

Stop Motion Animation Tutorial using Windows Movie Maker

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1. First come up with a story to animate. You can use the planning document at <http://www.beverlyschool.org/animation/animationplanner.pdf> to help students organize their thoughts. Clay animators make their own figures for stop motion animation, but this is time-consuming. To save time, try using small toys or figurines as characters. If you want to test this project out without taking the time to take photos, download a zipped folder of the photos we used to make this project at <http://www.beverlyschool.org/animation/barnyardphotos.zip>. (Be patient -- this is a very big file and could take up to 20 minutes to download on a high-speed connection.)
2. A picture from a book makes an instant background. (If you have more time, you can draw a background.)
3. Set up the book using binder clips which help hold the book open.



4. Set up your digital camera to a medium (200KB) setting. Larger images may crash the MovieMaker software.
5. Set up using thick books in front of the background if you need your camera to have a higher perch for photos.

6. You can use a tripod or tape down the camera to keep it in the same spot (otherwise, it may shift when you take photos).



6. Now you're ready to film! Place the object(s) in their starting position. Take a photo, then move the object a tiny amount into its next position. Smaller moves will make for a better video.

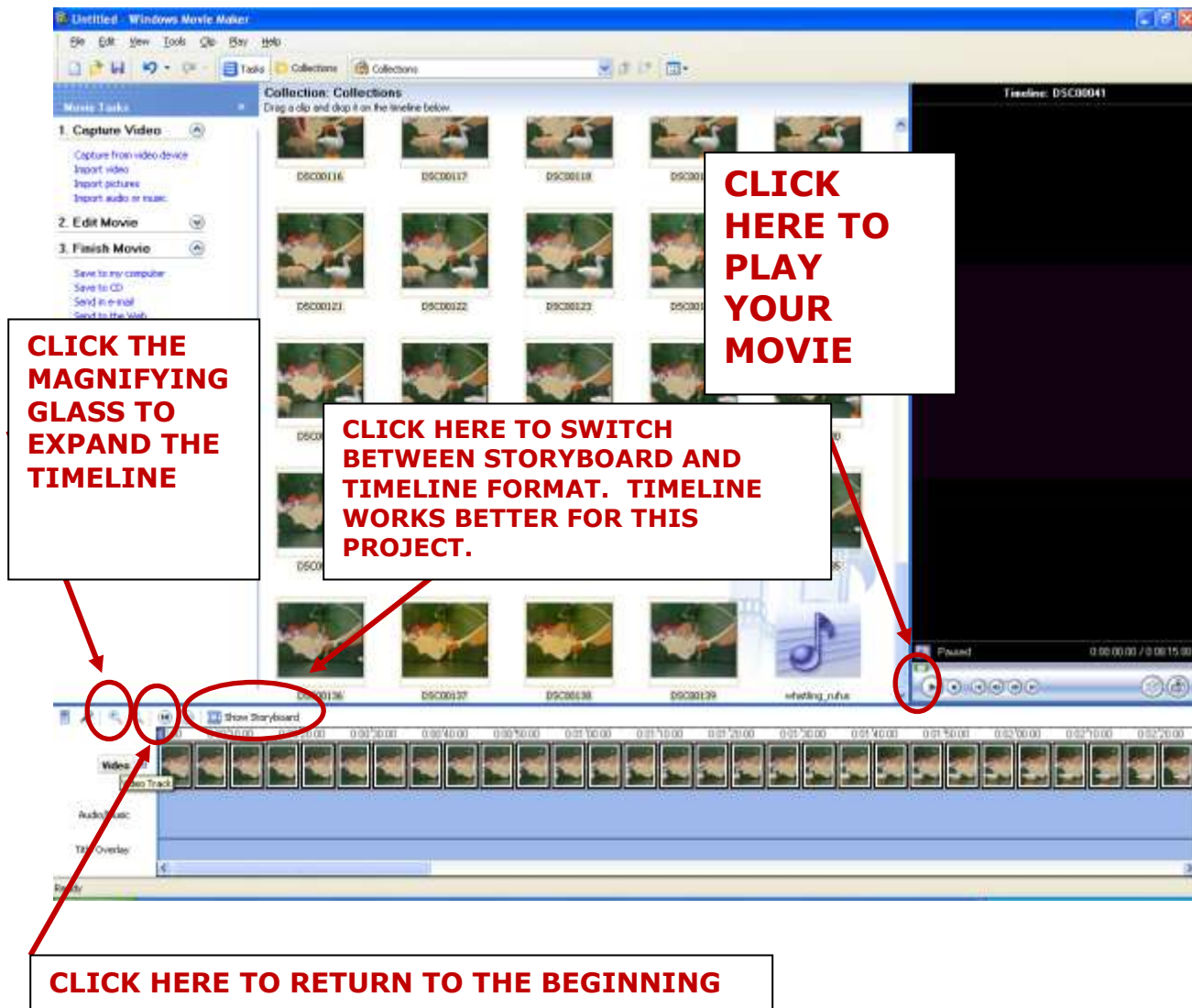
7. Continue until the object(s) leaves the screen or your story ends. Make sure you film the whole story in one setting. It is very difficult to combine photos from two different filming days!

8. After filming, download the images to your computer and save them in a folder.

9. Open Windows MovieMaker. **Before importing** pictures into Windows Movie Maker change the slide duration time. Click on "Tools" then "Options" at the bottom. Click on "Advance" tab to change the duration time to the lowest time available (0.125). Once you import the pictures it will be harder to change the duration time. You will have to change each slide.

10. On the left side column are the movie tasks. Click on **Import Pictures** under Task 1. Find the folder where you saved your pictures, click CTRL+A to select all images, then click the **Import** button to import them into Movie Maker.

11. Highlight one of the pictures you imported. Then do a ctrl A to highlight them all. Drag them to the storyboard or timeline on the bottom of the screen. (You want to work in Timeline layout at the bottom of the screen. See the screenshot to see how to toggle between Timeline and Storyboard formats.)

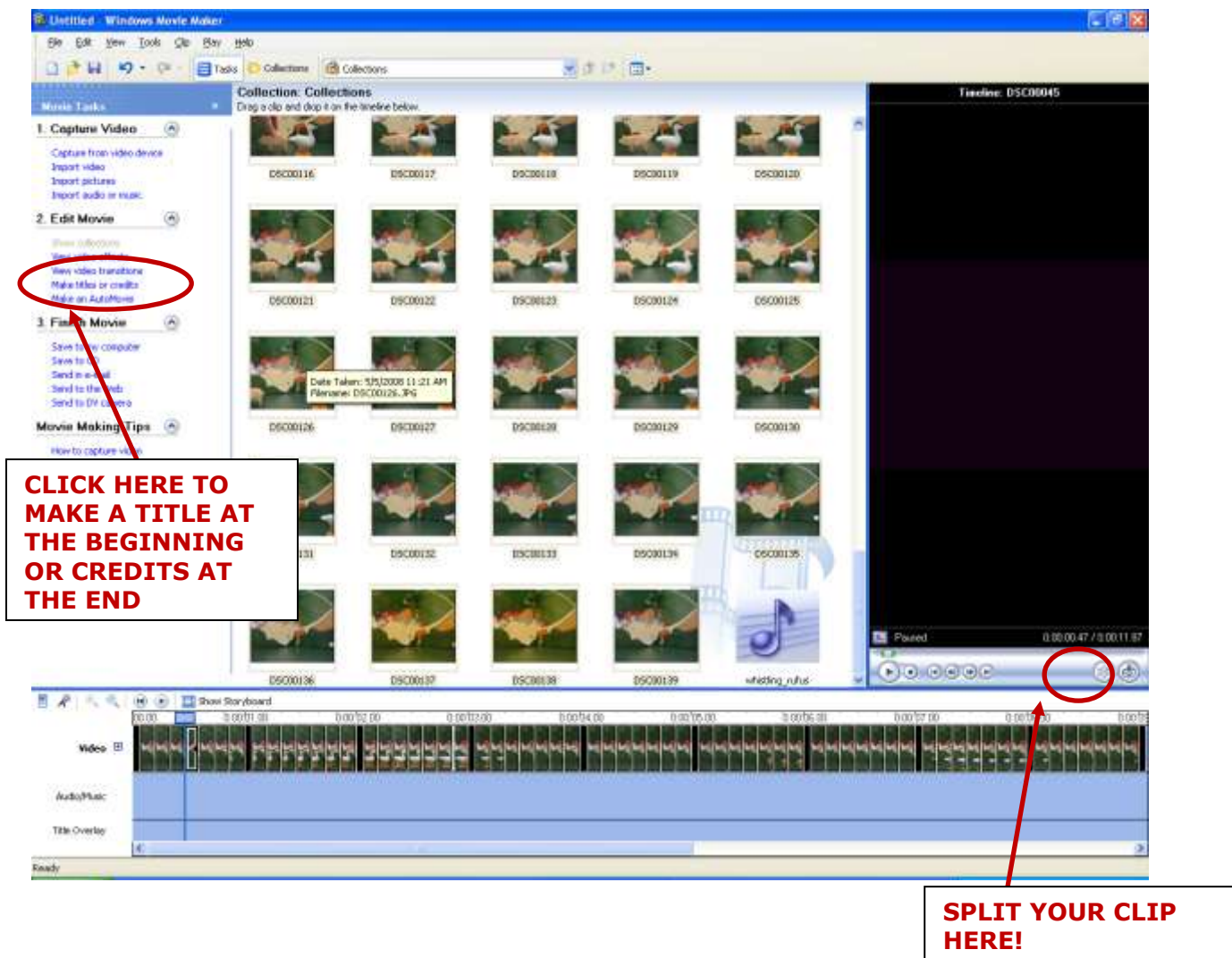


12. Click the magnifying glass (right above the storyboard) as many times as you can to make the timeline larger and easier to see each element.

13. Play your movie!

14. If you have any photos you want to remove, click the "Back to the Beginning" button (see screenshot) and use the left and right arrow buttons to move one slide at a time through your movie. When you have highlighted the slide you want to delete, click the **Delete** button on your keyboard (or right-click on your mouse and select **Delete**).

15. Now you're ready to add titles and credits. In the left column, click the down arrow next to "2. Edit Movie" to reveal the options. Click on **Add Titles and Credits**.



16. From the options that appear, click **Add Title at the beginning of the movie**.

17. Type your title in the top box and your name in the bottom box. (If you are going to post this online, do not use last names to protect student privacy.)

18. If you want to change the font, color, or animation style of your title, click your choice under **More Options**. When you have finished, click **Done** and you will go back to the main Movie Maker screen.

19. Repeat steps 15 - 19 to add end credits. (In Step 16, click **Add Credits at the End of the Movie** instead!) Be sure to add the name of the book if you used an illustration for a backdrop and the source of the music (if used -- see Steps 20-21). If, when you watch your movie, the credits run too quickly, highlight the credits on your Timeline and drag them to the right until they are the length you prefer.

20. Want more excitement? You can add music. Download an education-friendly sound effect (www.soundsnap.com) or piece of music (www.magnatune.com) to your computer. If you are asked what format to download, mp3 format is the most universal.

21. Now import that audio into your movie. Under "1. Capture Video" on the Movie Tasks lists in the left column, select **Import Audio or Music**.

22. Drag the icon representing your audio to the beginning of your timeline.
23. Play your movie.
24. You will probably have music that lasts longer than your movie. Find a spot where you want the music to end and position your cursor in that place on the timeline. Click the "Split Clip" icon (see screenshot). Delete the second half of the clip by highlighting it and pressing **Delete** on your keyboard or by right-clicking on the clip and selecting **Delete**.
25. Watch your movie one more time to make sure all of your elements are working in harmony.
26. Now it's time to export the video into a format that can play on the Web. Under the Movie Tasks column #3, select **Save to My Computer**. Give your movie a one word title (no spaces) and select where you want to save it. Click **Next**.
27. On the Movie Setting screen, under **Other Options**, click the right arrow and select **Video for Broadband (340 kbps)**. This makes a nice file size for computers with high-speed Internet connections. Click **Next**.
28. On the next screen, click **Finish**.
29. Follow your district's instructions for uploading the file or burning it to CD. You can see our finished project at <http://www.beverlyschool.org/animation/barnyard.wmv> .
30. Congratulations!

