

Photo Story 3

Download Information:

This program is available to customers running a Microsoft Windows operating system on their computer. Photo Story 3 can be downloaded directly from Microsoft by way of the following link:

<http://www.microsoft.com/windowsxp/using/digitalphotography/photostory/default.msp>

However, before you will be able to proceed with the download, Microsoft will ask you to verify your computer. This will only take a second to complete and requires only a mouse click, on your part. Remember, Photo Story can only be downloaded to a computer that is running a Microsoft operating system (XP, Vista, 2000).

Equipment needs:

In addition to your computer, fresh CD's, music, and images in digital format, you will want to have both a microphone and set of speakers, on hand. Items that fall into the "would be nice but not necessary" department are card reader, scanner, and digital camera (with cables)

Images:

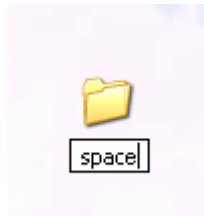
Photo Story allows you to import a maximum of 300 images per project. You can use the following image formats in your project: bmp, dib, eps, gif, jhif, ljpe, jpeg, jpg, pcd, pcx, png, psd, rle, tga, and tif.

- ☐ Hard copy of pictures/images can be scanned
- ☐ Available on a CD or Flash drive
- ☐ Imported from your camera's memory card by way of card reader

About Photo Story

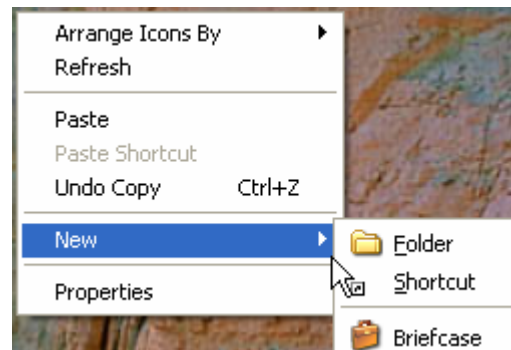
1 Create A Folder on Your Desktop For Your Project

Example:

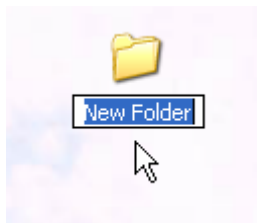


Procedure:

1. Go to your computer's Desktop
2. Right click your mouse to open a contextual menu
3. Select New > A sub menu opens > left click Folder from the list



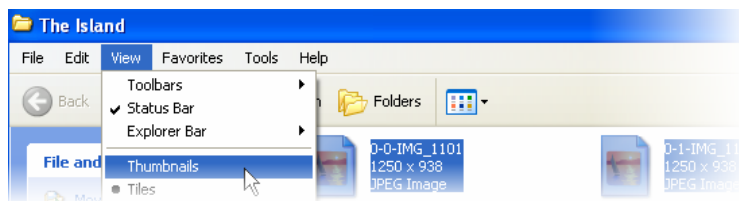
4. Result ~ A new folder appears with the text in the dialog box highlighted



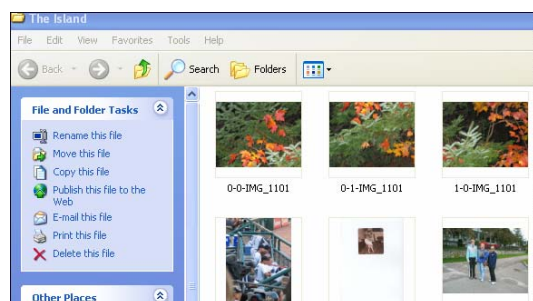
5. Key in a **NEW** name for the folder. The label should reflect the project under construction. ***You can use spaces and capital letters, but no punctuation marks***

6. ***Place all of the images and music you wish to use for your project in this folder.***

Before we begin the project, the first step to set the View option Thumbnails. Open your image folder and **Left click** on these items in order: View menu > Thumbnails



to



Result ~ the images present themselves as thumbnails

2 Beginning a new Photo Story 3 Project



Procedure:

1. Left click on these items in sequence:

Start > All Programs > Photo Story 3

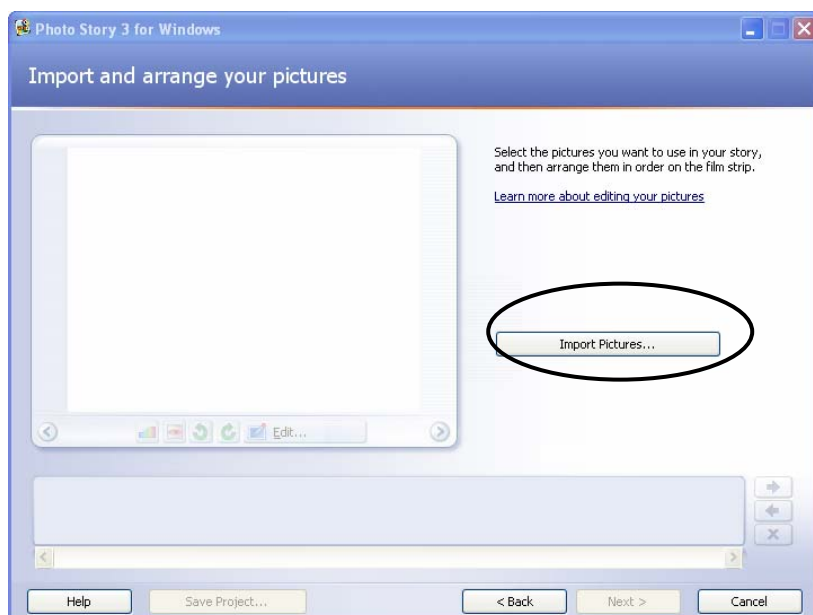
2. Result ~ the program launches by displaying the window to your left
3. Click appropriate project radio button:
 - a. Begin a new story
 - b. Edit a project
 - c. Play a story

4. **Select** the first option - **Begin a new story** with a mouse click

5. Click the **Next** button to continue

Result ~ The Import and arrange your pictures window opens

3 The Import and arrange your pictures window



Procedure:

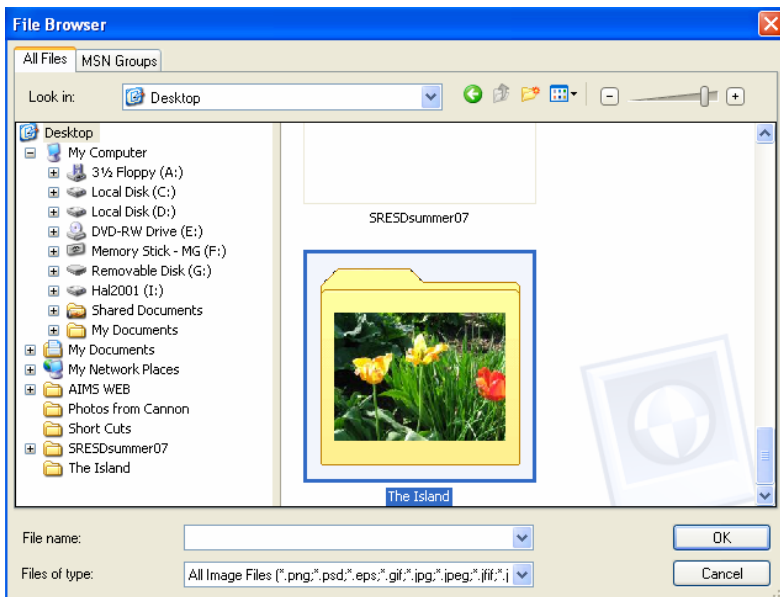
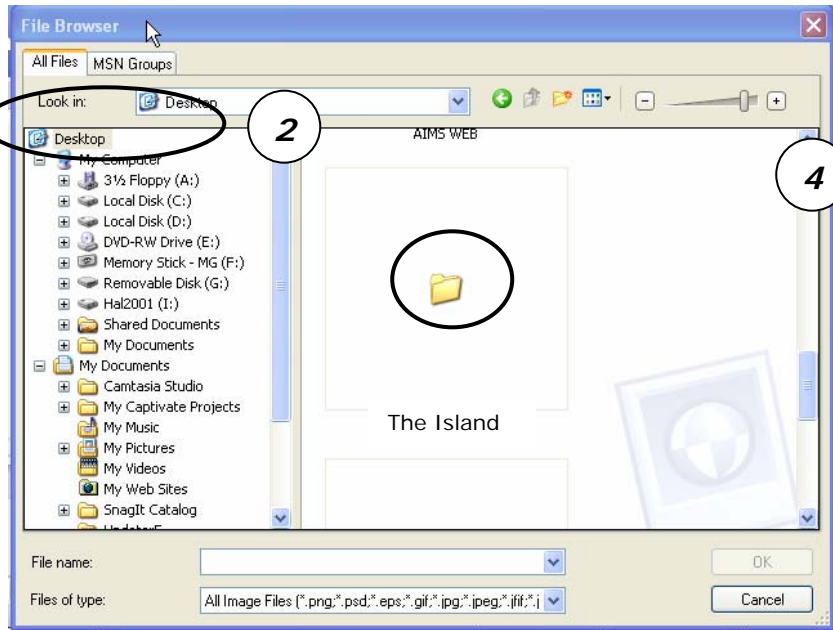
1. Left click the Import Pictures... button
2. Result The File Browser window (below) opens – requiring you to locate the project folder you created on your computer's Desktop

Note ~ You can use the ***“Learn more about editing your pictures”*** by way of the provided informational link.

4 Importing Images

Procedure:

1. Result – the File Browser window opens
2. Use the first scroll bar (one on the left) to locate your computer's Desktop file area
3. Select it with a left mouse click to view the files in the window on the right
4. Use the right scroll bar to locate the folder you created for this project



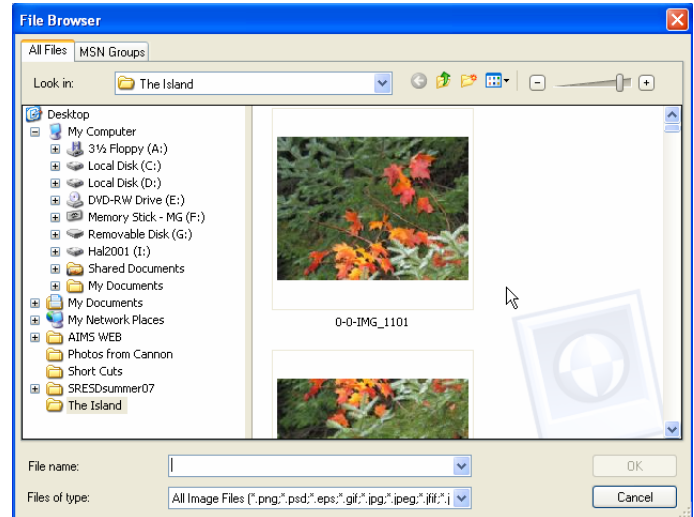
5. Select the image folder with a left mouse click
6. Left click the OK button

Result ~ The folder opens, displaying the list of thumbnail images contained in the folder

5 Selecting Images

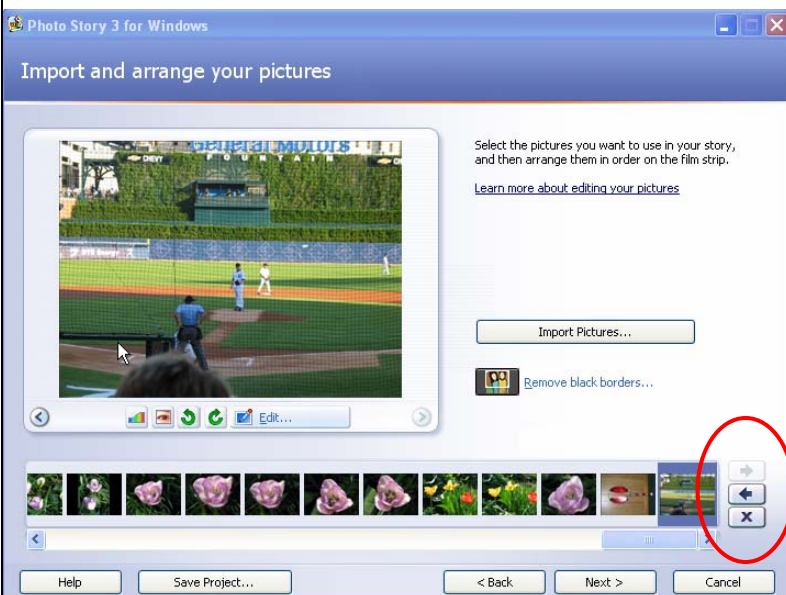
Procedure:

1. Image selection options:
 - a. Ctrl+A – to select (and import) all of the images in the folder
 - b. Ctrl+left mouse click – to select (and import) several of the images stored in the folder
 - c. Left mouse click – to select only one of the images in a folder



2. After the images have been selected – a blue line appears around each of the selected images
3. Click the **OK** button

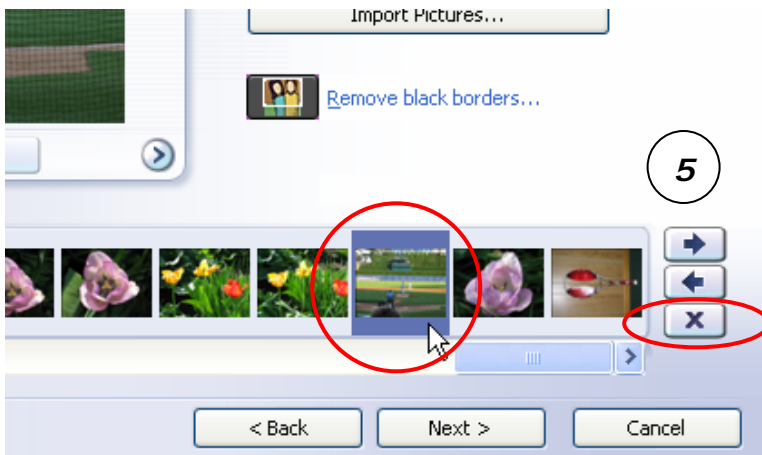
6 Moving and Deleting Project Images



Procedure:

1. A progress meter appears monitoring images being imported
2. After importing, the window to your left opens, displaying the imported images in filmstrip fashion
3. You can use the buttons on the right side of the workspace to reorder or delete a selected image from the project

7 Deleting an Image



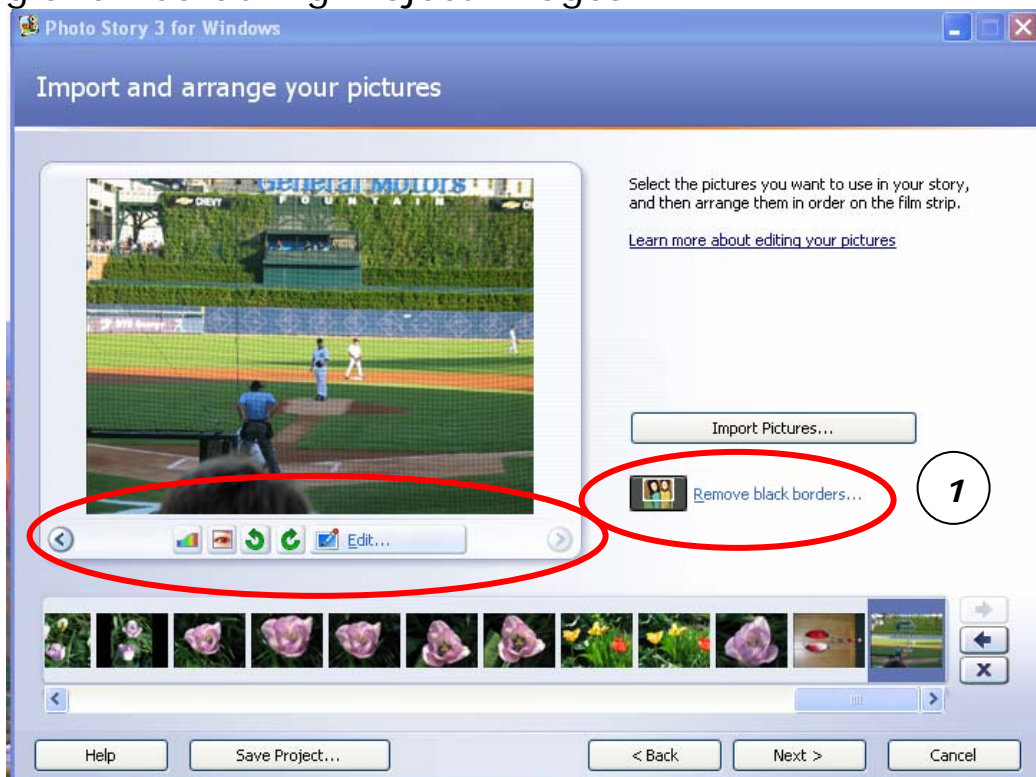
Procedure:

1. Locate the image you wish to delete in the filmstrip area
2. Select it with a mouse click
3. Result ~ image is highlighted in blue
4. Click the X button to remove it from the project.

5. Use the arrow keys on your computer's keyboard or the ones located next to the filmstrip to navigate through the images
6. Your Task – selecting and deleting all of the unwanted images

This action does not delete the image from your computer – only the project!

8 Editing and Reordering Project Images

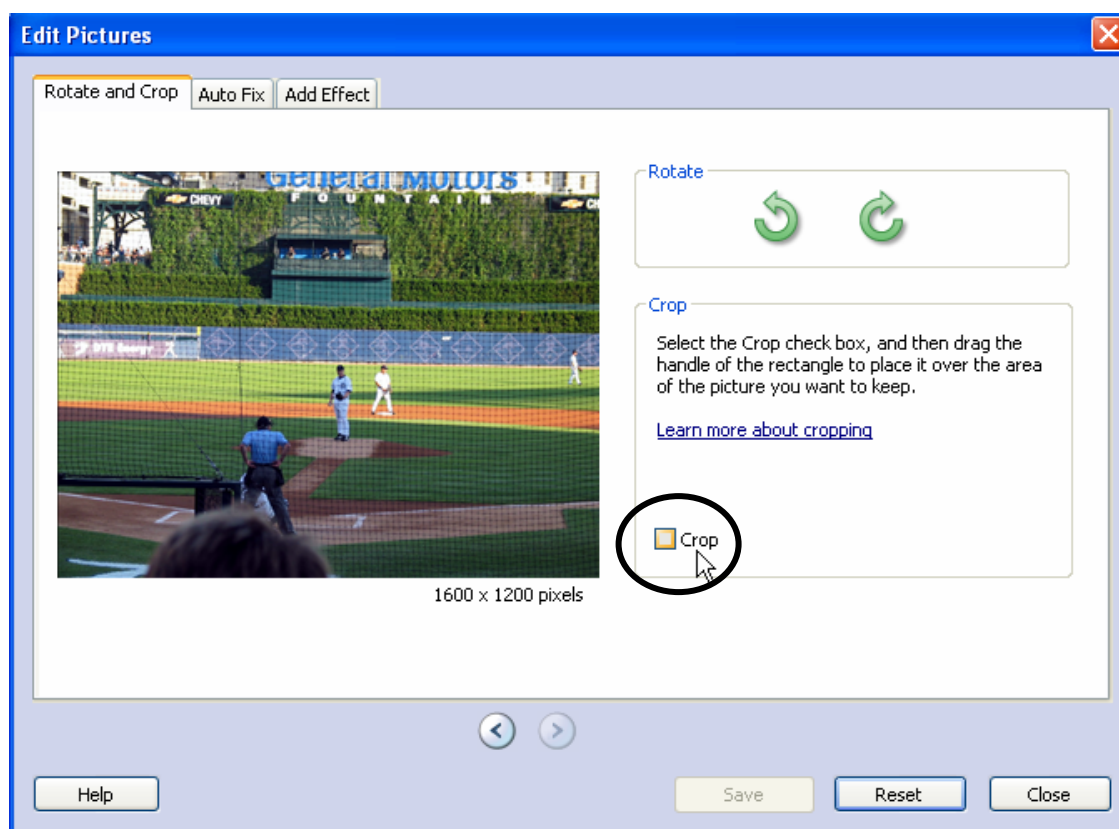


This window also allows gives you access to some editing tools:

1. Removing black borders from your images
2. Auto correct color levels
3. Auto correct red-eye
4. Rotating images
5. Editing features



9 Edit Pictures ~ Rotate and Crop Tab



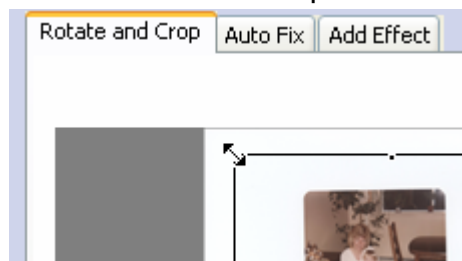
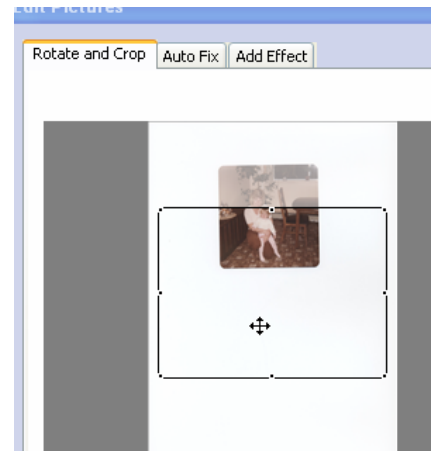
Procedure:

1. Rotate arrows are self-explanatory
2. Directional arrows allow you to move through your project images without having to return to the Main Photo Story workspace
3. Click the Crop box to crop the selected image

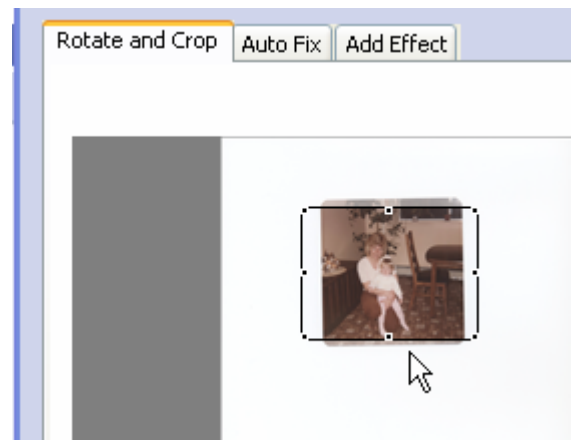
10 Cropping an image

Procedure:

1. A black outline appears on top of the selected image and your cursor takes on the appearance of a 4-sided arrow
2. Left click and drag the square so that it takes in your whole image
3. Left click and drag the resizing handles to resize area to be cropped. Notice that your cursor now takes on a 2-headed arrow shape

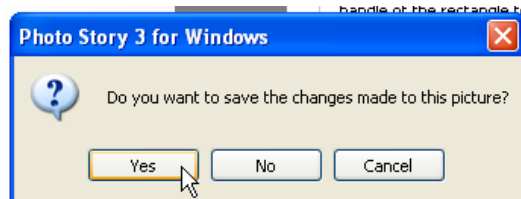


4. This is a less than perfect tool – you may have to compromise or used a more advanced editing tool.



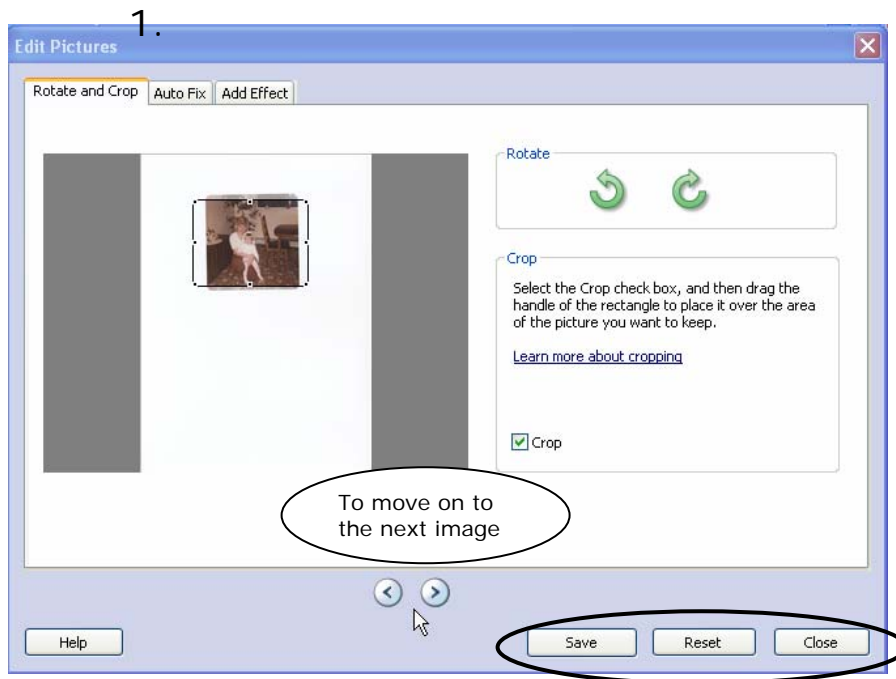
11

5. Left click the Save button at the bottom of the Tab's workspace or use the arrows to move onto the next image
 - a. If you elect to edit another picture, you will be prompted to save your current image edit
 - b. Click the Yes option

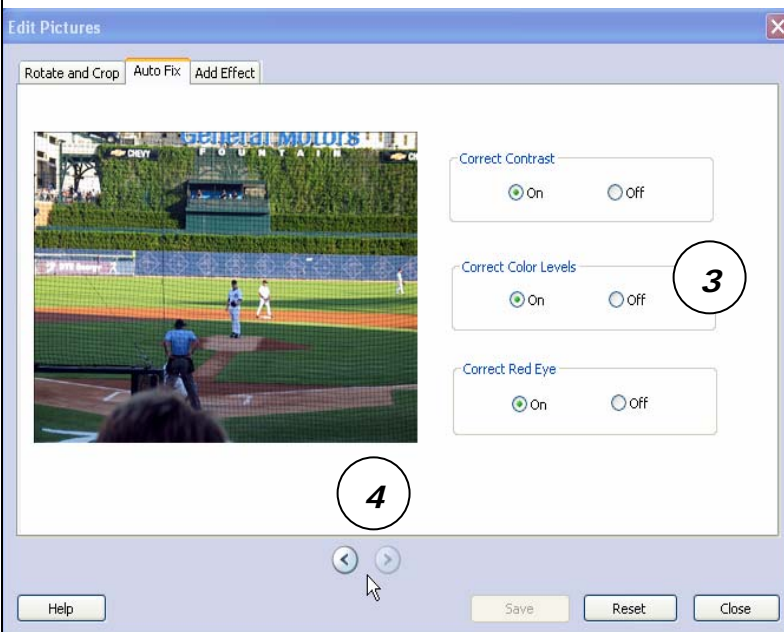


6. Left click the **Save** button to save your edit and return to Photo Story's main workspace

Notice ~ You can reset the image if you do not like the way it looks after the crop



12 Edit Pictures ~ Auto Fix Tab



Procedure:

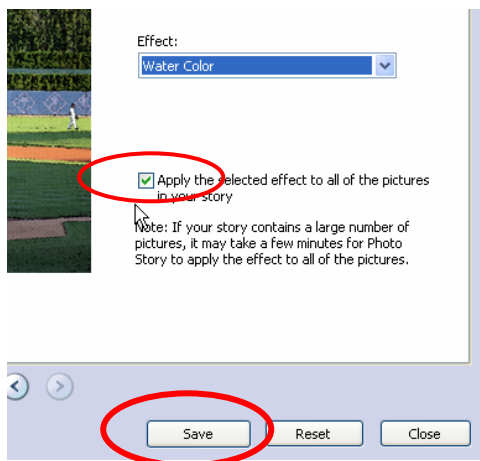
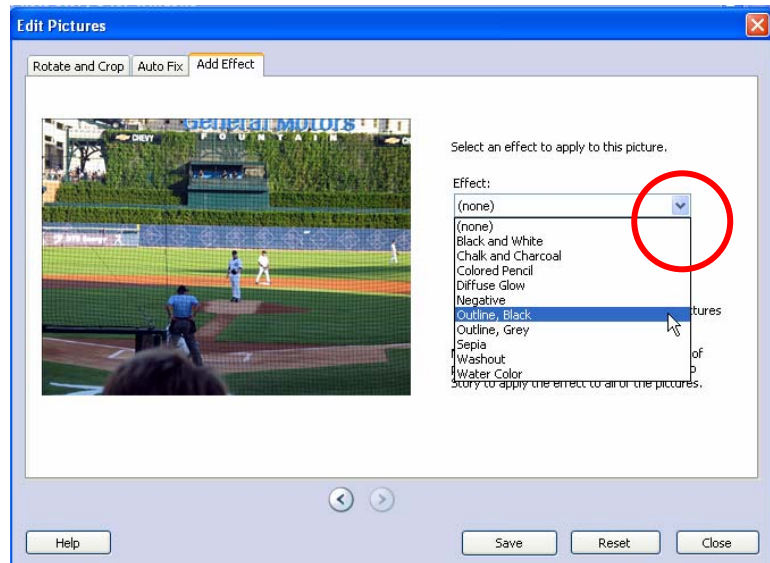
1. Click on the Auto Fix tab to bring it forward
2. Note that a image appears in the preview window – ready for editing:
 - a. Correct Contrast
 - b. Correct Color Levels
 - c. Correct Red Eye
3. Click the **ON** option **for any one or all three of radio buttons**, as needed for editing the selected image's color and/or red eye:

4. Use the navigation arrows of this window to move through the images – editing each one

13 Edit Pictures ~ Add Effect Tab

Procedure:

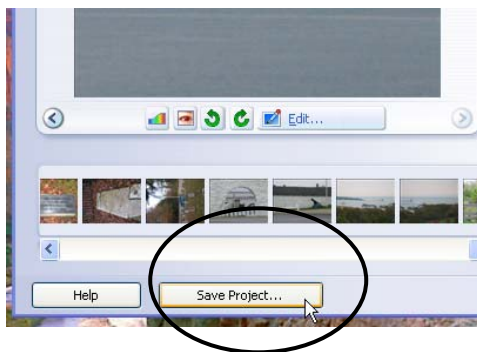
1. Click on the Effect tab's drop down arrow to open and view the wide variety of effects that can be applied to the images in your project



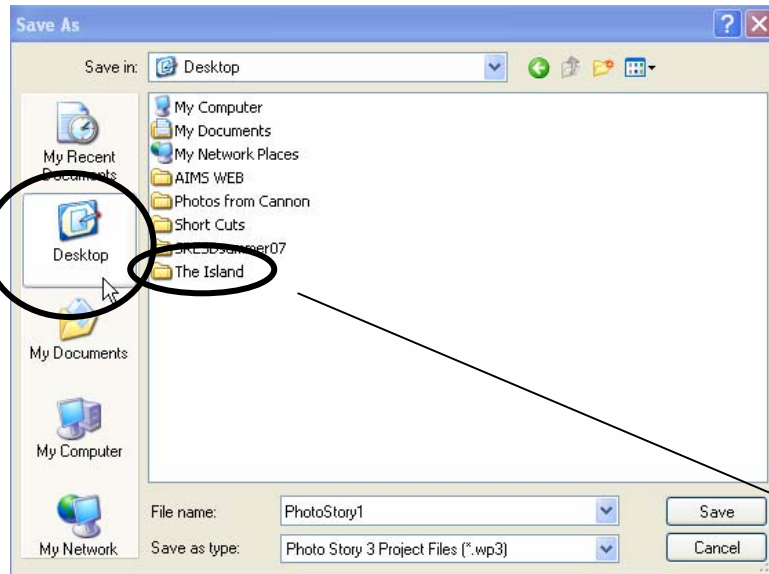
2. The effect can be applied to just the selected image or all of the images in the project
3. Click the **Save** button to put your changes into effect
4. Note that you can reset your image back to "normal" any time you wish, should you decide to remove the effect

14 Procedure for Saving Your Work

1. Click the Save Project button located under the filmstrip of images

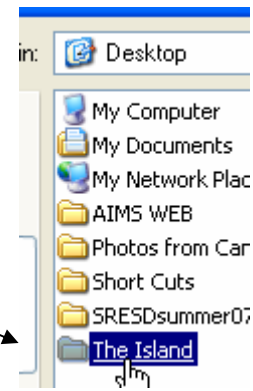


2. The Save as window opens



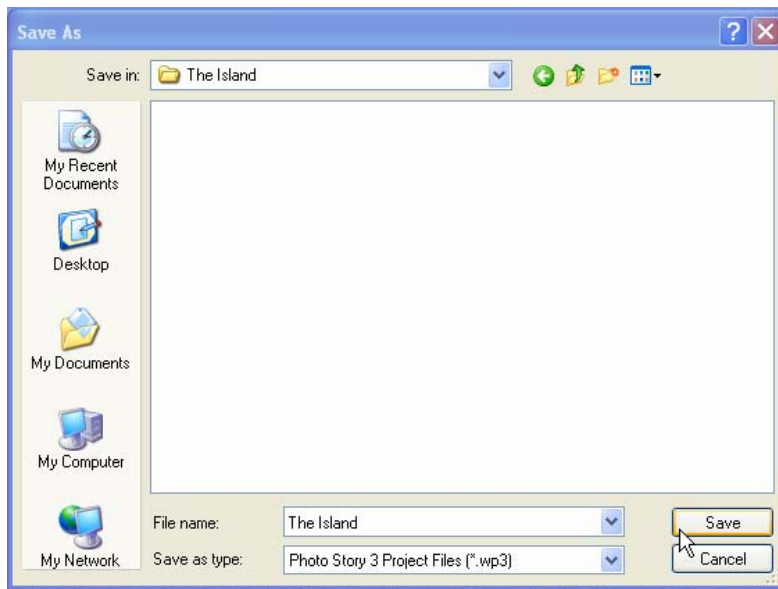
3. Click the Desktop icon

4. Locate your project folder and select it with a double mouse click



5. Result ~ The project folder opens in the Save in window

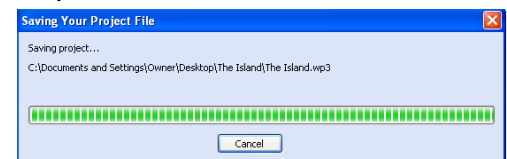
15 Save in Window



1. In the File name dialog box: key in a name for your project

2. Left click the Save button

3. A progress meter appears documenting the save process



Result ~ Your project has been saved to the folder that contains all of your project files: music, images, clip art, etc.

16 Adding Title and Text



Procedure:

1. Click the image in the filmstrip that you want to add text to
2. Key the text in the dialog box to the right of the preview image
3. Use the alignment tools to place text in the desired location:

a. Left



b. Center



c. Right



d. Top



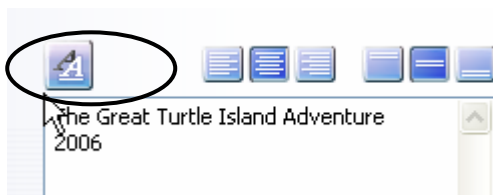
e. Middle



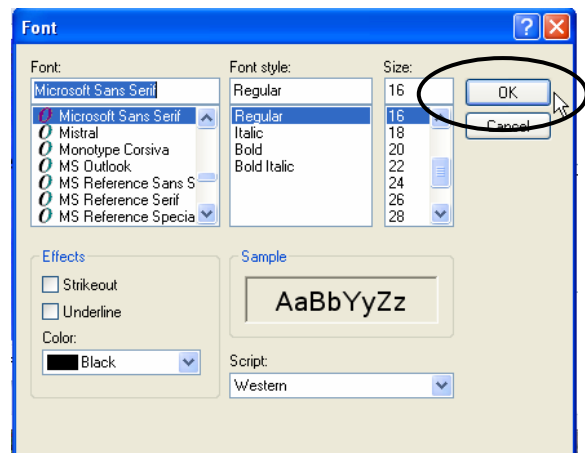
f. Bottom



4. Use the Font icon to edit the Font choice, Font style, Size, Color, and Effect



5. Click OK after you have made your selection(s)



17 Narrate your pictures and customize motion window

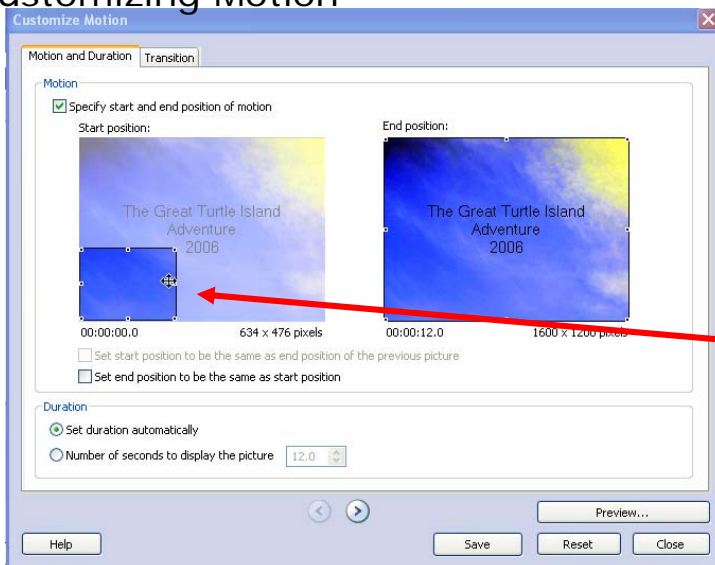


This window contains a variety of tools that will allow you to add narration to your project, customize motion and add transitions to your images.

Procedure:

1. Click on the **Customize Motion** button – located under the image preview window
2. Note ~ Link to more information about customizing motion and selecting transitions

18 Customizing Motion



Procedure:

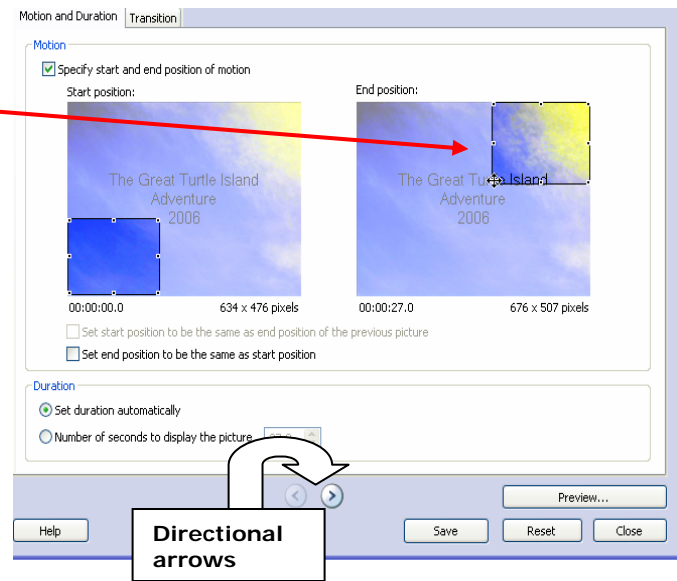
1. Click the Motion check box for Start Position
2. Use the 4-headed cursor and 2-arrow sizing handles to relocate and resize the start position

3. Set the end position – using the same procedure as Setting the starting point

a. Check it out by clicking on the Preview button. You can always **Reset** if you want another go!

b. **Important** ~ The selected pan and zoom style will automatically play for every image in your movie, unless you change it. If you want a different motion style for each image – you will have to assign a different style to each image – individually

i. Use the directional arrows to move to the next image in order to design a motion scheme



4. Duration settings for how long you want the image to play

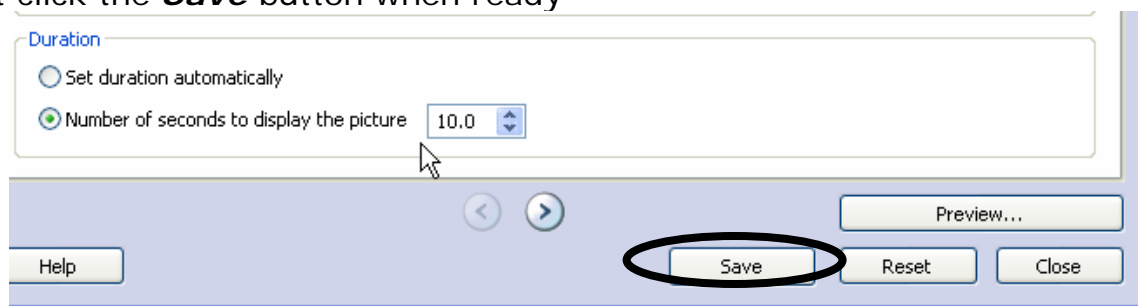
a. Set duration automatically

b. Number of seconds to display the picture

i. Key in the number or use the arrows to increase or decrease viewing time

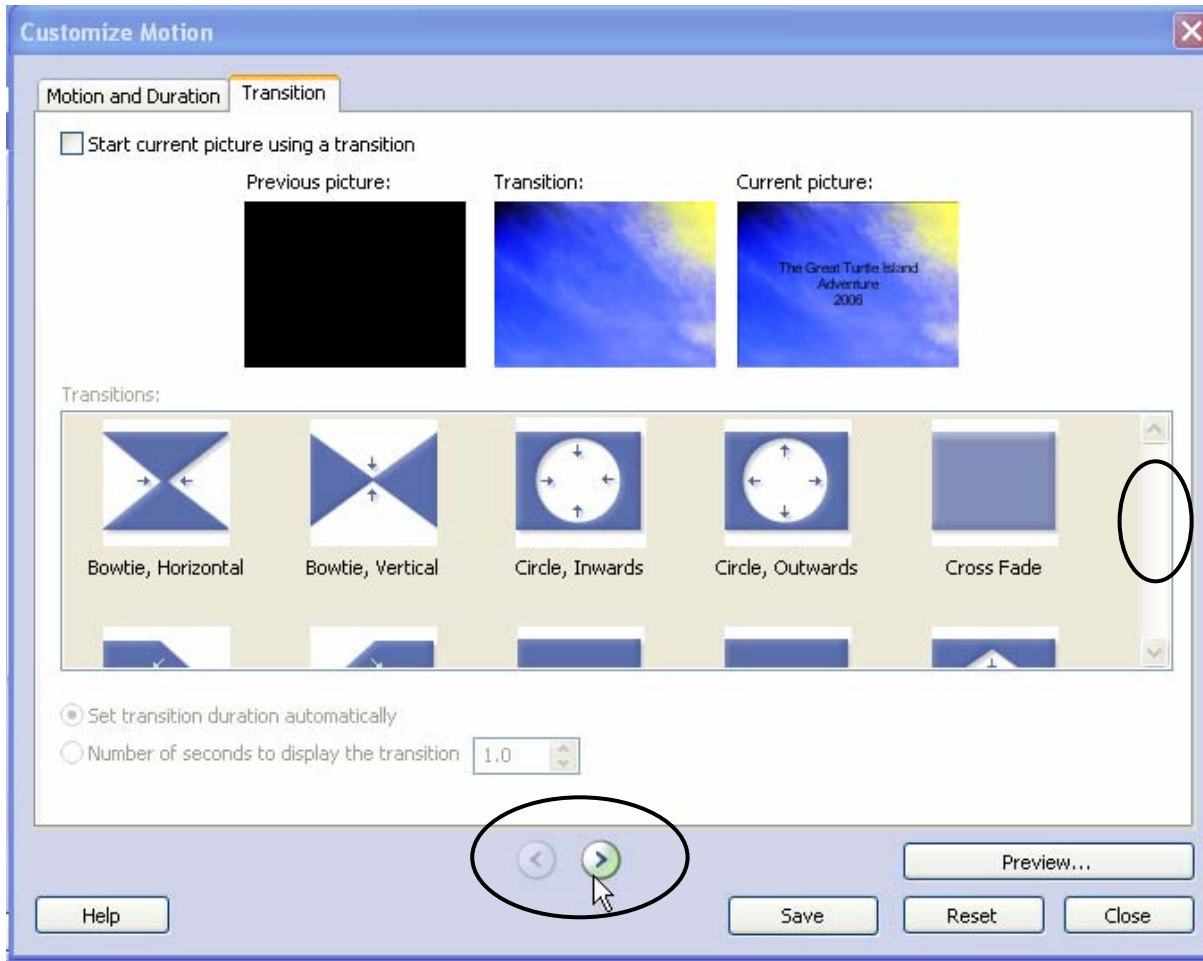
ii. Use this option if you want your music and images to end at the same time

5. Left click the **Save** button when ready



Note ~ If you only wish to add a custom motion to your images, you can **close** this window and go back to the main Photo Story workspace

19 Setting Image Transitions



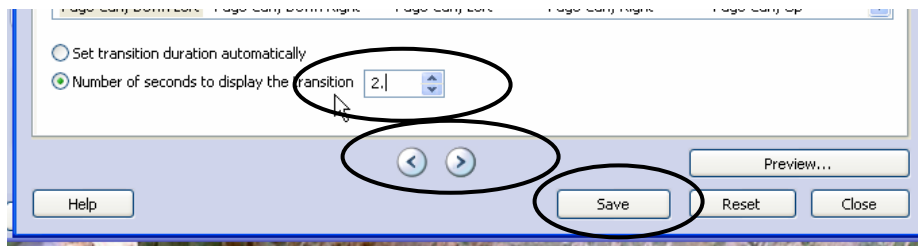
Procedure:

1. Use the navigation arrow to select an image you wish to add a transition to
2. Be sure to check the ***"Start current picture using a transition"*** box
3. Note the three different thumbnail preview windows
4. Use the scroll bar in the ***Transitions*** section to view available options
5. Click on the one you wish to add to the selected image
6. The effect preview in the middle/Transition window



7. Set the number of seconds you want the transition to display or keep the recommended default setting
 - a. Key in the number of seconds
 - b. Use the radio dial arrows to increase or decrease
8. Click the Save button when done
9. Use the navigation arrows to move onto the next picture without returning to Photo Story's main workspace

Close out of the Transition tab when your work is complete



20 Recording Workspace Features



1. Record button
2. Stop button
3. Remove unwanted recording
4. Configure Microphone and Set Recording Volume
5. Notes area

21 About Adding Narration



Photo Story provides a convenient space for you to key in any notes, storyboard script, or topic guides to keep you on track, when adding your narration.

Plug the microphone into your computer and place it off to one side.

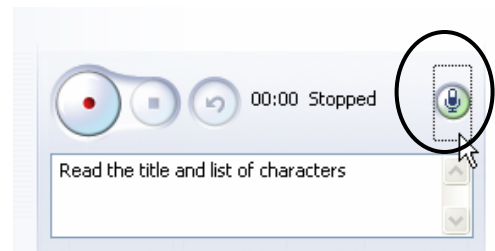
It is best not to speak directly into it.

Use the Microphone Icon to do a Configuration check before

recording

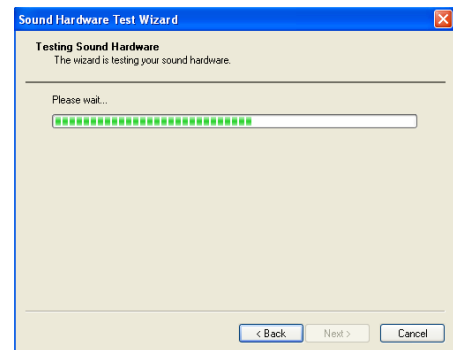
22 Microphone Configuration Sound Hardware Test Procedure:

1. Before you begin recording run a Microphone Configuration Sound Hardware Test using the provided Wizard
2. Click on the Microphone Icon to begin this important process



3. Read this window carefully, then click the Next button to test your sound hardware

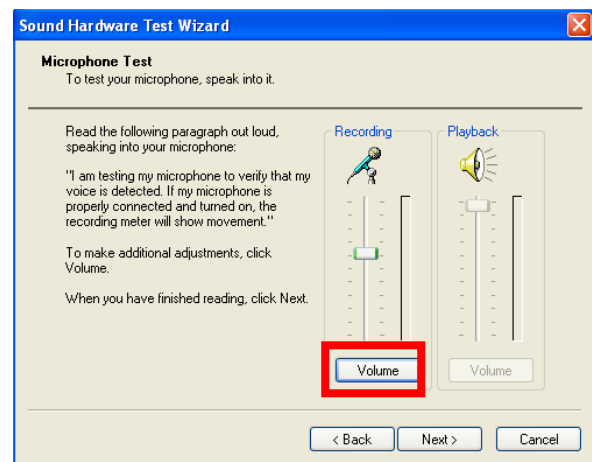
4. The Sound Hardware Test window opens and runs



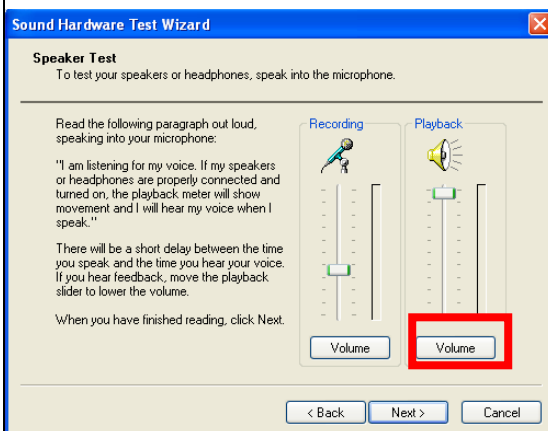
5. You may see this Security Alert. Please click the Unblock button to continue your sound system check



6. The Microphone Test window opens – read the information and carry out any of the associated tasks. Follow the posted directions to change volume settings



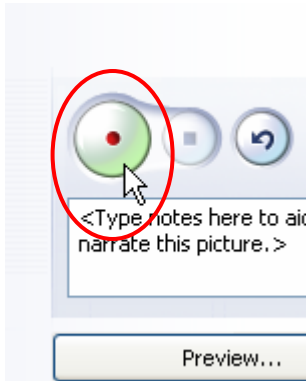
7. The Speaker Test window opens – read the information and carry out any of the associated tasks. Follow the posted directions to change volume settings



8. Click the Finish Button ~ You are ready to begin recording



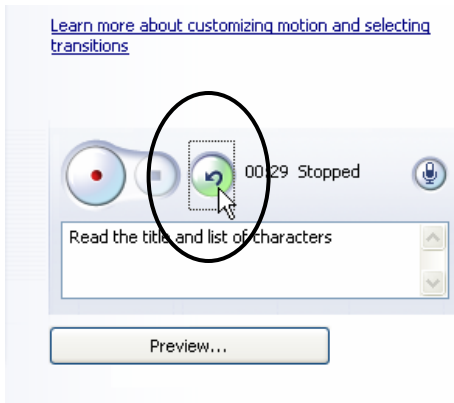
23 Recording Narration



Procedure:

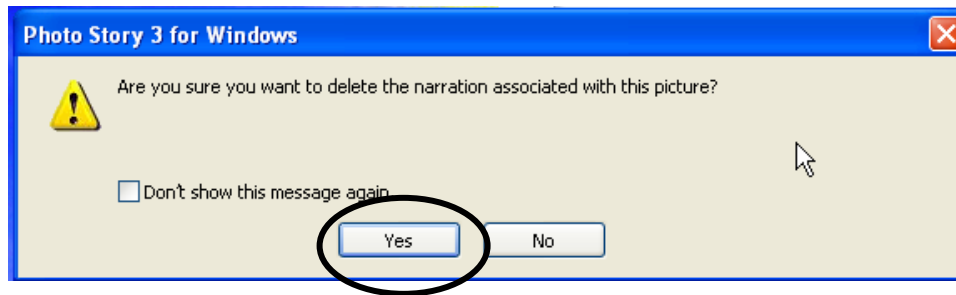
1. Click the Red record button – wait a few seconds before beginning the narration
2. When you have finished adding the narration for that particular image – wait a few more seconds before ending the recording session
3. Be sure to preview your narration.

24 Removing Unwanted Narration

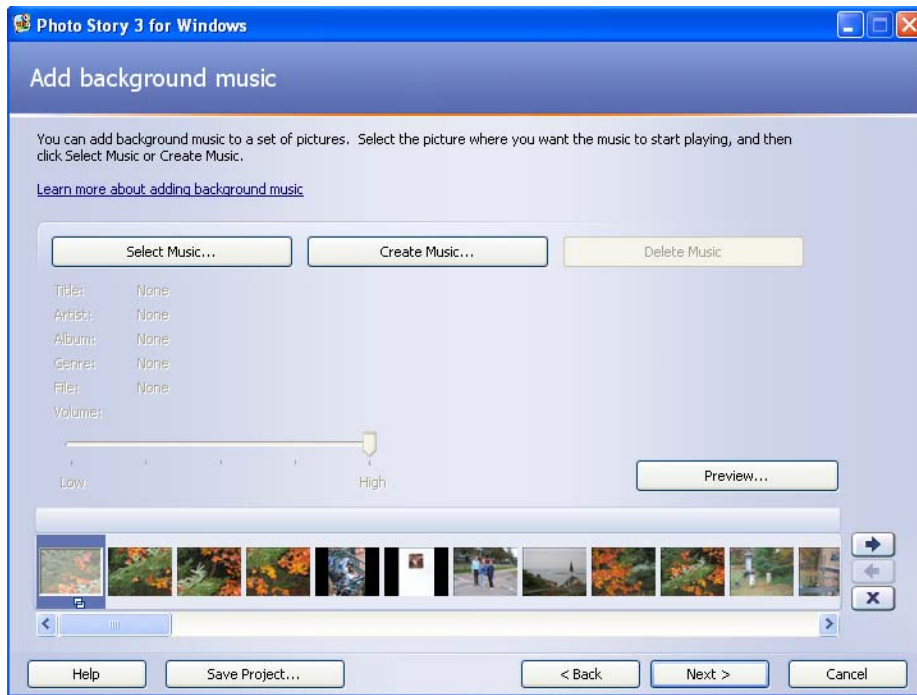


Procedure:

1. Click on the image that contains the unwanted narration
2. Click on the arrow button in the Narration tools space
3. Result ~ The Photo Story 3 for Windows message opens asking you if you are sure about deleting the narration associated with the selected picture
4. Click the **Yes** button to remove



25 Adding Music



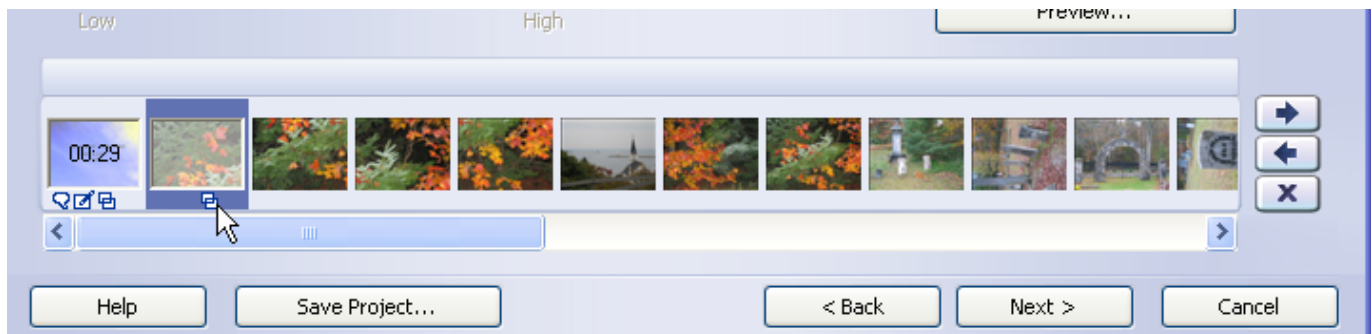
Procedure:

Music can be added to your movie in two different ways:

1. Select music
2. Create Music

Note ~ that music from CD's is copyright protected. If you are planning on posting your finished product on the Internet, you are strongly urged to use the create your own feature.

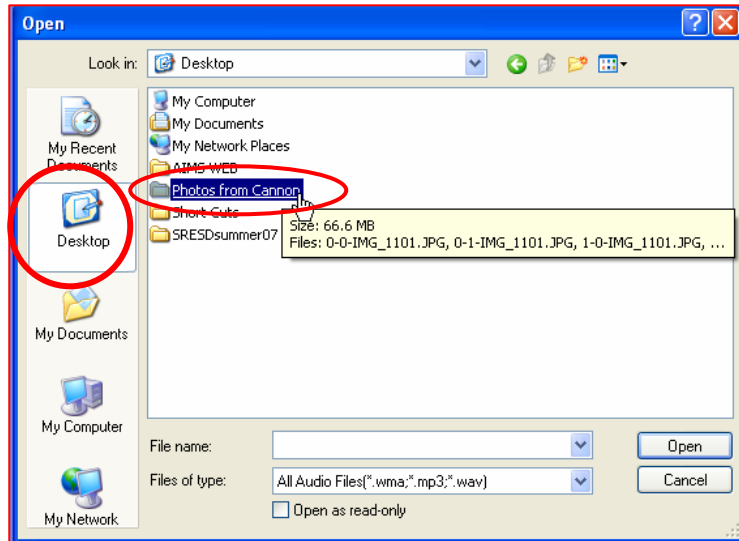
26 Procedure for Adding Music From a Sound File



1. Select where you want the music to begin by clicking the image in the filmstrip tray
2. Click on the Select Music button

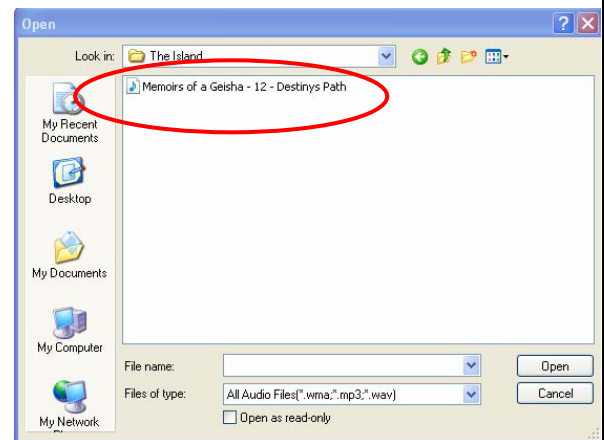


3. Result ~ the Open window appears

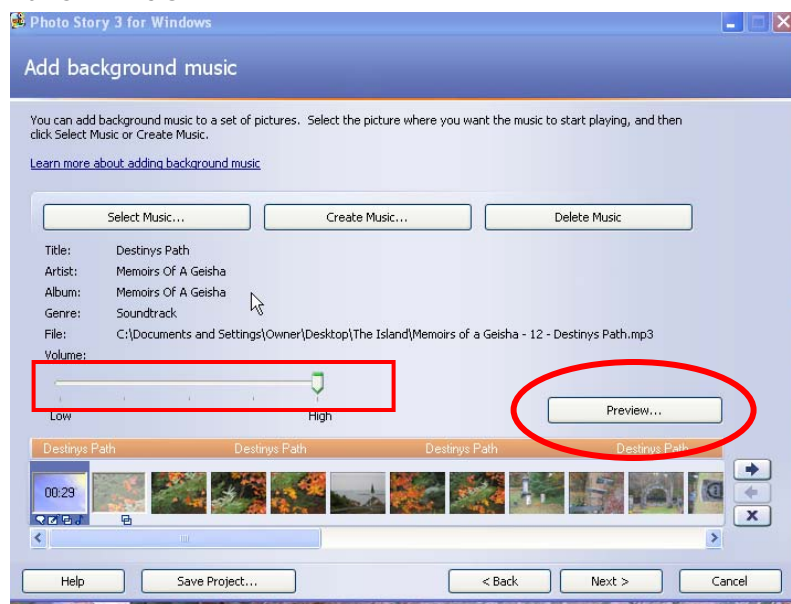


4. Click on the Desktop icon
5. In the preview window look for your project folder
6. Click on it to open and view contents

7. Locate the audio file and click on it to select.



8. It is automatically imported into Photo Story – the name of the song appears in the window

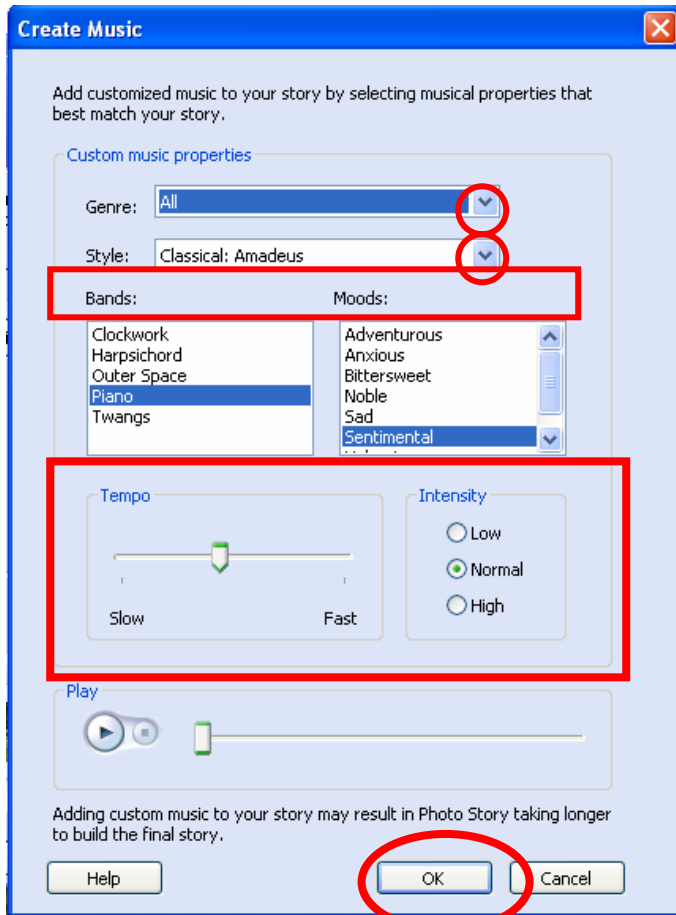


9. Use the slider to adjust the volume

Note ~ You can preview the music to see if it is a good match to the images

Important Tip ~ the music will end when the last image is reached and not at the natural end of the song.

27 Creating your own music



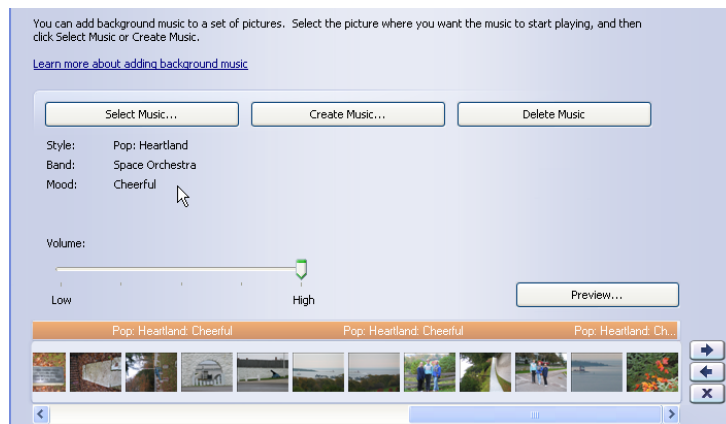
Procedure:

1. Remember to select the image where you want the music to start - first
2. Use the Genre drop-down arrow to select the type of music you would like to create. Choices include:
 - a. Jazz
 - b. Funk
 - c. Country, etc
3. Use the Style drop-down arrow to select your own unique musical style. Choices vary, based on the genre selected
4. Choose a Band and Mood
5. Select a Tempo using the slider
6. Select the desired Intensity radio button
7. Click on the Play button to hear your creation

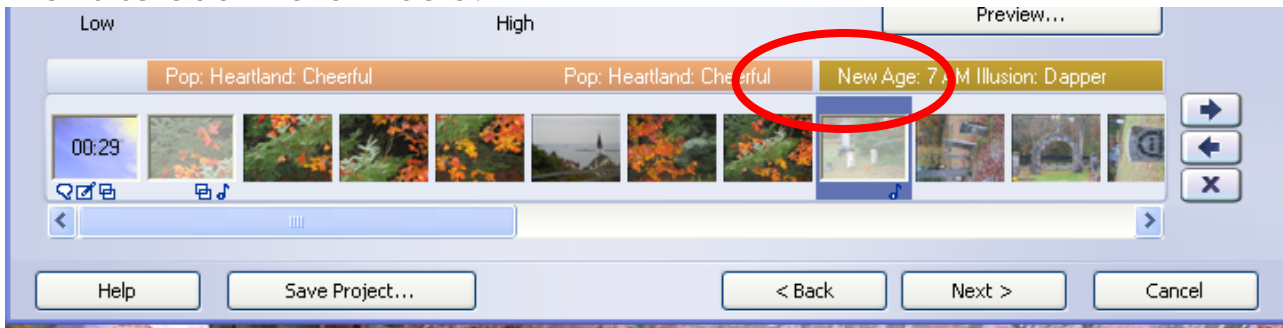
Try out different variations to see which

one works best with your images

***Click the OK button to import your creation into your Photo Story.
Remember if the music doesn't meet your needs, it can always be deleted.***



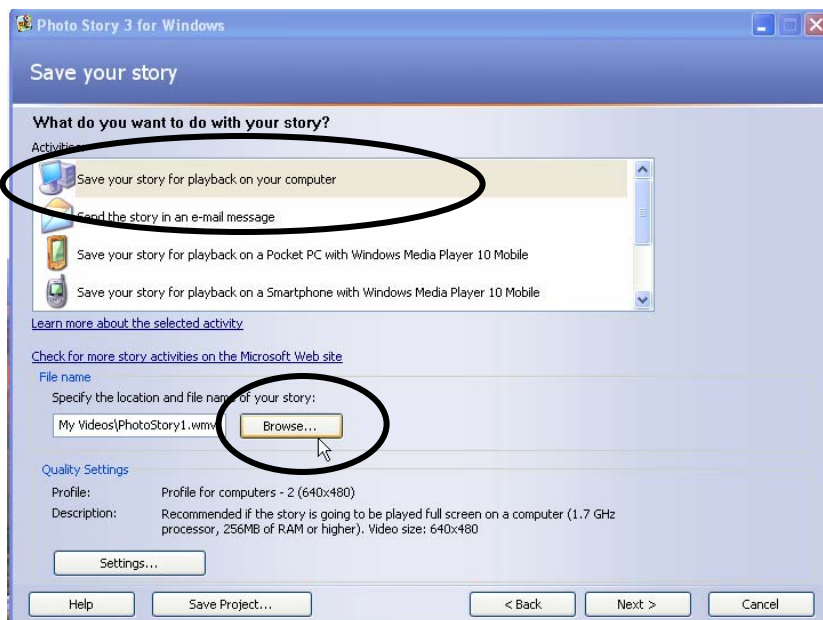
28 Want to add more music?



Procedure:

1. Just locate the image where you want the new music to begin
2. Locate the music in your project folder or create a new tune
3. Note the music change in the screen shot above

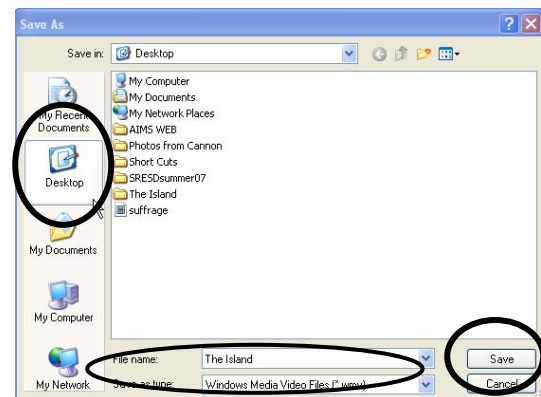
29 Saving Your Work



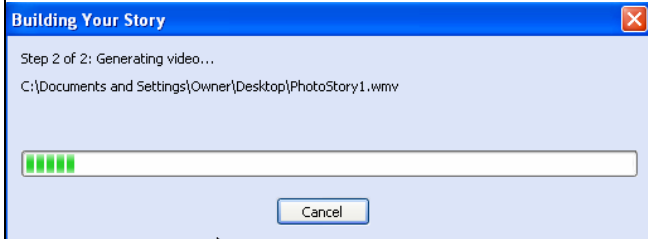
Procedure:

1. Left click the first option ~ Save your story for playback on you computer
2. Left click the **Browse** button
3. Result ~ The Save in Window opens

4. Locate the Desktop
5. Give your movie a name in the File name window
6. Click the Save button

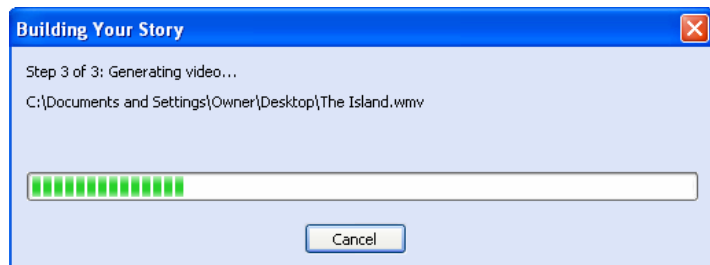


30 Rendering The Project

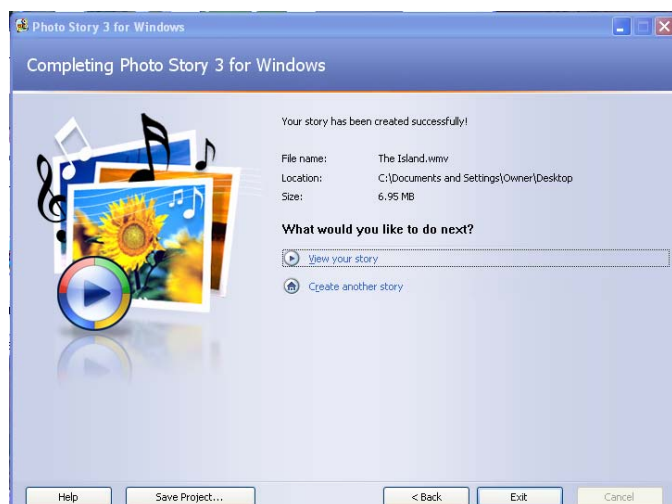


Procedure:

This is a 2 step process that occurs automatically – be patient this process could take a while depending on the number of images used in the project



31 Enjoy



Procedure:

1. After the movie has rendered you may view it by selecting the first option
2. Or you can double left click the video that was saved on your computer's desktop using Windows Media Player
3. The vide can be transferred/burned to a CD

References:

Coffman, Mark. "Windows Photo Story." Mark Coffman's Windows Photo Story. 1 Jul 2007 <<http://www.windowsphotostory.com/>>.

"Digital Storytelling: PhotoStory3 Tutorial." Digital Storytelling: PhotoStory3 Tutorial. 1 Jul 2007 <<http://millie.furman.edu/mlt/tutorials/photostory3/index.htm>>.