

Book Trailers

Making a book trailer involves 3 basic steps:

1. Prepare your video, images, and/or sounds
2. Import the prepared media into Windows Movie Maker and edit your movie
3. Finish your movie

What you need:

Windows Movie Maker -

Check your computer, there is a good chance you've already got this. If you don't, go to the Microsoft website and download it - free software.

This is the program you will be using to create your video.

Audacity -

This is a free sound editing program you can download online. I recommend going to www.download.com to get it.

Gimp -

This is a free image-editing tool - think of it as the poor man's Photoshop. Download from gimp.org. If you have another imaging tool you're comfortable with, it's fine to use it (I sometimes use Publisher for the text credits)

Additional tools -

- Microphone - if you're going to narrate your movies you need to be able to record them first
- Flip-Camera, digital camcorder, camera, scanner - these aren't essential (you can still make movies with images found online), but being able to capture your own images is very cool.

Online sites to share your finished projects:

So many to name, however these are my favorite:

Youtube.com
Facebook.com
Myspace.com

1

Getting it all ready.....

1. Pick a book
2. Write a narrative; this can be as long or as short as you want. I usually shoot for a 1 minute minimum.
3. Decide how you want your narrative to be animated. Do you want to have still images, video clips, a mix of both?

2

Record and collect

1. Record your narrative. If you're using Audacity you'll need to export the file as a WAV or MP3 when you're done editing it
2. Import all the pictures and elements that will make up your book trailer into Windows Movie Maker.
3. Begin dragging, dropping, and editing your timeline. Just like all other Microsoft programs, right-clicking an item will open up a drop-down menu of editing and animating options.

3

Export and share

1. When you've finished editing, you'll need to "publish" your video. I generally chose to publish to my computer; from there, publishing to other sites is simply a matter of uploading.
2. Decide where you'll share your creations: Youtube, Facebook, Myspace, Public Access television, email, etc.