

Digital Storytelling tutorials

7. Adding digital images to your digital story

Before importing images into your Moviemaker project take time to edit each image to maximise its quality and minimise its file size.

In the Image editing program of your choice:

- **Crop** the image to discard any unwanted parts of the original image.
- **Resize** the image. The standard size for projects is 720 pixels wide x 576 pixels high. You may need to have some blank space on the sides to avoid your image being distorted. This will automatically show as black background in your project.
- **Touch up** your image. It is likely (especially if working with old photos) that there will be damaged areas or speckles on the scanned image. Depending on your software you may have a clone stamp or touch up tool you can use to mend damaged areas.
- **Adjust contrast and brightness** of your image if necessary.

If you do not have a graphics program on your computer try PhotoPlus
http://www.freerisefsoftware.com/serif/ph7_leader2.asp (freeware)

Save all your images into a designated project folder.

As well as using your own digital images a wide range of free stock photos are available on the WWW for download. Try some of these sites for personal non-profit use:

<http://www.freefoto.com/index.jsp>

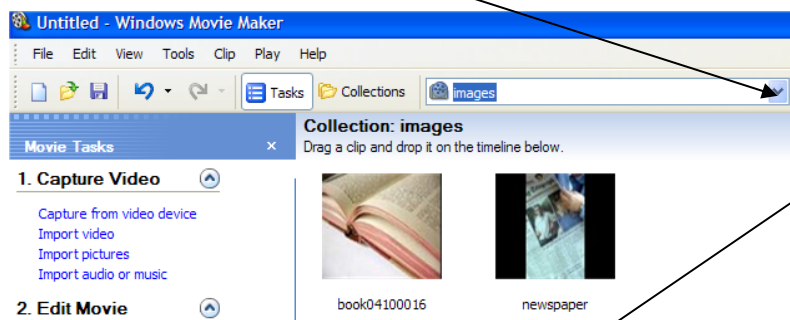
<http://freestockphotos.com/>

<http://www.freeimages.co.uk/>

HINT – make sure you enlarge the image to its full size (by clicking on it) before saving/downloading to your computer

To import your image files click on the TASKS button in the toolbar.

Select your IMAGES folder from the options in the pull down collections menu



and then click on Import pictures under the CAPTURE VIDEO option.
(If your files go to the incorrect folder it's easy to drag and drop them later).

To add an image to your timeline click on it in the Collections folder and drag down onto the timeline with your mouse.

