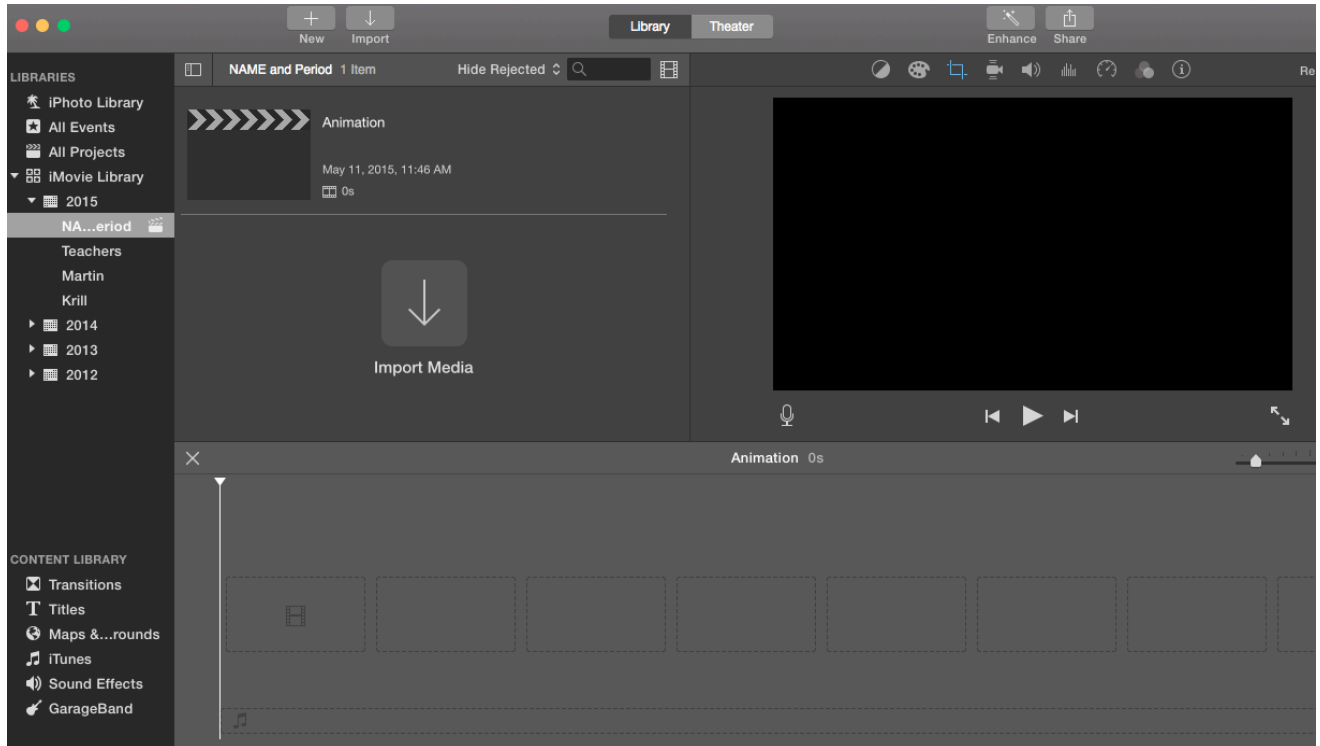


PUTTING YOUR ANIMATION TOGETHER (CHEAT SHEET)

File → New EVENT (Name Period) -- This is a FOLDER for your 'stuff'

File → NEW MOVIE (animation) -- THIS is the active movie you will work on...



This project is EMBEDDED in iMovie and will ALWAYS AUTOMATICALLY SAVE. HOWEVER - other people's projects are ALSO saved here, too. Any evidence of project tampering will receive an "F" on this assignment and no more computer time in class.

1) Set the movie parameters:

Window → Movie Properties → Settings

→ Slide the clip to 1.0 s transitions to 0.0

→ Change Ken Burns to "Fit"

2) DRAG: For Pictures and sounds you do NOT need to "Import Media"... just Drag and Drop IMAGES and SOUNDS to the timeline of YOUR MOVIE.

3) "Select All" (Command + A) the frames in your MOVIE and click the



"OR... click ONE clip at a time for special settings.

Set TIME for pictures by TYPING IN: Duration: 0.1 and hitting "return"

(Don't forget to hit return).

5) ADD Titles and Transitions

6) Drag music files or sound bytes directly to movie timeline (Do not need to "Import Media")

5) EXPORT iMOVIE as an .m4p or .mov (Quicktime):

SHARE → FILE → (854 x 480) (Low)

Save this .m4v into the FINISHED ANIMATION folder with your NAME!

Using Garage Band:

(1) "Create New Project" (Piano is fine); Click "Choose"



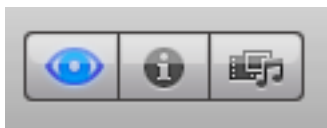
- **SAVE** your project **IN THE GARAGE BAND FOLDER**.
- **KEEP** the **.band** extension
- Click **"Create"**

(2) Add/Remove Tracks

Track → delete track (piano)

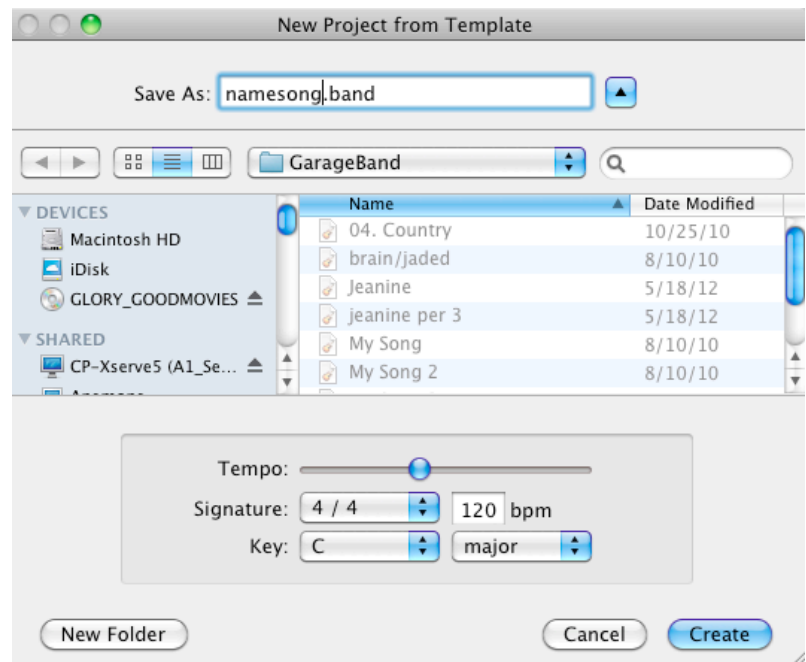
Track → New Basic Track

(3) **Find music tracks:** use the "eye" or "loop" button to find sounds/music



Drag music clips to multiple timelines.

(4) **SAVE** and **CLOSE** Garage Band before using it in iMovie.



(5) **IF YOUR MUSIC DOES NOT WORK IN iMOVIE** OR you need to use it on another computer, you will need to **EXPORT** as .mp3

Share → Export song to Disk → mp3 encoder (pull down) → **EXPORT**

(Save this .mp3 in your animation folder and then drag it into iMovie)