Creating an Animation using Windows Movie Maker

Previewing Sample Photographs

Now that you have learned a little bit about the history of clay animation and you are familiar with how to use software to create short animations, it is time to create begin creating clay animation movies of your own.

To get you started, this section of the tutorial will allow you to create a short clay animated movie using photos already stored on your computer. Remember, that clay animation is a process in which you make small movements of clay characters, taking pictures of each small movement. Once you have enough photos taken, you will be able to stitch all of the photos together to create an animation.

Just so that you are aware of how small the movements must be for each photograph, lets take a look at each of the photographs in the sample animation that you will create.

Go to:
- My Computer
- 2641_Stu (S:) Drive
- Shared Data Files
- Technology
- Clay Animation Files
- Butterfly Folder
- In the View Menu >> Choose Thumbnails or Large Icons

This folder contains 323 photos, which you will use to create you sample animation. You will notice that each photo has very small movements compared with the photo before it. Carefully examine just how small the movements between each of the photographs in this folder. The program that you will use will need eight of these photographs to create one second of your clay animation.
### Importing Photographs to Create Your Movie

1. To create your movie, you will be using Windows Movie Maker. Locate the following icon on your desktop and double-click on it to open the program.

   ![Windows Movie Maker Icon](image.png)

2. Once Windows Movie Maker is open, you will need to create a **New Collection** to import all of your clips into. To do this, right click on the **Collection** icon and choose **New Collection**.

3. You will notice that a **New Collection** appears underneath the Collections Folder. Call this folder: **Butterfly**
4. With the Butterfly Collection selected, go the File Menu >> Choose Import into Collections

5. In the Import Window go to the following folders to locate the photos for your sample animation.
   - My Computer
   - 2641_Stu (S:) Drive
   - Shared Data Files
   - Technology
   - Clay Animation Files
   - Butterfly Folder

6. Once in the Butterfly Folder you will see all of the photos required to make the Butterfly Clay Animation movie. Single-Click on the first image in the folder, and press CTRL-A to select all of the images in the folder as below. Once all of the images are select, Press Import.
7. All of the Butterfly images will now be imported into Window Movie Maker for you to create your Sample Clay Animation.

8. At the bottom of your screen, make sure you are in the Timeline View. If you are in the Storyboard View, click on Show Timeline to change to the timeline view.

9. Under the Tools Menu, go to Options...
10. In the Options Window, go to the Advanced Tab and change the picture duration to be 0.125 seconds per picture. This will give you a frame rate of 8 frames/second when you create your Clay Animation using the Butterfly clips that you have imported into your collection. Press OK.
11. Now that you have changed the picture duration, you are ready to create you sample movie. Click on one of the photos in your Butterfly collections, then press CTRL-A to select all of the photos. Now click and drag all of the photos to the VIDEO Timeline as shown below. This may take a second to complete, as you are now adding 323 photos to the timeline.

12. You will now notice that you have a 40 second clay animation of a Butterfly leaving a cocoon. You can view your animation by clicking on the play button under the right hand side preview button.
13. Save your work that you have completed as Butterfly Animation, in your BBT folder under the appropriate rotation.

14. On the toolbar at the top, click on the Tasks Button. You will now notice a number of options on the left hand side of the screen that allow you to edit the Animation. Under Edit Movie Heading, give your Butterfly Animation a Title and Credits.

15. Save your completed sample animation in your folder. Make sure that you have added a title and credits to the animation.
Recording a Voice Over

1. You can record a voice over for your animation as well. Put your at the beginning of your movie in the timeline. Click on the Narrate Timeline button. When you are ready to record your voice over for the title, click on Start Narration.

2. When you have recorded your narration you will be asked to save your narration. Save this narration in your BBT Folder. Once it is saved in your folder, you will notice that it appears in the Audio/Music Timeline of your animation.

3. Click on Play to preview movie with the Narration. If necessary, delete the narration and re-record to get it to sound properly.
**Adding Music to Animation**

1. You can add music to your animation. In order to add music, you will need to import music into your collection.

2. With the Butterfly Collection selected, go to the File Menu >> Choose Import into Collections

   ![File Menu](image)

   - New Project
   - Open Project
   - Save Project
   - Save Project As...
   - Save Movie File
   - Capture Video
   - Import into Collections
   - Properties
   - Exit

3. In the Import Window go to the following folders to locate the photos for your sample animation.
   - My Computer
   - 2641_Stu (S:) Drive
   - Shared Data Files
   - Technology
   - Clay Animation Files
   - MUSIC Folder

4. You will notice there is a recording of *Beethoven’s Symphony* in this folder. Choose this piece of music, and hit OK to import the piece of music into the Butterfly Collection.

5. Locate the Music File in the collection (as shown in the image below) and drag it down to the Audio/Music Timeline. Place it directly after your recorded narration for the title.

![Audio/Music Timeline](image)
6. Click on the play button to view the animation with your recorded narration and the music imported.

7. You will notice that the music will play longer than your animation. To shorten your music to the appropriate length, move your mouse over the very end of the music clip and click, as shown in the image below.

8. Click and Drag your music file so that it is even with the last clip in your movie, as shown in the image below.

9. Save your project and preview your movie by clicking on the play button.
Exporting Your Movie to Window Media Player

When you have finished all of editing for your Clay Animation Movie you will need to export your movie to Windows Media Player. This will allow you to play your movie on any computer that has Window Media Player.

1. To save the project, go to File Menu >> Save Movie File

2. The Save Movie File Wizard will appear on your screen. Choose “My Computer” and click Next.
3. Type in “Butterfly” for the name of your movie. Click on the Browse button and select the appropriate BBT folder for you to save your movie to and click next.

4. On the next screen, choose “Best Quality for Playback on My Computer” and click Next.

5. Your movie will now be exported to your BBT file. Go to your file, double-click on your Butterfly Movie to watch it in Windows Media Player.

6. You have now completed your tutorial on Clay Animation.
Clay Animation Final Project

You are now ready to being your clay animation final project. Using the storyboarding sheet, detail each individual scene that you will have in your clay animation project. Also, provide details on what your setting will looking like. You will need to bring markers to class to draw the background for your animated movie.

Possible Activities

1. The final production required groups of students to select and adapt a common fairy tale or folk tale and produce a video of their adaptation. Some students chose to do a fairly straight forward adaptation, while others combined fairy tales for a unique story. Examples of the stories that our students came up with included: “Rapunzel meets Rumplestiltskin,” Hansel and Gretel as told from Hansel’s point of view, and “The Three Little Pigs in da Hood.” Students had complete creative license in their adaptations.
Clay Animation Checklist

Period: ___________________________  Rotation: ___________________________

Student 1: ______________________________________________________________
Student 2: ______________________________________________________________

Planning
Has the story been selected?
Has each group member been assigned a task?
Have you determined which tools you need to complete the task?
Has a story board been developed?
Has each scene been designed and background/s created?
Are all project-related graphics, movies, animations, and sound clips located in one folder?
Are all clay animation figures and props created?
Have you successfully completed a walkthrough for each scene?

Content
Is the story clear?
Does the animation tell a story?
Does the design of the animation support the story?
Is the animation appropriate for the audience?
Is there a title screen?
Is there a credits screen?

Design
Are the fonts used consistent and easy to read?
Is there a good contrast between text color and background color?
Are consistent transitions used?
Is the background consistent where appropriate?
Are the sounds used appropriate to the content?
Is the text free of spelling, grammar, and punctuation errors?
Are the graphics clear?
Are the animations complimentary to the story?
Is the animation interesting?

Group Work
Did all group members remain on task?
Did each group member contribute equally to the presentation?
Are all materials stored properly and cleaned up at the end of each class?
Are project deadlines being met?
Multimedia Project Rubric

Rank on a scale of 1 - 4 with 4 being the highest rating:

4= excellent 3 = good 2 = fair 1 = needs improvement 0= no evidence

Preliminary Work:
Students adapt a fairy tale 0 1 2 3 4
Students completed storyboards prior to beginning animation work 0 1 2 3 4
Students focused their story into workable scenes. 0 1 2 3 4

Design
Animation contained multiple elements such as text, graphics, clay figures, scenery, sound, video, and animation. 0 1 2 3 4
Animation contained all presentation elements: introduction, body, conclusion 0 1 2 3 4
Students showed that design elements such as contrast between text and background; graphics and video are not intrusive and enhance the presentation. 0 1 2 3 4

Content
Story is relevant and interesting 0 1 2 3 4
Students have used creativity in the design 0 1 2 3 4
Students have used correct punctuation, grammar, and spelling, and complete sentences. 0 1 2 3 4
Students showed a complete understanding of video/animation process 0 1 2 3 4
Students have used a majority of original artwork, animations, video, graphics, sounds, etc. 0 1 2 3 4

Presentation
The animation is fluent from beginning to end. 0 1 2 3 4
Overall quality of the animation 0 1 2 3 4

Project Management
Group members remained on task. 0 1 2 3 4
Each group member contributed equally to presentation. 0 1 2 3 4
All materials were cared for and stored properly. 0 1 2 3 4
Group members met project deadlines 0 1 2 3 4

Final Score: