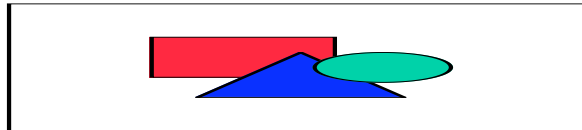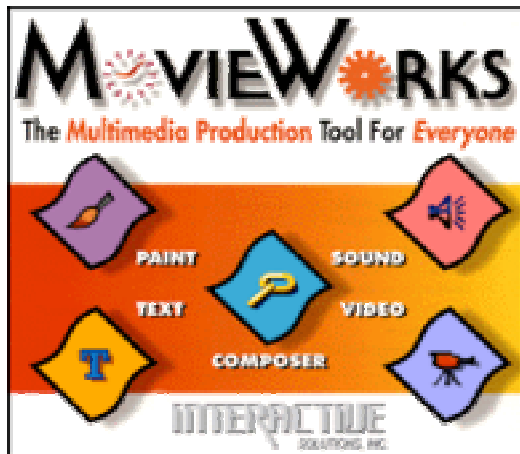# MOVIEWORKS

JACKIE KAWASHIMA AND JIM MCCARTHY

Create QuickTime Movies, Videos & Multimedia Presentations

MovieWorks provides all the tools you need to make a high-quality QuickTime movie, video or multimedia presentation. Included on the MovieWorks CD are five separate applications that work seamlessly together. MovieWorks is the main application and provides text editing, special effects, a timeline interface for sequencing media, and buttons to automatically launch the **Animator, Sound, Video** and **Paint** applications. MovieWorks allows you to create an unlimited number of scenes and link them together either sequentially, or interactively,

Any MovieWorks' scene may be exported as an industry standard QuickTime movie, and easily played in other applications, on PC's, uploaded to a Web page or "printed" to video. Also, included with MovieWorks is over 300 megabytes of royalty-free QuickTime movies, VR's, frames, backgrounds, buttons, pictures, music, MIDI, animations, and 3D files.

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MovieWorks is an application requiring Mac OS 8.0 or later, or Windows '95, a minimum of 10 MB available hard drive space, at least 12 MB available memory (64 MB RAM suggested) and QuickTime 4.0 or better.. <http://www.movieworks.com, > The main advantage of MovieWorks is that it creates and saves all digital movies in QuickTime which uses less disk space.

BASIC INFORMATION:

MovieWorks is actually six separate applications. Each has a specific task, and all can be accessed from **MovieWorks.**

MovieWorks   Video   Animator   Paint   Sound   Player

Paint is a standard paint application that allows you to create your own graphics or to import and alter graphics.

To change tool preferences double click on the tool icon. For example, double clicking on the paint brush will allow you to select brush size and shape; double clicking on the color box will allow you to select a color.

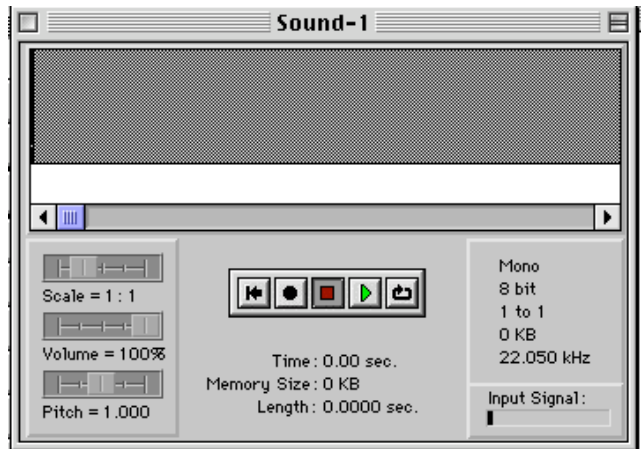You can also select transparent or opaque colors by selecting these boxes.

Try the various tools to see what effects you can create.

MOVIEWORKS SOUND:

Sound allows you to capture voice from microphone or music, voice from CD or tape. Be sure to check your sound setup to make sure you have selected the correct sound input. Sound works like a tape recorder. You can edit sound by clicking and dragging over the part to be removed.

OVI
rom
must have a computer that allows video in, and yo
camera or VCR.

Sound-1

Scale = 1 : 1
Volume = 100%
Pitch = 1.000

Mono
8 bit
1 to 1
0 KB
22.050 kHz

Time : 0.00 sec.
Memory Size: 0 KB
Length : 0.0000 sec.
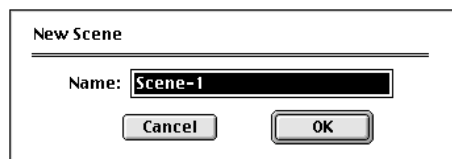
Input Signal:

File   Edit   Record   Window   Help

Select **Window.** This will give you the **Record** Window. Then select **Record** to record your movie.
NOTE: When capturing video only capture a few seconds. Video is a big memory hog. Select carefully.
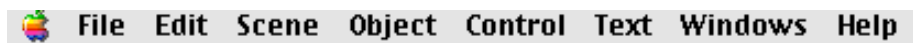
> **Gather all your pictures, video, and sound files into one folder.**

CREATING YOUR DIGITAL MOVIE IN MOVIEWORKS

1) Double click the MovieWorks application icon
   Select **New Project**. A project folder will be set up. The **New Scene** dialog box appears. Give the new scene a name and save all files in this folder.

This is what the Compose **Menu Bar** looks like:

2) MovieWorks allows you to set a Background Color that remains on the screen for the entire duration of your project. Choose **Background Color** from the **Edit** menu.
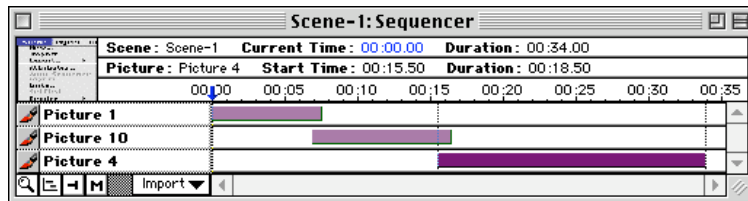
3) Go to **Object** and select **Import**.
   Choose the kind of file you are importing (sound, video, picture). An object's duration determines how long in time it stays on the screen, and is edited in the **Sequencer** window.

4) Click the **Sequencer** button in the **Main Tools** window.

5) Begin to arrange your picture, video and sound files in the sequence you want them to be in in your movie. To do this click on the bar for the file you are selecting. The first will slide the bar.

   The finger will expand and contract the bar. Notice the information at the top of the Sequencer. This tells you the duration of your movie and of each file. The blue arrow can be dragged to any point in the movie so you can view that picture in the Composer.

6) To view your movie select **Player** in the **Windows** Menu. The controls are hidden along the top. By going to the top of the screen with your mouse arrow you can click along the top edge to find the player controls. You can also select to have the player controls visible in the **Windows** Menu. Select **Play** to view your movie.

7) To add transitions between pictures go to **Object** and select **Transitions.** Choose your transition. Preview it, then click okay.

8) You can save your movie in two formats.
   To save in Player go to **File** and choose **Make Player**
   To save as a QuickTime Movie, choose **Export – Normal** from the **Scene** Menu.

   This is just the beginning - basic directions for creating a short digital movie in MovieWorks. MovieWorks also allows for multiple scenes or cards like HyperStudio, and allows you to create basic animations. There is a tutorial in electronic form on the CD and on the MovieWorks web page. The biggest advantage of MovieWorks is that it allows you to create movies in QuickTime.