

COM1145 – Animation

How to Animate with iMovie

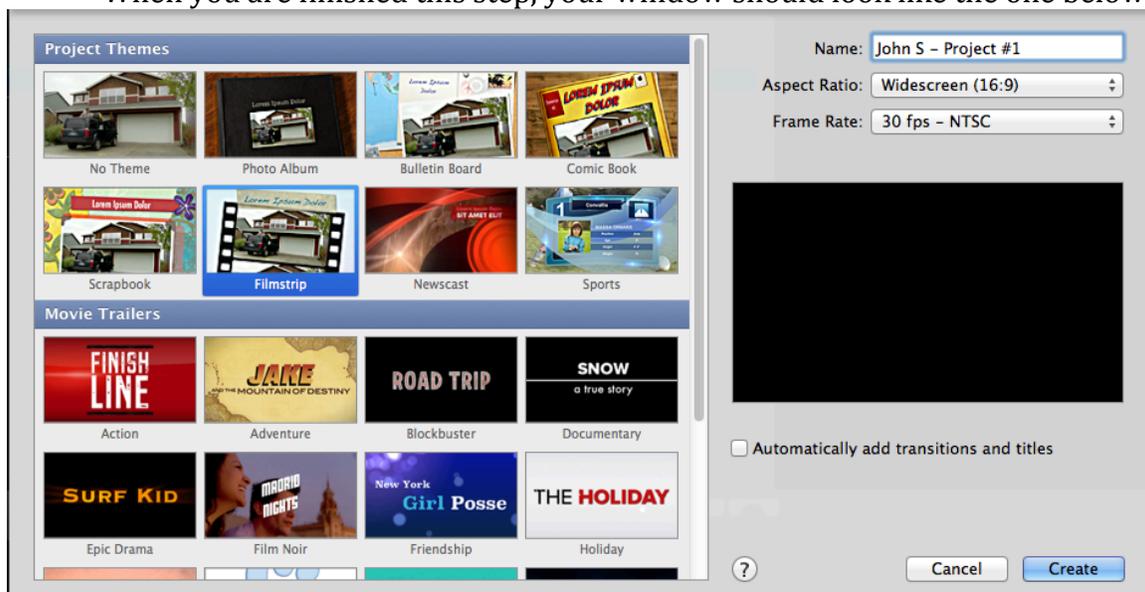
Before you begin make sure all of your pictures have been loaded into a single Event folder in iPhoto. If you need help doing this, ask your teacher for assistance. Once your pictures are loaded up, in order, in a single Event folder, go to Step 1.

Step #1 – Open iMovie

If iMovie is not on your Dock at the bottom of the screen, click the magnifying glass at the top right corner of the screen, next to the time. In the search window that comes up, type iMovie. Select the Top Hit. This will open the program.

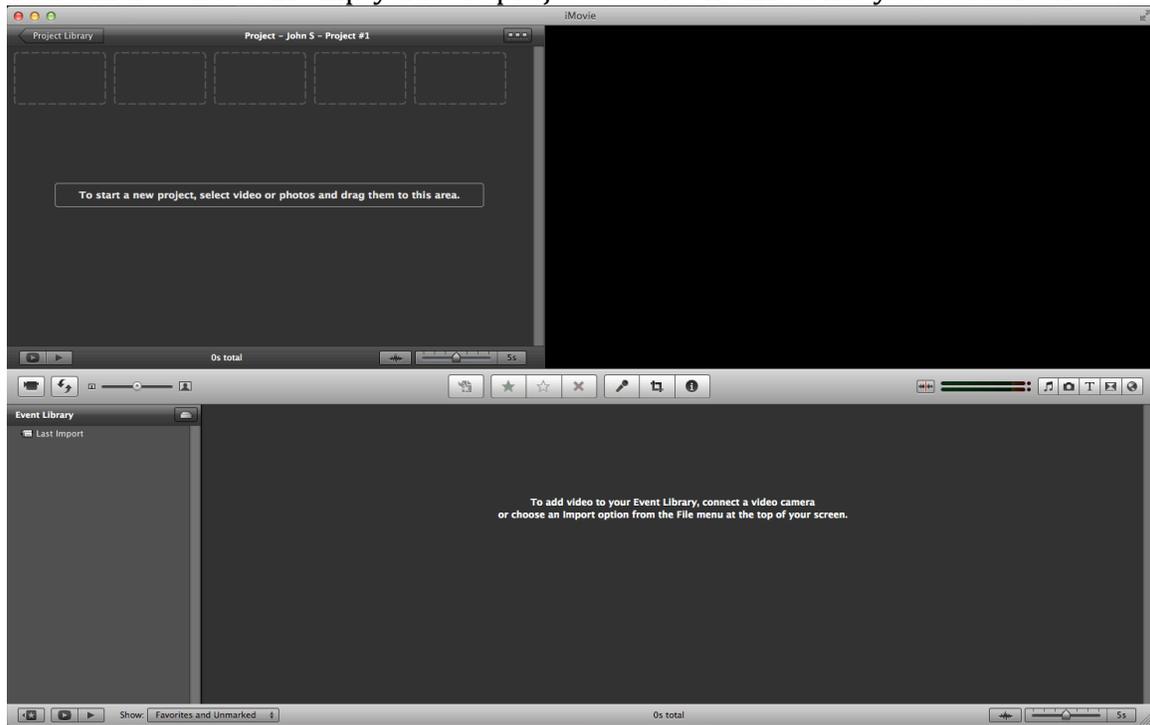
Step #2 – Start a new Project

- When the program opens, select File from the Menu bar at the top of the screen. From the list that appears, choose “New Project.”
- Choose the “Filmstrip” them from the menu that pops up. In the Name field, title your project with your fist name, last initial, and project #. For example, if your name was John Smith and you were doing Project #1, you would enter “John S – Project #1” as the name of your video.
- Leave the Aspect Ratio as “Widescreen (16:9)” and Frame Rate at “30 fps – NTSC.”
- Uncheck the box that says “Automatically add transitions and titles”
- When you are finished this step, your window should look like the one below.



Step #3 – Add your Title Slide

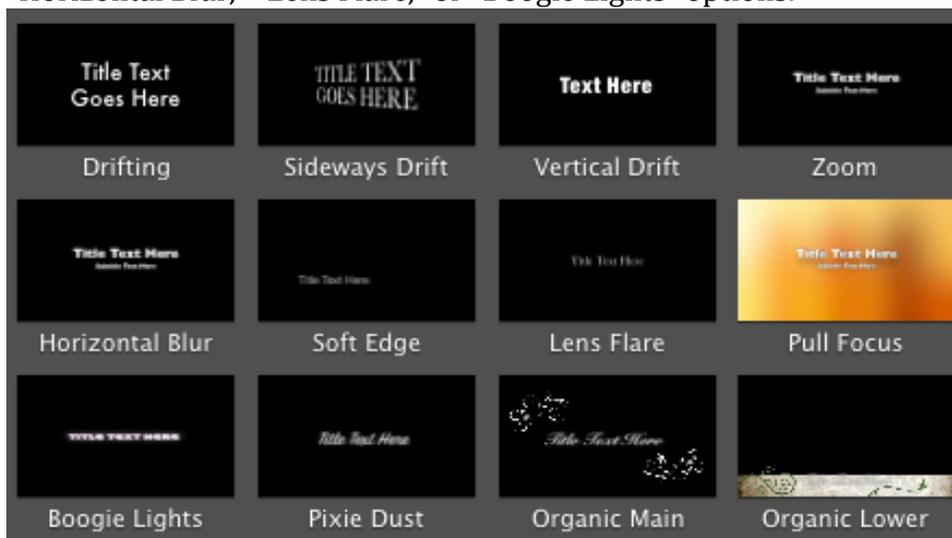
You will now have an empty iMovie project that looks like what you see below.



- To add your Title Slide, click on the T button on the right side of the window. It will look like this:



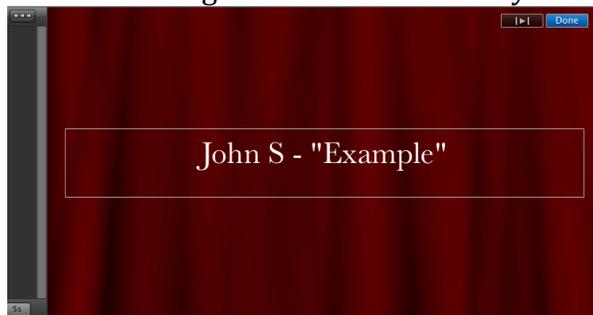
- From the window that pops up, choose either the "Sideways Drift," "Horizontal Blur," "Lens Flare," or "Boogie Lights" options.



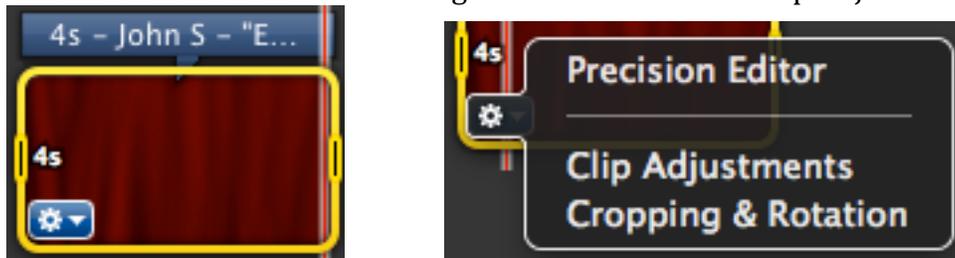
- Click and drag the option of your choice into the timeline in the upper left portion of the window.
- A window will pop up asking you to choose a background. Pick whichever one suits you from the list. You will end up with a screen that looks like below.



- In the Text Box, type in your first name and last initial, as well as the name of your project. Choose something that works well with your animation.



- Your title slide is supposed to be 5 seconds. By default, iMovie makes these slides 4 seconds. To change this, click on the Title Slide in the project timeline. Click on the small blue gear in that and select Clip Adjustments.



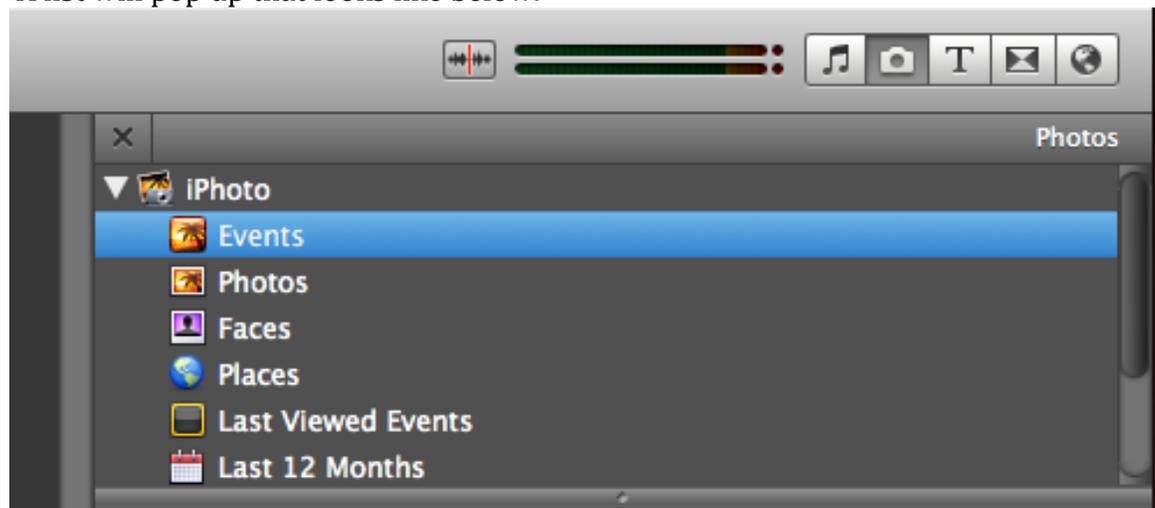
In the Inspector window that pops up, change the duration from 4.0s to 5.0s, then press Done.

Step #4 – Add Your Pictures

- Now that you have completed your Title Slide it is time to add your pictures. But first, we have to change one setting for the animation.
 - From the Menu Bar, click File -> Project Properties.
 - At the bottom of the window, change the Initial Photo Placement option from “Ken Burns” to “Fit in Frame.” Ken Burns is an effect that is added to the photos that we do not want for an animation.



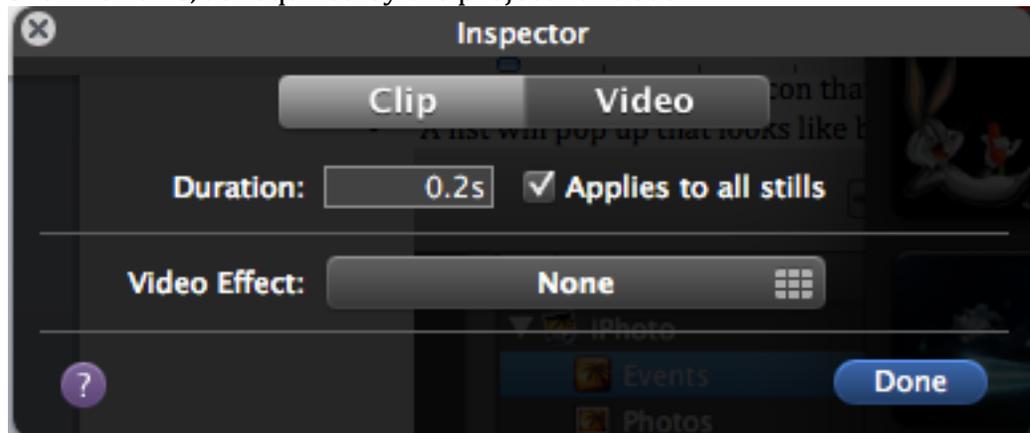
- To add your animation pictures, click the Camera icon on the right side of the window. It is next to the icon that you clicked to add your Title Slide.
- A list will pop up that looks like below.



- Now this is why it was important at the beginning of the project to make sure all your pictures were in a single event and in order.
- Select the event from the window below, then click and drag it into the timeline. Be sure to drop it to the right of your title slide. It will now import all of your photos into iMovie for the animation. This may take a few minutes as it is over 200 photos.

Step #5 – Change the Timing of your Photos

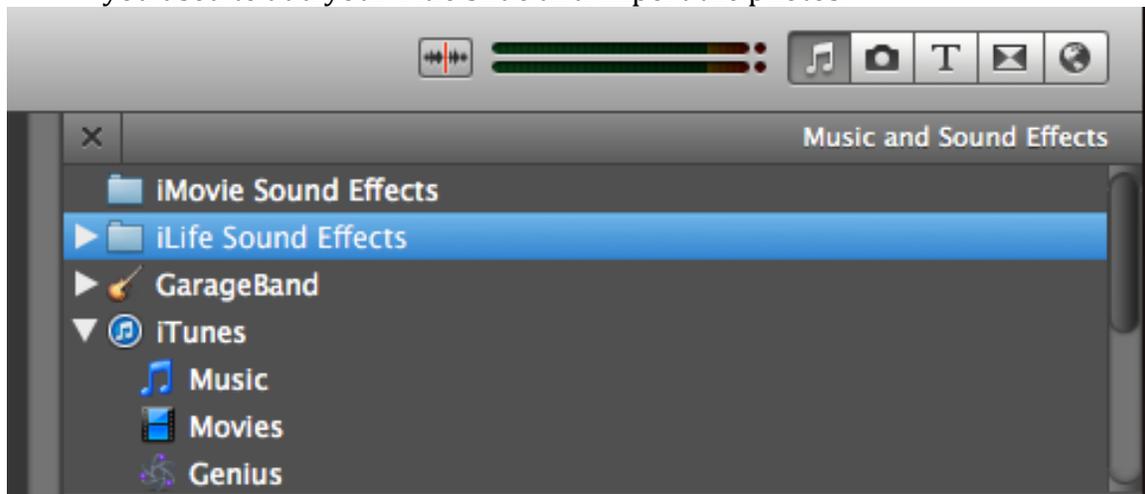
- Each photo is set to show for 4.0 seconds by default. We want to change this to 0.2s per picture.
 - Select your first photo and click the small blue gear in the corner, just like you did with the Title Slide, then select Clip Adjustments.
 - In the Inspector window that pops up, change the Duration to 0.2s and check the box that says “Applies to all stills.” This will make all photos show for 0.2s, as required by the project handout.



Step #6 – Adding Music

Now that you have added your photos, it is time to add a soundtrack. You can use almost any soundtrack you choose, but it has to be instrumental. That means no words or lyrics. This song can be selected from the built-in iLife sounds, or imported from iTunes. Remember that it must be at least 50 seconds long to cover the length of your animation and Credits Slide.

- Click the Music Note icon on the right side of the window, next to the ones you used to add your Title Slide and import the photos.



- Select your track from the list below and drag into the Timeline, *between the Title Slide and your pictures!* This will ensure the song starts at the beginning of your animation.

Step #7 – Creating your Credits Slide

- This is done the same way you did the Title Slide.
- For your Credits Slide, use the “Scrolling Credits” option and the same background you used for your Title Slide.
- Be sure to change the timing to 6 seconds.
- Your credits slide should contain:
 - Your first and last name
 - The module number and name (COM1145 – Animation)
 - Project Name
 - Music you used
- It should look like the example below



Step #8 – Saving and Handing In

As always, be sure to save all your work to your folder!

- From the Menu Bar, select Share -> Export Movie.
- In the “Where” box, select Desktop. This will save it to the Desktop so you can move it to your folder.
- Set your Export Size and Large, and click Export.
 - This will take some time to create, as it is a sizeable file.
- Move the project to your folder for safe keeping.
 - 2 Options
 - If your finished file is under 50mb, submit through the website. If not...
 - Ask your teacher for a flash drive. Copy your Animation onto the flash drive, and hand in with your Self-Assessment for grading.

Step #9 – Celebrate

Congratulations! You are now finished an animation!