

Keynote Animation Mini-Lesson

Animation can add power and clarity to your message when creating a video! This mini-lesson will teach you to create animation using familiar software and then to transfer the animation into movie editing software (iMovie).

What is animation?


Animation is a series of fast moving images that create the illusion of movement. Simply stated, animation is text or objects that move.

What applications will we use?

- ◆ Apple Keynote (similar to PowerPoint, but includes better animation features)
- ◆ Apple iMovie (to edit together the animation clips + video clips + photos + audio)



How do you create animation in Keynote? (Using Build Inspector)



- Overview: **You add objects or text into a Keynote slide, and then use the animation tools to build the animation.**

1. Open a Keynote file. 



2. Set to widescreen:  >  tab >  >  1920 x 1080

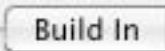
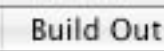
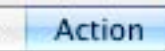
3. Zoom out so that you can see the entire slide (~75% zoom).
4. Drop objects into the slide.

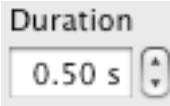
They can be pulled from the Finder  or from the  Media browser within Keynote.

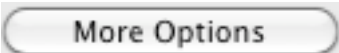
You can also use tools within Keynote, such as the  Shapes or  Text Box tools.

5. Select an object to animate.

6. Open the  and choose the Build Inspector tab .

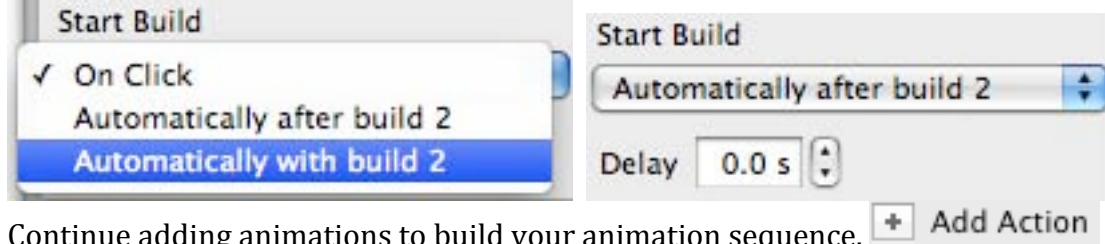
7. Choose one of the three    tabs.
- Build In = Causes objects to enter onto slide.
 - Build Out = Causes objects to exit from slide.
 - Action = Causes object to move, rotate, scale, etc.

8. Choose the desired effect. Set all of the related options including .

9. Open the  menu to see your animation build list. This shows the order of all of your animations for this slide.

10. Each animation must be set to Start Build Automatically, either “after” or “with” the previous animation on the list. Also, set the duration of the animation delay to tell Keynote how long to

wait before starting this animation action.



11. Continue adding animations to build your animation sequence.



12. Finally, **Play** your animations to test if they work and look right to you.

They must play through automatically, requiring no clicking to advance the action.

How do you create animation in Keynote? (Using stop-animation effect)

➤ Overview: Another method is to create a series of slides that when played quickly in series create the illusion of movement (this method is more like “stop-motion” animation).

1. Open a Keynote file.





2. Set to widescreen: Inspector > Document > Slide Size 1920 x 1080

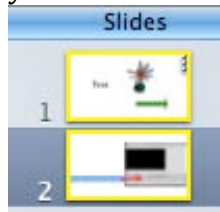
3. Zoom out so that you can see the entire slide (~75% zoom).

4. Drop objects into slide 1.

They can be pulled from the Finder  or from the Media browser within Keynote.

You can also use tools within Keynote, such as the Shapes  or Text Box  tools.

- 5.
6. Design the slide. This is the beginning of the animation sequence.
7. Right-click on the slide and choose Duplicate. The duplicated slide will appear below the first slide.
8. Make a slight change to whichever object(s) you are animating to begin the animation path.
9. Duplicate this second slide and move the object(s) a little bit further along the projected path.
10. Repeat the duplication process until the objects have moved to the stopping point.
11. Set all slides to transition automatically with a 0 second delay:
 - a. Select all of your slides: Click on one slide > Edit menu > Select All (You will see that all of your slides have a yellow border)



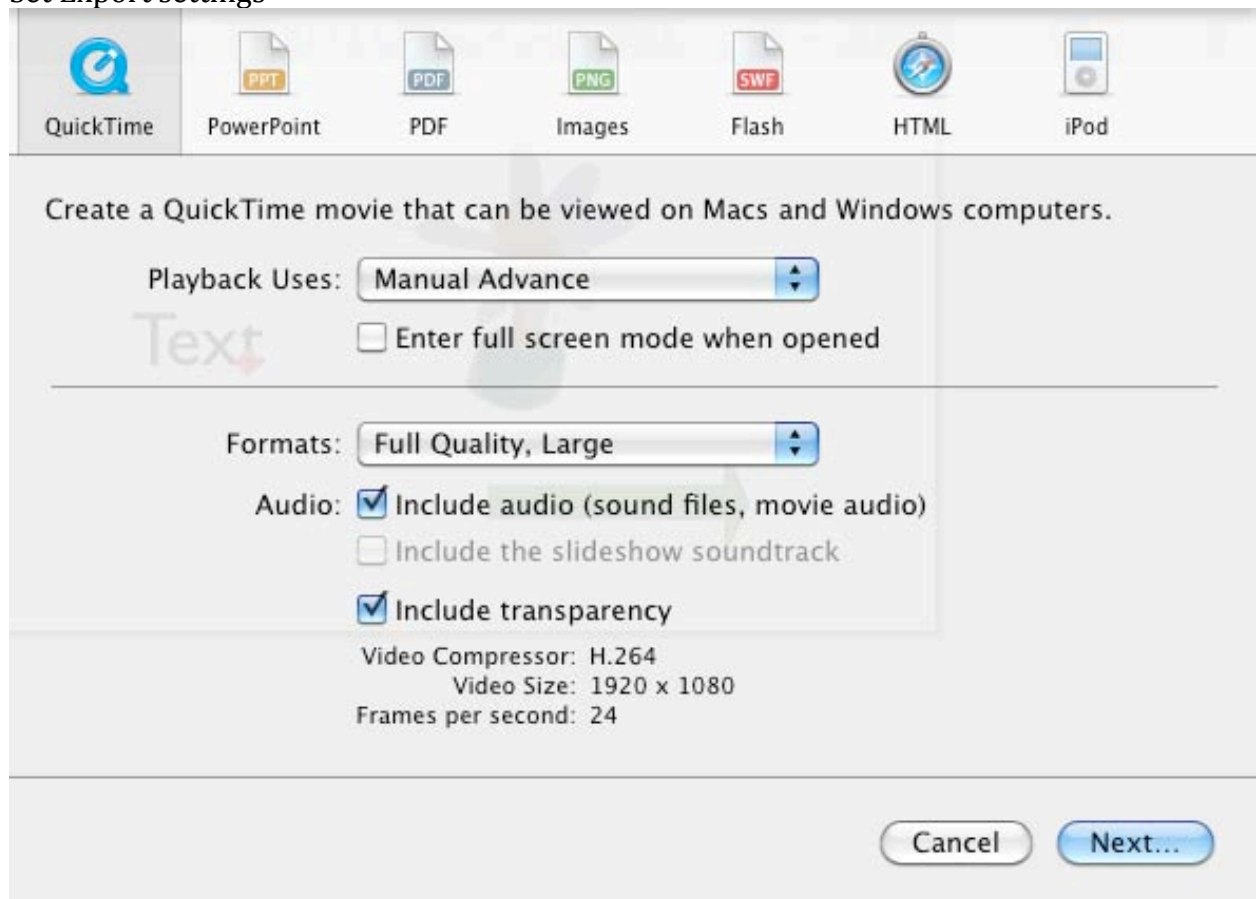
b. Inspector > Transition > Start Transition Automatically Delay 0.0 s

12. Play your slide show to test the animation. If something doesn't work the way you want, continue to make adjustments and test until you are satisfied with the animation.

How do you export your finished animation into iMovie?

1. **File** > **Export...**

2. Set Export settings

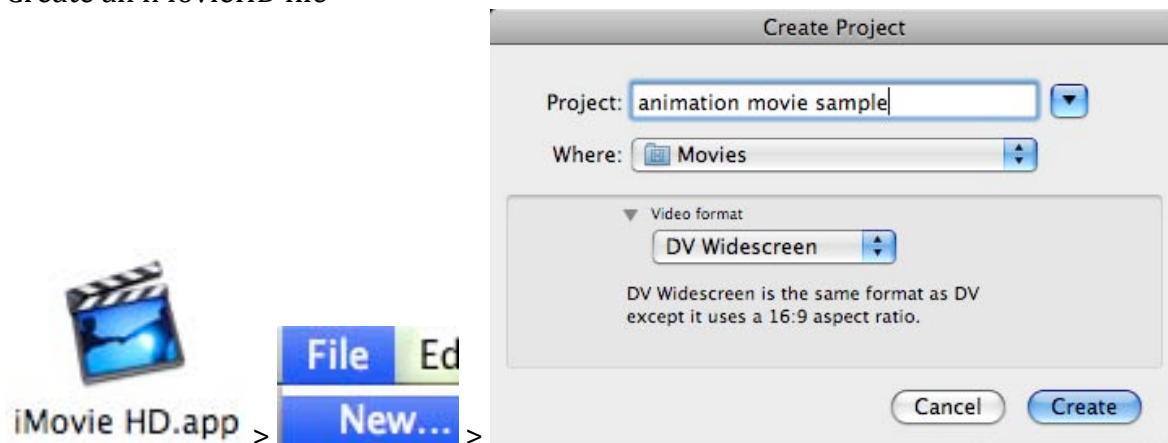


3. **Save As:** **sample animation.mov** into your Finder folder > **Export**

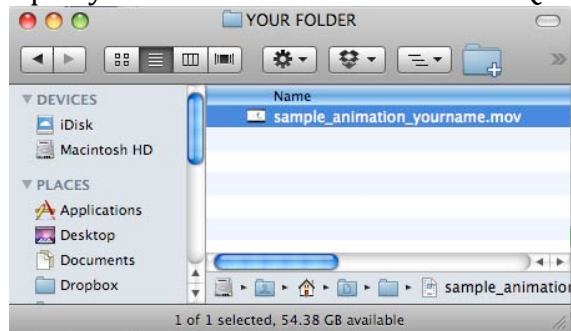
4. Test animation after build is complete by viewing it in the QuickTime player.

How do you import your animation into iMovie?

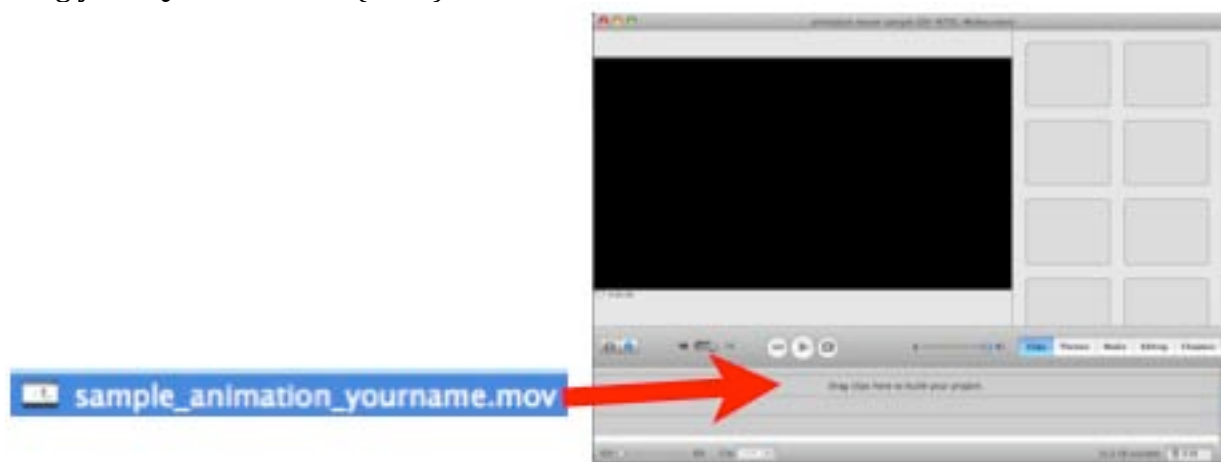
1. Create an iMovieHD file



2. Open your Finder folder to locate the QuickTime file that you exported from Keynote.



3. Drag your QuickTime file (.mov) from the Finder into the iMovie timeline.



4. Your QuickTime file will now be a clip in iMovie. Now you can add audio, and anything else that will complement your movie.

Activity:

1. Create a minimum of two animation sequences.

Sequence 1: Create an animated text sequence that is bold, large, and well designed to grab the audience's attention. The text must include the following:

1. The Crossroads School presents
2. A Film by (Your Name)
3. Title of Film (Create an interesting fake title for a movie)

Sequence 2: Create an animated object sequence that focuses on objects/characters doing something (moving around, interacting, etc.). You must use all of the following animation effects at least once each:

1. Move
2. Rotate
3. Scale

2. Export your animation sequences.

(file name: animation_yourname.mov)

3. Import them both into iMovie

(file name: animation_yourname.iMovieProject)

4. Add sound effects, voiceover and music

Have fun!

Be creative!