



FOR IPAD



getting started



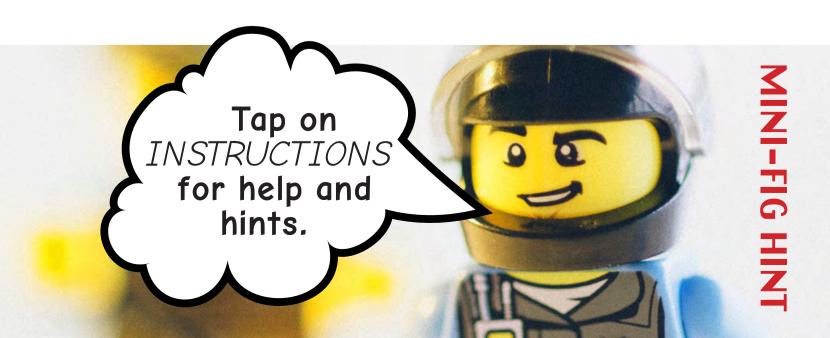


Wait for the menu screen...



Tap **MAKE A MOVIE.**The **ADD TITLE & CREDITS** screen is next.







make a title

1

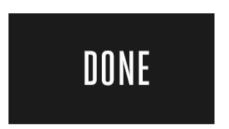
Tap the *TITLE* to edit it.



Write your own *TITLE*.
Write your own *NAME*.



Tap **DONE.**Lego Movie Maker will be in **CAPTURE MODE.**

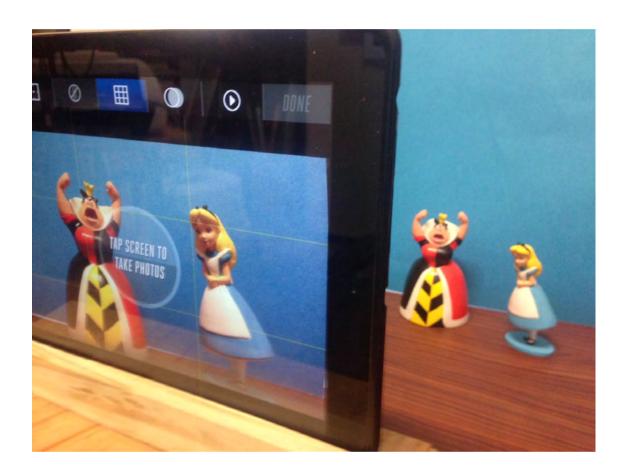


The title and name can be edited later.



filming 1

- Position the iPad facing the stage area. Make sure it is both vertical and steady.
- Position the characters in the stage area. Check you can see them clearly.

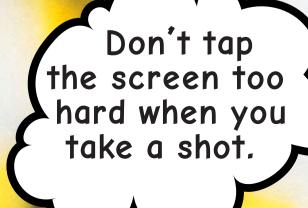


FOCUS the screen. Check your focusing!



Turn on **ONION SKINNING**. Line up your shots accurately.









filming 2

- 1
- Tap the screen (gently) to take a picture.
- 2
- Move the characters a small distance.
- Each shot is a frame in your movie.
- · A second of movie needs 6-15 shots.
- Try to move the character no more than 1/3 of its width each shot.
- If your character speaks for a few seconds, take 15 shots with no movement.
- The less you move the character each shot, the smoother the movie will be.
- Don't try to move more than 3-4 characters at a time!
- 3

Preview the movie often.



4

Tap done when you're finished.

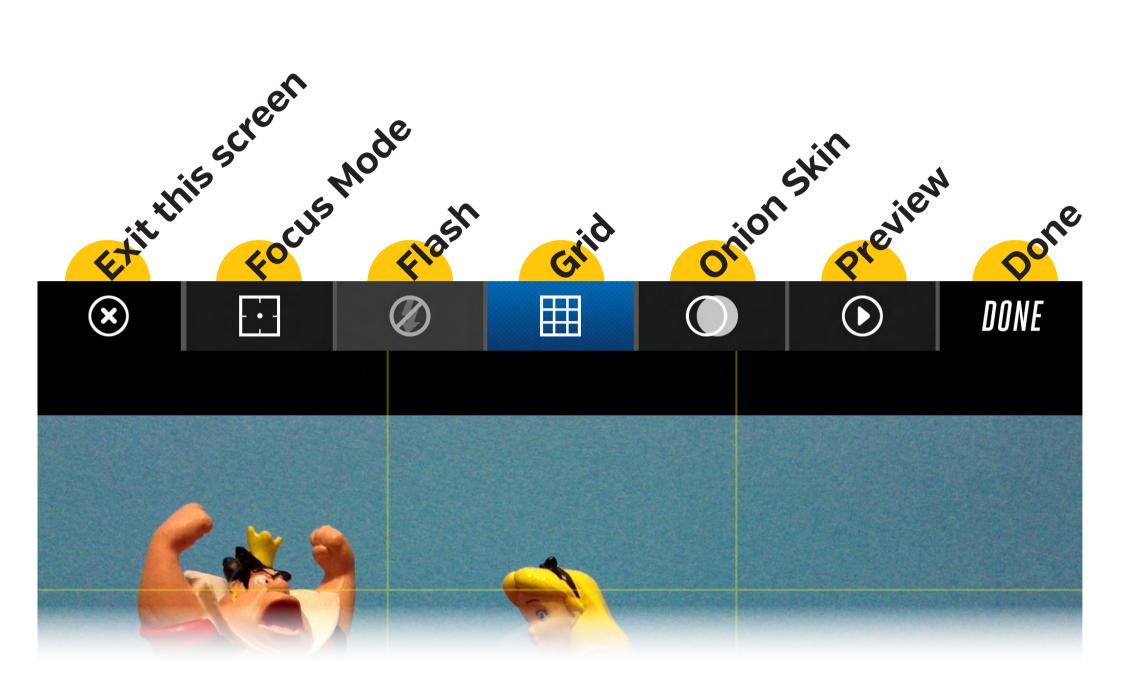


You can delete shots with hands in later.



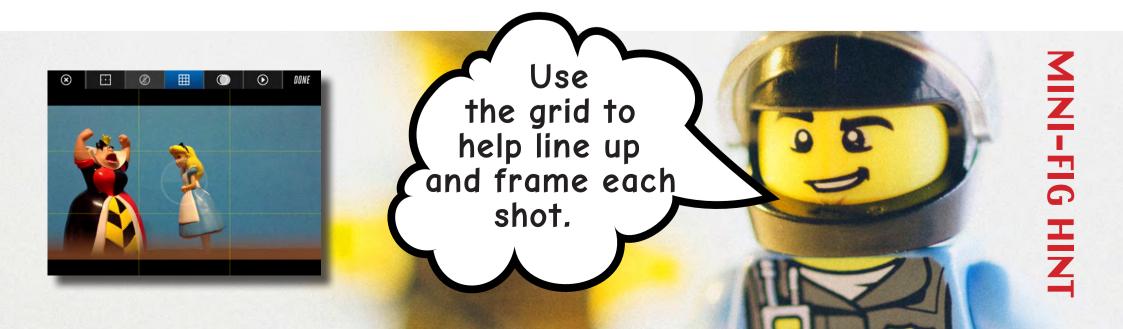


capture mode



EXIT
FOCUS MODE
FLASH
GRID
ONION SKIN
PREVIEW
DONE

return to the previous screen focus the camera turn the flash on or off turn the grid on or off show / hide your previous shot preview your movie so far finish capturing pictures





focusing

Tap the **FOCUS** button.



Tap the screen to focus.



Tap the **FOCUS** button



can focus on near or far objects for special effect.





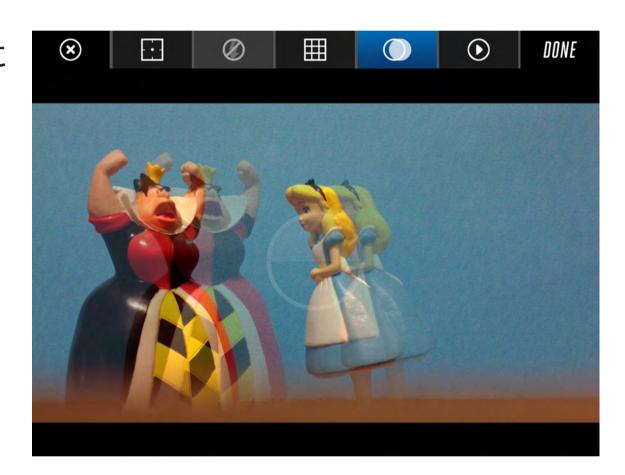
onion skinning

Onion skinning is a technique for showing both the current and the previous picture at the same time.

Tap the **ONION SKIN** button.

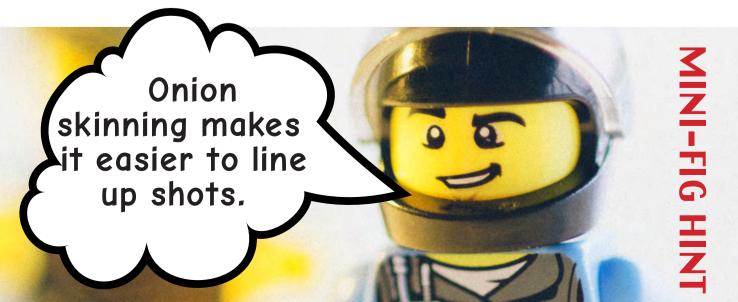


The previous shot appears.



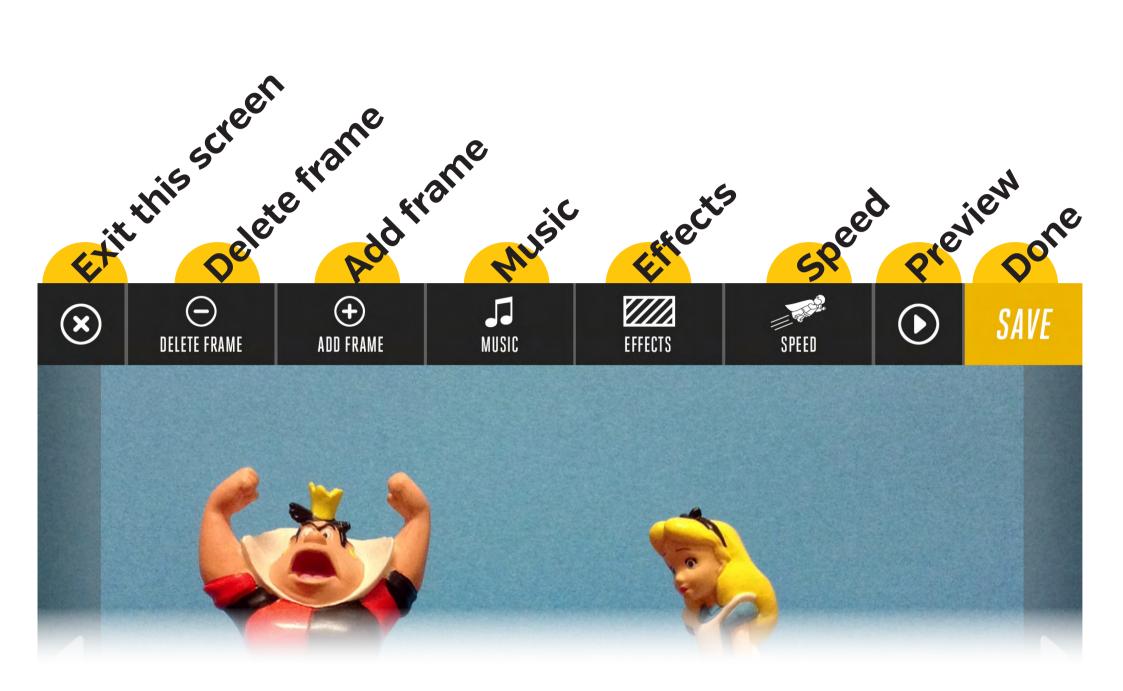
Remove onion-skinning by tapping the **ONION SKIN** button again.







movie edit mode



EXIT return to the previous screen

DELETE FRAME delete the current frame

ADD FRAME add a new frame

MUSIC pick a soundtrack to play over your movie

EFFECTS add colour filters to the movie

SPEED speed up or slow down your movie

PREVIEW preview your movie so far

SAVE finish and save your movie





delete a frame

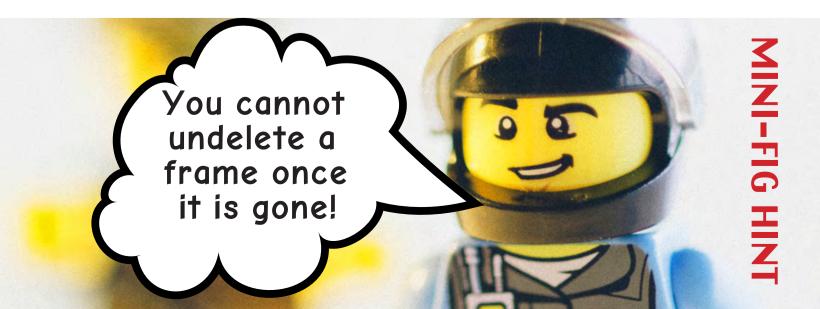
Use the Delete Frame button to remove shots that have hands in them or are out of focus.

Tap the frame to delete.
Tap the **DELETE FRAME** button.



Tap **DELETE** to delete the frame.







add a frame

Extra frames can be photos you take or backdrops from the LEGO library.

Tap the frame to insert at. Tap the **ADD FRAME** button.



Choose either **FROM CAMERA** or FROM LEGO LIBRARY



Lego Library backdrops include speech bubbles and action words.



SOK!!



Speech bubbles



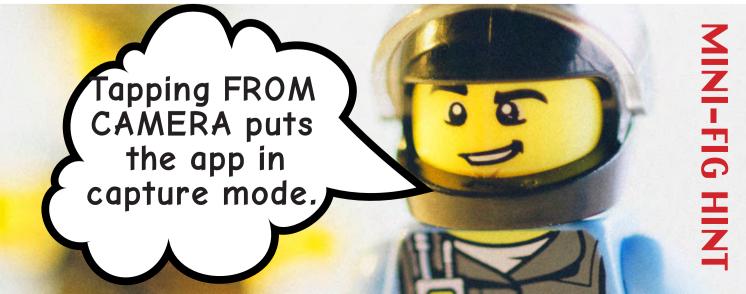
ZAP!



WHOOSH!!

Tap **DONE** to use the selected backdrop.







add music

Tap the **MUSIC** button.



Select from the iPad library or the list.



Tap the **PLAY** button to audition songs.



Tap **DONE** to use the selected song or tap **BACK** to exit without adding a song.



DONE

Instrumental music is best if you want to add dialogue later.





effects

1

Tap the **EFFECTS** button.



2

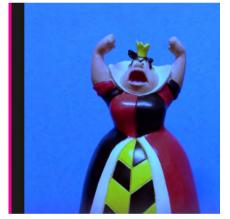
Choose a *FILTER* from the list.



Lego Library filters include black & white, vignetting and embossing.



Black & White



Blues



Vignette



Emboss

3

Tap **DONE** to use the selected filter. or **BACK** exit without adding a sound









change speed

Use the Speed button to change the number of frames your movie shows each second. Use 6-10.





Select a speed for your movie.



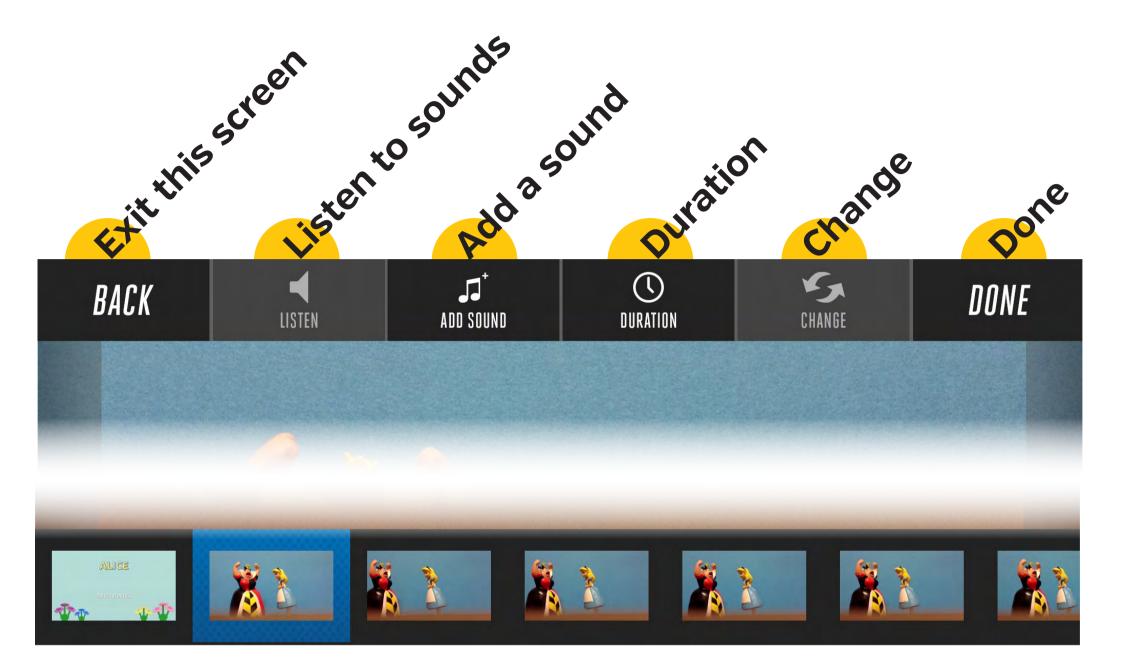
Tap **DONE** to use the selected speed or tap **BACK** to exit without changing speed.





Faster speeds are smoother but the movie is shorter.





BACK
LISTEN
ADD SOUND
DURATION
CHANGE
DONE

return to the previous screen listen to any sounds added to the frame add sound to the frame change the time length of the frame

finish capturing pictures









Tap the **ADD SOUND** button.



Select from LEGO SOUNDS **MY SOUNDS** or

RECORD A NEW SOUND

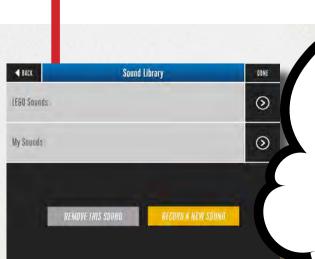


Select a sound.

■ BACK	LEGO Sounds	DONE
Acceleration		•
Birds		•

Tap **DONE** to use the selected sound. or **BACK** exit without adding a sound





remove a sound, tap the frame, tap ADD SOUND then tap **REMOVE THIS** SOUND.





record a sound





Tap the **ADD SOUND** button.



Tap **RECORD A NEW SOUND.**

RECORD A NEW SOUND

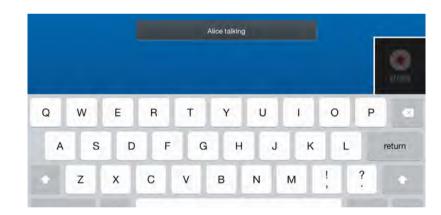


Tap **RECORD.**



Wait for the countdown [3..2...1...0] Speak clearly. Press stop when finished.

Give the recording a title.



Tap **DONE** to use the recording or **BACK** to exit without using the sound.

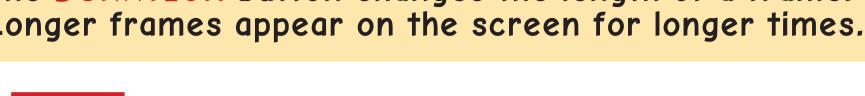




You can record dialogue, sound effects or even live music!



The DURATION button changes the length of a frame. Longer frames appear on the screen for longer times.







Select a duration for the frame. (x1 -10)

Hold for sound length instead?



Tap **DONE** to use the selected duration or tap **BACK** to exit without duration.



Tap the blue button to hold for the sound length attached to the frame.





saving

The SAVE button saves all the pictures, speed changes, duration changes, music, sound and filters into a playable movie.



Tap the **SAVE** button.



The app builds your movie.



And plays it...

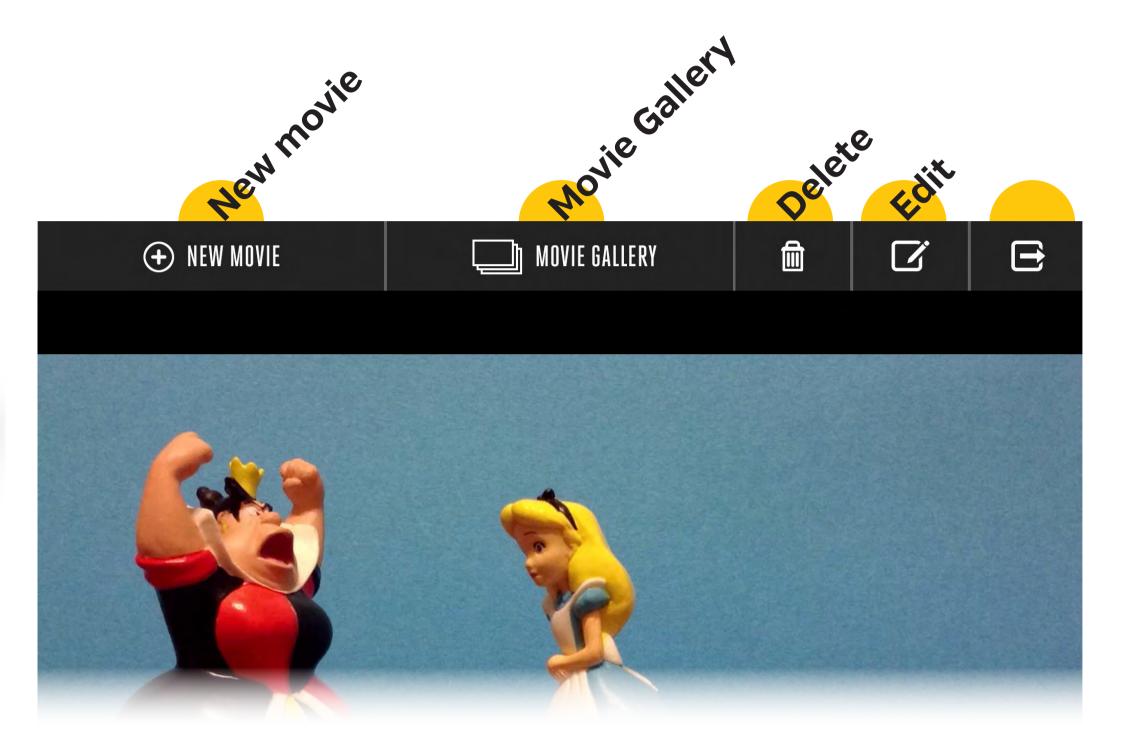


You can still edit the movie, even after it's been built.





movie view mode



NEW MOVIE start a new movie (title screen) **MOVIE GALLERY** view, edit or delete existing movies

DELETE delete the current movie

EDIT edit the current movie

EXPORT save the current movie to the camera roll

