Making a Digital Story using iMovie

In following these instructions, we assume that you have already watched the video above and completed a Storyboard (plan) including making decisions about the images you are going to use/capture and a narration. You are now ready gather your images and put your Digital Story together using IMovie.

STEP 1: Gathering images/videos

Once a storyboard is written with your narration, you need to get still 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. 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.

DOWNLOADING PRE-EXISTING STILL IMAGES

To find and download static/still images that have a Creative Commons Licence and so can be shared, remixed or reused go to the "Creative Commons Australia" website at http://creativecommons.org.au
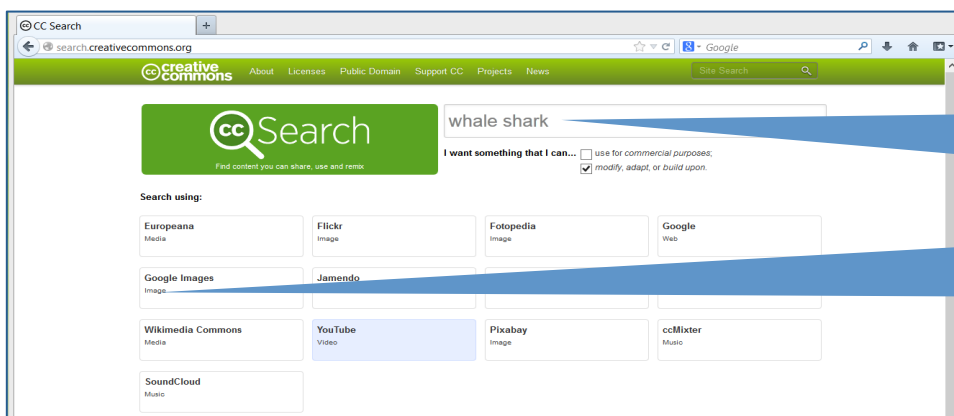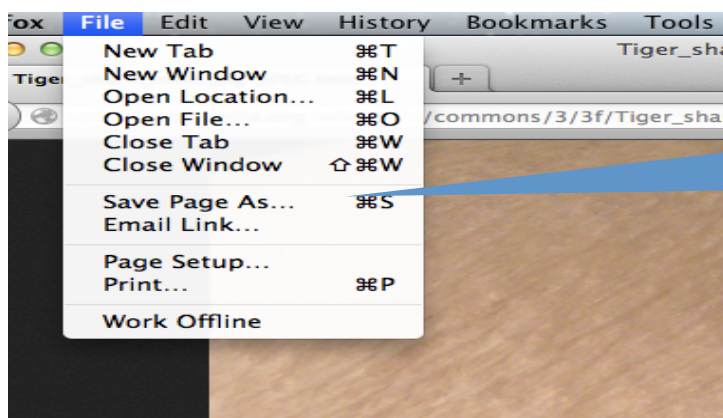

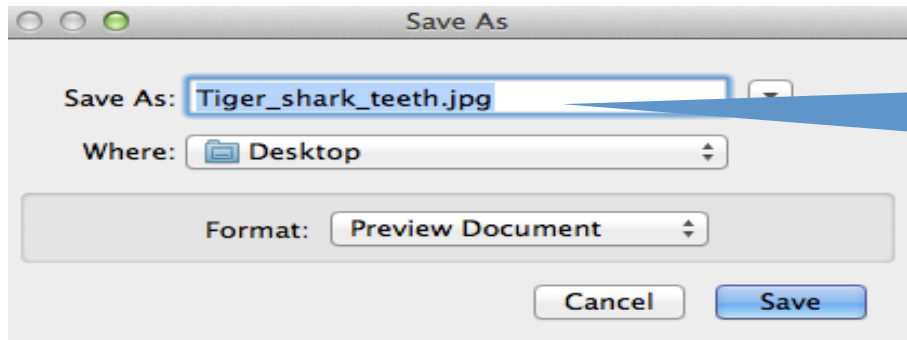Type-in your search terms and tick the *"modify, adapt, or build upon"* box.

Also select the type of content you are searching for, e.g. Google images/YouTube
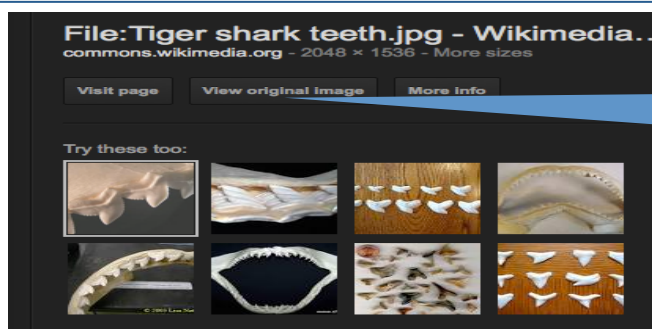
Click on "view original image"

Click "Save Page as"

Save file as a JPEG to the Desktop

STEP 2: Importing images into iMovie & allocating frame speed

Create your project
Open iMovie and go to File ⟹New Project. Name your project and click "Create."

Turn off the default zoom setting (VERY IMPORTANT)
Go to File ⟹Project Properties and at the bottom 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). This must be done at the beginning because it cannot be done after the images have been imported.
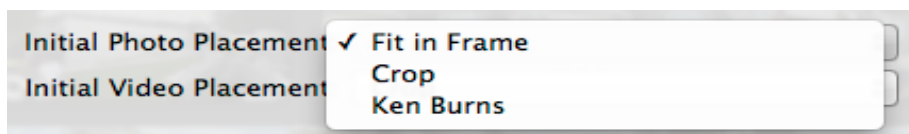

Import photos into iMovie
(i) Still Images: Take your still images using a digital still camera or phone and try to keep it still (taped to some books or a desk). Connect your phone to your computer and the images are automatically displayed in iPhoto. Click "select all" and "import photos" to bring 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 slowmation) directly from your media folder on the desk top into image area in iMovie.

Set timing
Double-click on any of your imported images and the properties inspector window will open.
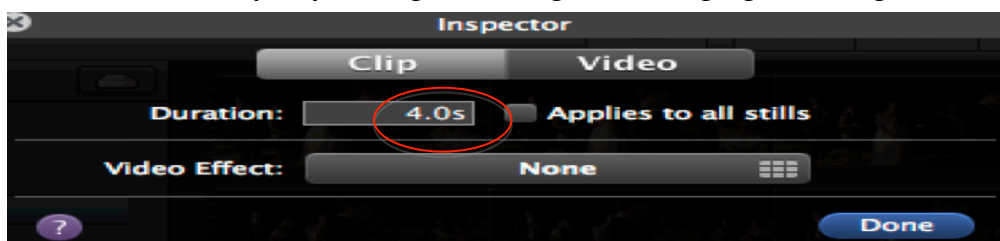
The default setting is 4.0 s. Decide on the duration for each slide to suit the narration. For static images (perhaps at the beginning and end), insert the approximate time duration which could be anything from 5-20 seconds (this can be adjusted later). You will have to practice your narration with the approximate settings first and then change them to complement the narration.

STEP 3: Adding a narration

Once you have the timing set for the images, trial a narration to approximate the image timing. Adjust the image timing to suit the narration. When you are ready to record, click the microphone icon in the centre of the iMovie workspace.

Then click on a clip to start recording. You'll 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.

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 click the music note icon in the centre right of the iMovie workspace, select the music from iTunes and drag it to the photos.

 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 and just add 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 the "T" icon in the centre right of the iMovie workspace. Look for a title that works for you. Edit it in the top right of the workspace (add text, etc.). Drag the name of the title to your movie to add it.

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 using Creative Commons you will still need to reference the original source so see the video on Digital Scholarship.

STEP 5: Referencing/Attribution

All materials used including Creative Commons licences 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 guidelines on how to acknowledge the sources used:
http://creativecommons.org.au/learn-more/fact-sheets/attribution