Tap the Lego Movie button.

Wait for the menu screen...

1

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

2

Tap on **INSTRUCTIONS** for help and hints.
1. Tap the **TITLE** to edit it.

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

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

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The title and name can be edited later.
1. Position the iPad facing the stage area. Make sure it is both vertical and steady.

2. Position the characters in the stage area. Check you can see them clearly.

3. **FOCUS** the screen. Check your focusing!

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

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Don’t tap the screen too hard when you take a shot.
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.
**LEGO MOVIE MAKER**

**Capture Mode**

- **EXIT** return to the previous screen
- **FOCUS MODE** focus the camera
- **FLASH** turn the flash on or off
- **GRID** turn the grid on or off
- **ONION SKIN** show / hide your previous shot
- **PREVIEW** preview your movie so far
- **DONE** finish capturing pictures

*Use the grid to help line up and frame each shot.*
1. Tap the **FOCUS** button.

2. Tap the screen to focus.

3. Tap the **FOCUS** button.

You can focus on near or far objects for special effect.
Onion skinning is a technique for showing both the current and the previous picture at the same time.

1. Tap the **ONION SKIN** button.

2. The previous shot appears.

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

Onion skinning makes it easier to line up shots.
**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

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You can go back and change any of the edits afterwards.
Use the Delete Frame button to **remove shots** that have hands in them or are out of focus.

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

2. Tap **DELETE** to delete the frame.

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**MINI-FIG HINT**

You cannot undelete a frame once it is gone!
Extra frames can be photos you take or backdrops from the LEGO library.

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

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

   Lego Library backdrops include speech bubbles and action words.

   - SOK!!
   - Speech bubbles
   - ZAP!
   - WHOOSH!!

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

   Tapping **FROM CAMERA** puts the app in capture mode.
1. Tap the **MUSIC** button.

2. Select from the iPad library or the list.

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

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

**MINI-FIG HINT**: Instrumental music is best if you want to add dialogue later.
1. Tap the **EFFECTS** button.

2. Choose a **FILTER** from the list.

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

   ![Filters Images]

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

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

1. Tap the **SPEED** button.

2. Select a speed for your movie.

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

Faster speeds are smoother but the movie is shorter.
Scroll through the frames by tapping the thumbnails.

- **BACK**: return to the previous screen
- **LISTEN**: listen to any sounds added to the frame
- **ADD SOUND**: add sound to the frame
- **DURATION**: change the time length of the frame
- **CHANGE**: finish capturing pictures
1. Tap the **ADD SOUND** button.

2. Select from
   - **LEGO SOUNDS**
   - **MY SOUNDS**
   - **RECORD A NEW SOUND**

3. Select a sound.

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

To remove a sound, tap the frame, tap **ADD SOUND** then tap **REMOVE THIS SOUND**.
1. Tap the **ADD SOUND** button.

2. Tap **RECORD A NEW SOUND**.

3. Tap **RECORD**.

4. Wait for the countdown (3..2...1...0)  
   Speak clearly. Press stop when finished.

5. Give the recording a title.

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

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**Mini-Fig Hint**

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.

1. Tap the **DURATION** button.

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

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

**Mini-Fig Hint:**
Tap the blue button to hold for the sound length attached to the frame.
The SAVE button saves all the pictures, speed changes, duration changes, music, sound and filters into a playable movie.

1 Tap the SAVE button.

The app builds your movie.

And plays it...

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

Exported movies can be shared online or saved to a PC.