open up your movie making software, either iMovie or Windows movie maker and start blending.

STEP 2: Importing images/videos into iMovie & allocating frame speed

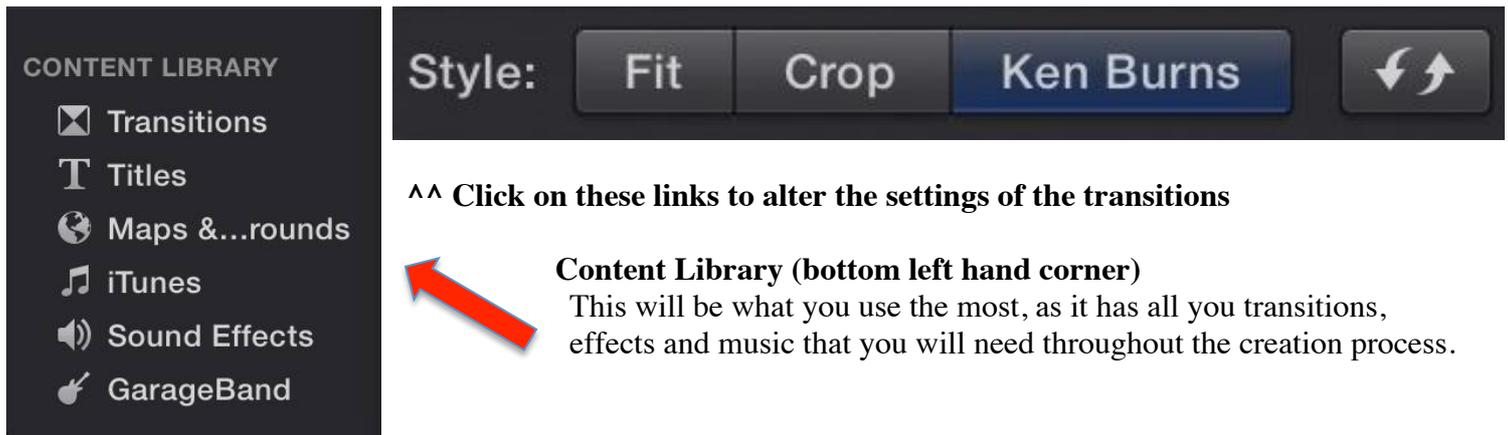
Create your project

Open iMovie and go to File ⇒ Create New Movie. Once clicked on this you will be asked to apply a theme (as seen below), then name your movie, and continue to create.



Turn off the default zoom setting (VERY IMPORTANT). Go to File ⇒ Project Properties and at the top of the screen is “Initial Photo Placement”. Click on the drop down menu and tick “Fit to Frame” rather than

the default “Ken Burns” (this makes the images zoom in and out automatically). You can change it after you insert/place your images in the movie.



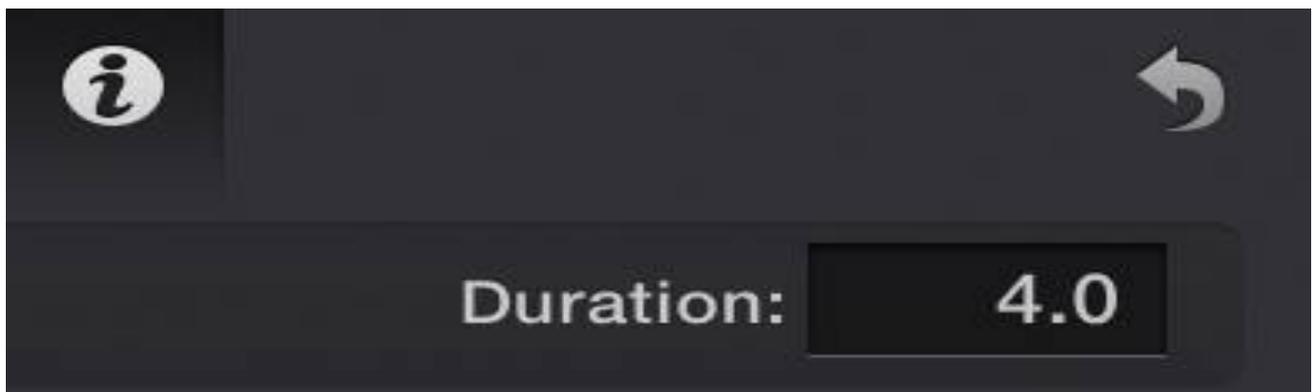
Import photos and video into iMovie

(i) Still Images: Take your still images using a digital still camera or phone and try to keep it still (taped to some books or a desk). Connect your phone to your computer and the images are automatically displayed in iPhoto. Click “select all” and “import photos” to bring them to iPhoto. Click on the first and last photo holding down the shift key and then drag into your “Static Images” folder. You can copy and drag still images (for static images or slowmotion) directly from your media folder on the desk top into image area in iMovie.

(ii) Video: You cannot drag the video directly into iMovie, you need to import it first. Go to File ⇒ Import Movie which will take you to your computer. Find the movie (in the folder where you copied it) and click “Import”. Make up a new file name and this will then go to the top of the videos that have previously been imported. Select which part of the video you want and drag and drop the selected area or copy and paste.

Set timing

- Default duration for photos is 4 seconds
- To alter time to either increase it or decrease it click the little “i” button and put the desired time in which for slowmotion is usually .5. For static or still images the time is longer.



STEP 3: Adding a narration

Once you have the timing set for the images, trial the image timing. Adjust the image timing to suit the narration. When you are ready to record your voice you have three options:

1. Either download “Audacity” it is a free and easy to use program
2. Use the voice recorded in iMovie (mind you, it is difficult to use and takes a long time to install), you should see an audio box appear with a green line showing your voice level. You need to click the first clip to start and it is after a three-second count down. You will see the audio file being created in purple. You can delete it if you make a mistake. You can also pick it up and move it

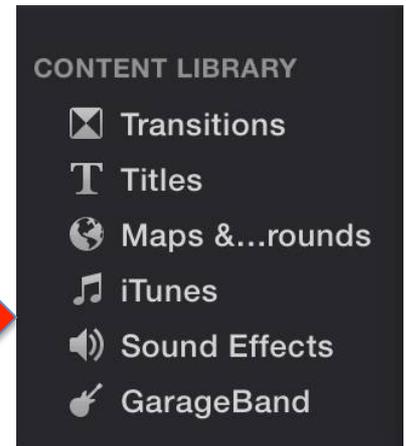
around. You can make one continuous audio clip or a set of them (depends on how often you need to stop to check your script) but it is simpler to do it in one run.

3. Record voice on phone then insert it in

Choose which ever one is easiest for you to use and manipulate

Add music/sound affects

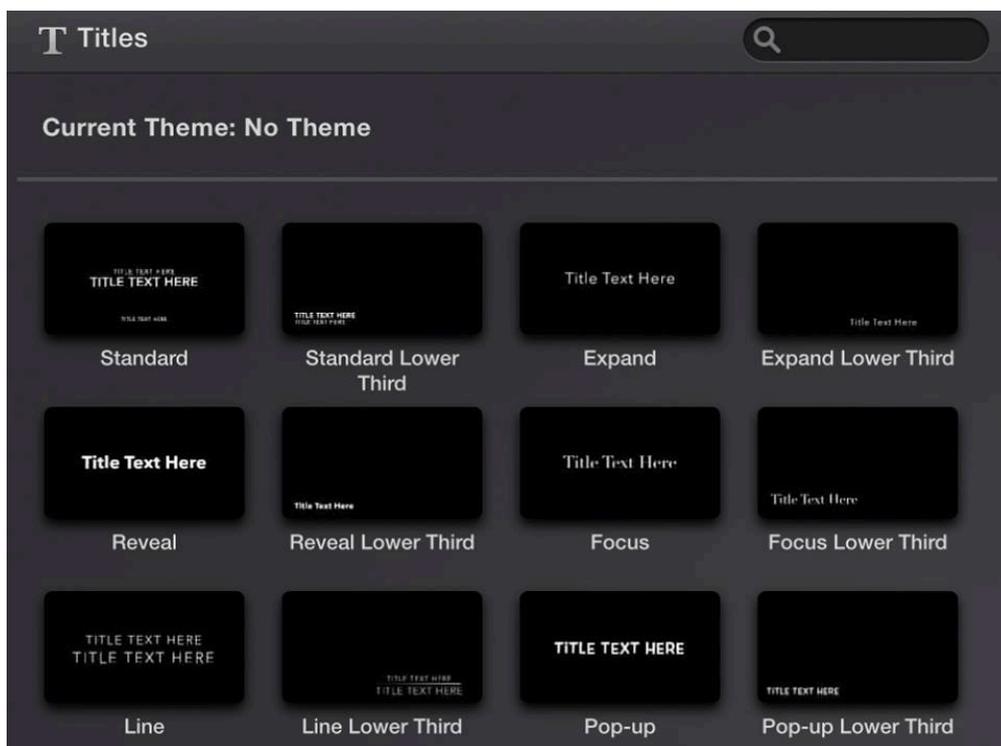
You can add music/sound affects if you wish but it often detracts from the narration so perhaps just play some in the background at the beginning and end images. Make sure it does not detract from the narration. To add music simply, click on iTunes link in your content library (bottom left corner) and then your whole iTunes library will appear. Click and drag the song or songs you wish to use and insert them into your movie library.



If you want to add some sound effects you can click on “iMovie Sound Effects” and “iLife Sound Effects” and drag and drop. This works just like the audio you created in step 6 and just adds another sound track. You can copy and paste these to get longer sound effects. However, “more effects can be less quality” so don’t get carried away with the “bells and whistles” and keep in mind the main purpose which is a clear explanation using blended media for “complementarity”.

Add a title and credits

Click on the titles link on the content library, on the bottom left hand corner. Look for a title/transition that works for you. Edit it in the top right space where the add text and duration is. Drag the name of the tile you wish to use into the movie space and it will automatically insert it in.



STEP 4: Saving the file

Save/Share your movie.

Go to Share ⇒ Export Movie Using QuickTime and export the movie to your desktop.

For more help with iMovie go to:

<http://www.apple.com/support/imovie/>

Referencing

If you do download still images or video using Creative Commons you will still need to reference the original source.

STEP 5: Referencing/Attribution

All materials used including media with a Creative Commons licence require that users of the work attribute or give credit to the original author. This is also a requirement under Australian and international copyright law. This means you always have to acknowledge the creator of the CC work you are using, as well as provide any relevant copyright information. This allows the material to be copied, distributed and reused, at a minimum in its current form, for non-commercial purposes, and as long as the original creator/s are credited, which is called **attribution**. See video on left hand side entitled “Digital Scholarship” explaining four sources for digital material and how to attribute or reference appropriately.