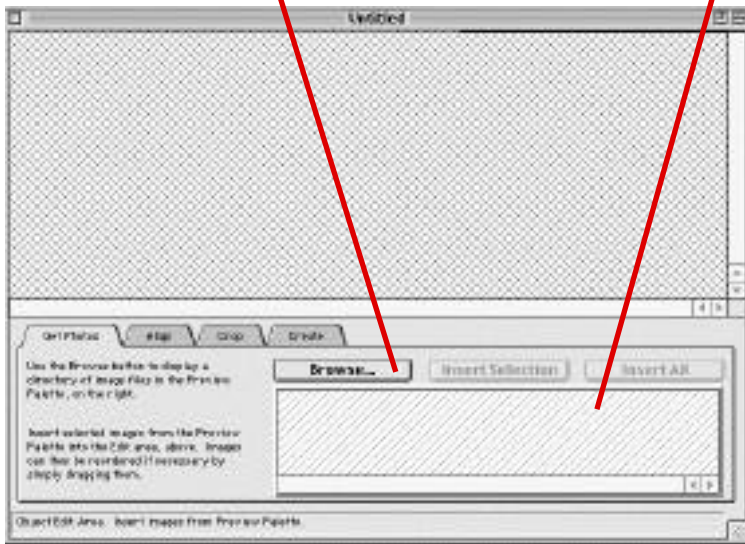


# Using Spin PhotoObject for Clay Animation

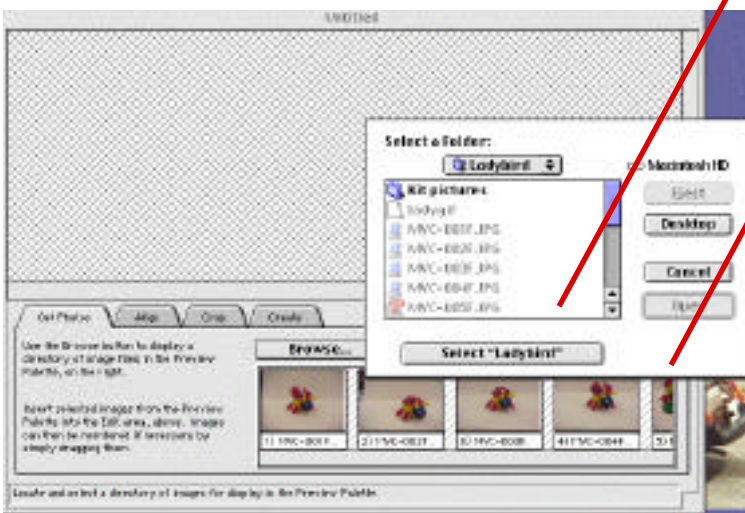
\*Before you can use Spin PhotoObject you will need to already have your images on your computer.

## Step one Get Photos:

Use the **Browse** button to display the folder where your images are being kept. These image files will appear in the **Preview Palette**. The Preview Palette provides thumbnail images of all of the files in the folder. This lets you preview them before you work with them,

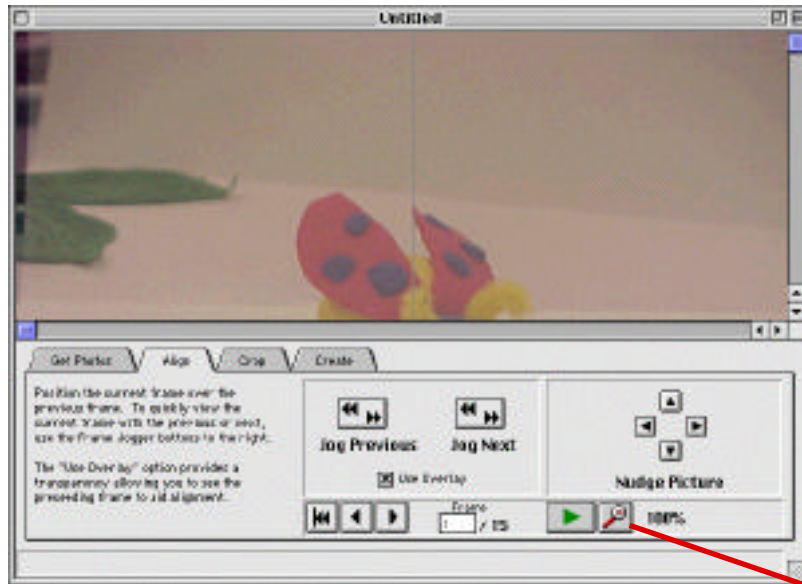


Select your folder. In the example below it's **Select "Ladybird"**. All of the images that are located inside that folder will now appear in the **Preview Palette**.

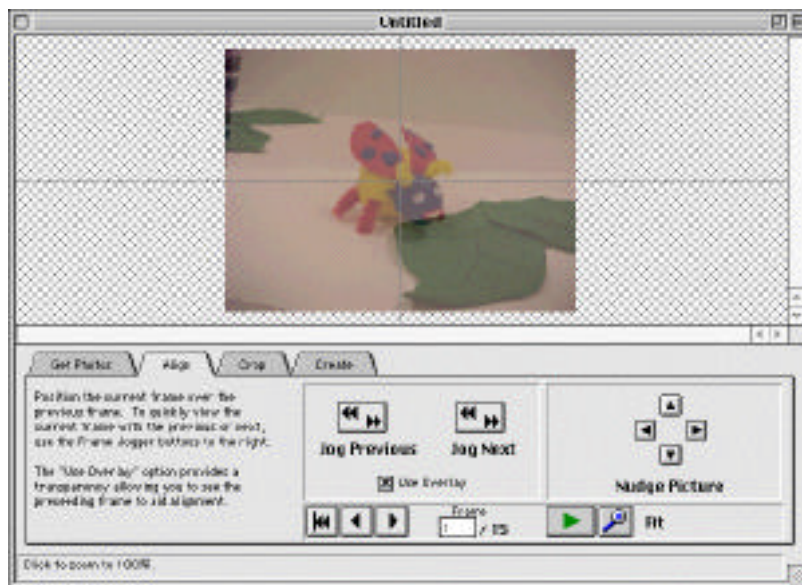


Now you can insert them one at a time using the **Insert Selections** or use the **Insert All** tab.

## Step two Align:



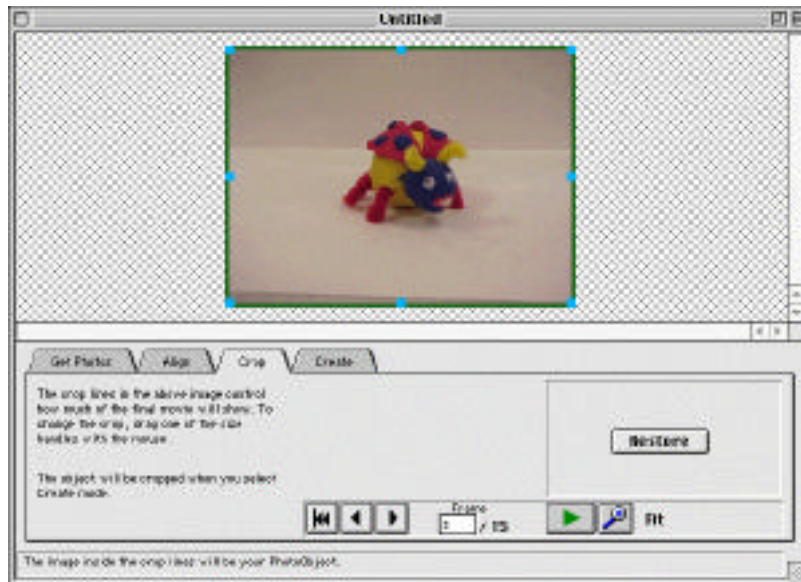
You will now need to **Align** all of your photos. In the Align sections you will need to **Zoom to fit** first. This way you will be able to see the entire image.



You can align your images using the **Jog** tabs between each image. **Use Overlay** button to see your images one on top of each other. Use the Nudge arrow tabs to align you images to make a smooth movie. Use the **Play** button to view how your movie will appear.

### Step three Crop:

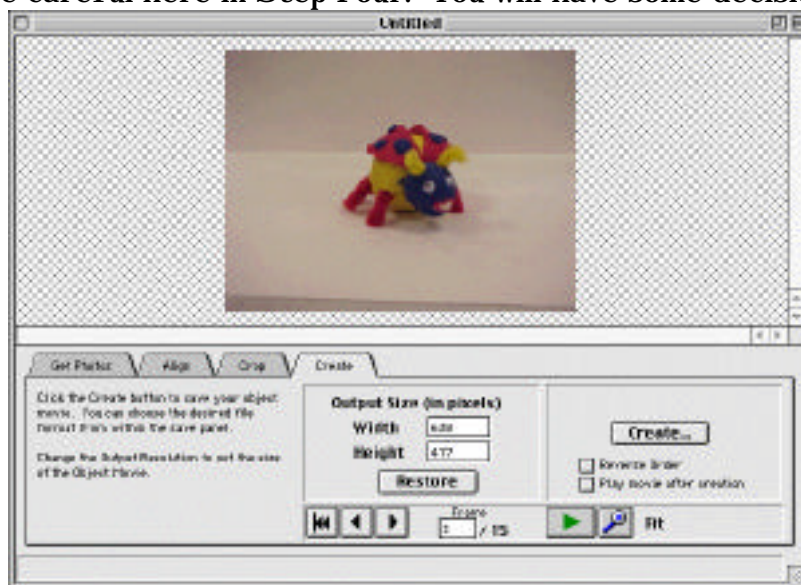
Now you will crop your images to eliminate any parts of the image you wish not to appear in your movie.



The crop lines are shown with the blue handlebars. To crop, click and drag one of the handles with the mouse. The images will all be cropped at once. To view frames in motion click the **Play** button.

### Step four Create:

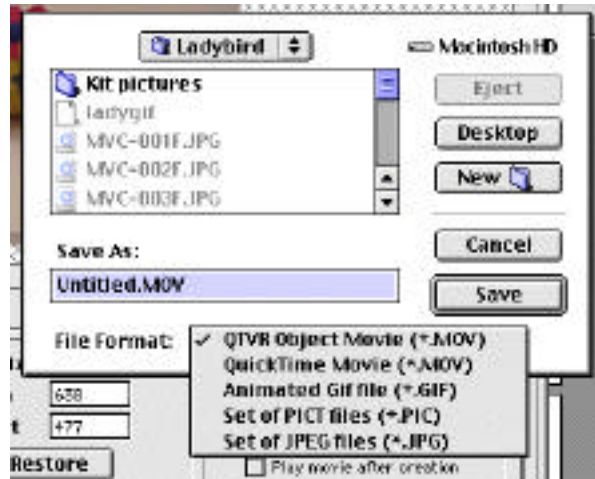
You will need to be careful here in Step Four. You will have some decisions to make.



Note the **Output Size**. It will depend on the size of the images used for the movie. I recommend that you reduce the size of your movie to use 300 pixels for Width. The Height will set itself to maintain the aspect ratio.

## Save as:

Be careful here. Spin Photo defaults to QTVR Object Movie. We want to create a Quicktime Movie. Therefore always remember to change the Save as: to QuickTime Movie. Name your movie. Click save.



You have now completed your first movie. Wish to view your newly created movie. Click on the **Play movie after creation** button located on the create screen.

You are now ready to quit Spin Photo. If you are happy with your movie there is no need to save the Spin PhotoObject file.

## QuickTime

You will need QuickTime player to play your movie. It is available for free from [www.quicktime.com](http://www.quicktime.com).



Another wonderful program you can use to enhance your newly created movie is with **HyperStudio**. Here you can create a truly interactive Multimedia presentation using text, graphics, sound, music, and of course your newly created movie.