Practical Activity: Making a video with static images

**Description of the Practical Activity**: In this practical activity we are going to make a video with only static images.

We are going to do a brief exploration in the video editor. Then, we are going to import media files. Later, we are going to put sequentially the pictures and then, put an audio. To finish this activity, we are going to export the final result to a proper video format to upload to Youtube.

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In this screenshot we can see the main menu at top, the media folder at top left, the preview at to right and the timeline at bottom. Most of the linear video editors have similar appearance.

In the screenshot, you can see some pictures imported.

We can import the images clicking at "Add Clip" in "Project Bin"

With the pictures, we can put them on the timeline by click and dragging each one.



We can drag the picture to expand the duration before putting other picture after the previous one. Now, we have a video. We can play it in the preview section of the screen by clicking in the start button.

We have downloaded a nice song from <u>https://www.jamendo.com/</u> and we can import it like the images. Then, we have to drag the song to one of the audio tracks at the bottom of the timeline.

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We have recorded a oral explanation of the story and we can put it with the music. We can mix it better with Audacity, but it's easier to put it in other audio track and change the audio volume of the track. This is possible applying an effect to the audio track named "Balance":

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The easier way to put an effect is right click and select in the menu "Add effect > Audio Channel > Balance"

We are going to export the result to upload. This button is for render the video:





We have to choose the output format. The most standard is mp4 in HD. Next, we have to choose the quality, the better quality, the video will need more space. And finally, we can click in "Render to File".

Render a video is a hard work for the processor and we have to wait. We recommend only render when you are sure that the result is good.