

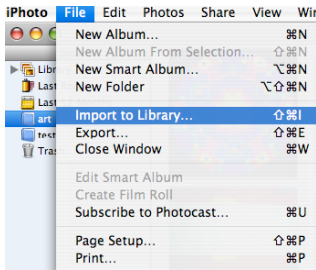
Clay Animation in iMovie

Lynne Pike

lpike@rockingham.k12.va.us

Portaportal: itrtr-reps

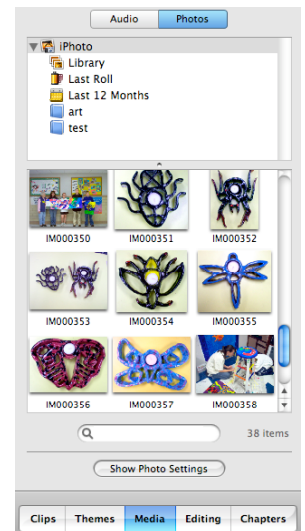
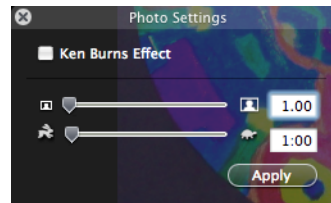
The best thing about creating a clay animation in Mac OSX is utilizing the highly interactive iLife software applications. Moving swiftly and smoothly among these applications makes the process so much simpler and FUN! Here's how:



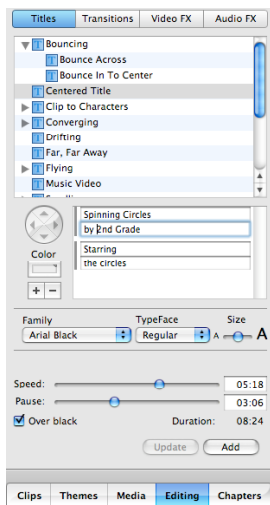
- Take digital pictures (12 minimum) and Import to iPhoto into a new album (name it the title of your claymation).
- Open iMovie and "Create a New Project." Name the project.
- Import photos from iPhoto by clicking on the "Media" and "Photos" tabs. Select all

photos for your claymation and click on "Show Photo Settings." Uncheck "Ken Burns Effect," set the zoom control to 1.00 and the frame rate to 1:00 frame per second for a smoother video and quick animation.

- Click "Apply" and all photos will be imported to the timeline using the same photo setting.



- After you have imported all of your pictures to iMovie, arrange them in the right order. Some clay animations are photographed backwards. For example, the animator may start with a tree and pinch off pieces of the tree until it is diminished to a tiny seedling. In this case, you just need to make sure the photos are in the proper order to tell the story you are showing in your video.



- Create a title slide for your claymation movie by clicking on the "Titles" and "Editing" tabs. Enter text for your title slide and select any animation you may wish to include on the slide (bouncing, centered, drifting, etc.). Slide the bars to change the speed and pause as desired (these settings may vary depending upon animations selected). Observe to make sure it plays as you wish.
- Add music to your movie by importing songs from the iTunes library. Click on the play button and enjoy your movie!
- Save your project and then export it into the format you need (click "Share" and then "email" or "web streaming" or take your movie into Garage Band to add more bells and whistles.