



How to introduce Moviestorm to your students

A practical guide for ages 16 to 18

Steve Thorne

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Information in this guide is given in good faith, but no warranty is made or implied as to its accuracy or completeness. Updates to the Moviestorm software may render some of this information obsolete.

Note that all screenshots are taken from Windows versions of the software. Mac versions may differ slightly.



www.moviestorm.net

How to introduce Moviestorm to your students - A practical guide for ages 11 to 14

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Moviestorm Limited

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Overview

This brief practical guide to creating storyboards with Moviestorm is divided into two sections

Section	Demonstration time (mins)	Optional practice time (mins)
Introducing Moviestorm	30	60
Create a Simple Movie	15	75 (or 75 + 90)
Total time	45	135 (or 225)

Moviestorm enables students to experience the skills of the film making process, independently, or as a team.

This guide outlines how to introduce the Moviestorm tools for the first time, with practical sessions aimed at deliverables that will demonstrate their understanding of the software and the filmmaking process.

Students will benefit from spending time outside of class to practice their skills individually, or in teams.

Filmmaking with Moviestorm involves an explorative game-style interface, and does not have to be a linear process - the software has been designed to allow users to create a rough movie, then move back and forth through the tools, polishing and embellishing the movie until it is finished. This practical introduction provides for a first pass, and the students should be encouraged to come back to their movie, to explore the functionality and work on areas of interest to them after the introductory lesson.

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Practicalities

Setting Up

It will help to demonstrate using a computer that displays through a projector at the front of the class, and ideally with the students also having access to computers to practice the skills as they are introduced. If so, the Moviestorm software should be 'launched' (Open the executable), but not 'started' (Do not click the Start button in the Launcher).

You can download Moviestorm Education Unlimited for Mac and PC from

http://www.moviestorm.co.uk/hub/download_edu_unlimited

If you have any installation issues, please visit:

<http://support.moviestorm.co.uk/>

Some exercises, such as 'Introducing Moviestorm' and 'Create a Simple Movie' are best done in pairs, but Moviestorm is excellent for collaboration and offers the opportunity for students to take on specific film production roles as part of a team, or practice their skills against all roles working individually.

It will help to have practiced the lesson once beforehand, to familiarise yourself with the software, and the assets and process outlined below.

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Demonstrating and Practicing

1. Introducing Moviestorm

Demonstrate

Introduce the students to Moviestorm as a whole so that they understand what film making processes they are about to experience.

Give the students a high level tour of the various Moviestorm 'Views':

- Set Workshop
- Dressing Room
- Director
- Camera
- Cutting Room
- Publisher

N.B. There are a couple of videos that can be used as the basis for the demonstration

- 3 minute 'Getting Started' video tutorial that introduces the screens - See the [Getting Started](#) video tutorial
- 10 minute 'Introduction to Moviestorm' video that can be used as the basis for the demonstration - See the [Introduction To Moviestorm](#) video tutorial.

Approximate demonstration time: 30 minutes

Practice

[Download](#)

Hand out print outs of the '[HowToIntroduce 16-18 UI Test](#)', with instructions to look around the various Views of Moviestorm, and 'click and explore', then correctly fill in all the boxes.

[Download](#)

There is a completed version '[HowToIntroduce 16-18 UI Guide](#)'

It is recommended that they work individually or in pairs at this stage.

The students now spend a period of time investigating the Moviestorm Views and UI.

Optional practice time: 60 minutes

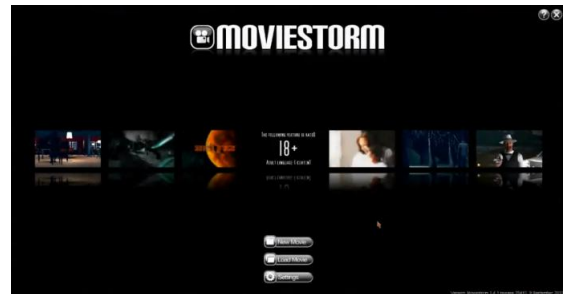
Uncompleted handouts covering each of the seven Moviestorm 'views' make the students construct their own instructions, thereby making them less passive with their learning in the demonstration sessions. Some learners may gain understanding passively, but other learners may not. By filling the worksheets in themselves they are actively building their knowledge of Moviestorm. This method makes the techniques better recalled, enjoyed and most importantly, understood.

2. Create a simple movie

Demonstrate

Outline the brief:

- a. Work in pairs sharing the tasks required to deliver a finished film
- b. Come up with an idea for a short situation film - a poem, a joke, a conversation or interview, etc., involving two characters (one male, one female).
- c. Encourage the use of existing Stock Sets and Stock Characters - these may help them think of a suitable scenario
- d. Highlight the ability of the software to enable them to produce their film using a non-linear workflow. Unlike conventional filmmaking, Moviestorm allows for changes to be made to the sets, characters, direction and camerawork after the final edit has been completed.



For efficiency, it can be advantageous to work as follows:

- Create a basic set, in the Set Workshop
- Choose some stock characters, from the Dressing Room
- Choreograph the scene, in the Director View
- Do first pass camera direction, in the Camera View
- Assemble the film, in the Cutting Room

You now have a pre-vis, or animated storyboard, of your film

- Add character performance, in the Director View
- Do final pass camera direction to take advantage of the performance, in the Camera View
- Finish the set design and lighting, working on what is visible in the final cut, in the Set Workshop
- Design the final characters, in the Dressing Room
- Reassemble the film, in the Cutting Room

N.B. Consider showing one of the Starter movies as a sample of what they can make, and analyse the set construction in the Set Workshop, the timeline elements in the Director View, the keyframes and camera moves in the Camera View, and the timeline in the Cutting Room to see how it was constructed.

Approximate demonstration time: 15 minutes

Practice

Support the students making their films.

If using a shared computer, it may help them to use their name or initials as part of the project title.

Optional practice time: As available, but consider giving them a minimum of 75 minutes, and if preferred an additional 90 minute session.

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Further information

How to share your movie with someone else on a different computer

Your saved movie is stored as a folder in your Moviestorm user folder, with the name of your movie. This might be in:

Vista, Win7, Win8, Macs: Users/[Username]/Moviestorm/Movies

WinXP: C:/Documents and Settings/[Username]/Moviestorm/Movies

Or it may be in a Moviestorm folder on a network drive, if your user files are normally stored on a network drive, or your USB drive if you use that to save your files.

To transfer your movie to another computer, you need to get all the contents of that folder into a similar folder on the target computer.

We would recommend that you zip up the folder with the name of the movie, and unzip it into the Movies folder on the target computer.

If you are sharing the same movie repeatedly, to avoid filename clashes, you can rename the folder to rename the movie when you unzip it - the movie has the same name as the folder."

Moviestorm Unlimited and Junior considerations

Movie files need access to exactly the same content on each machine to run so if you have created a film using Unlimited, and try and open it in Junior, you could experience problems.

As a result, if you have made your movie using Moviestorm Education Junior, then we recommend that you open it using Moviestorm Education Junior on the computer you have transferred it to. Similarly, with Moviestorm Education Unlimited, open the movie using Moviestorm Education Unlimited.

N.B. It is possible to have multiple different versions of Moviestorm installed on one computer (e.g. both Junior and Unlimited), if needed.

Moviestorm Mods

'Mods' are imported 3d assets and animations not provided with our software. Moviestorm allows users to import new content using the Modders' Workshop.

We recommend that users avoid modding until they are technically proficient with the software.

If there are mods installed in your copy of Moviestorm, then you may need to copy those mods on to the computer you are transferring your movie to.

To find out if your movie uses mods:

On the computer on which your movie works, start Moviestorm and go to the 'Settings' menu. Click on the 'Safe addons only' tickbox, and let Moviestorm restart. This disables any mods on that computer.

Try to load your movie.

- If it loads correctly, then it does not need any mods, and you are fine sharing it as above.
- If it does not load, it should say which content packs (addons or mods) it needs which are disabled. Make a note of which content packs are required.

If you have installed mods from elsewhere, you then need to provide a copy of those mods

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How to introduce Moviestorm to your students - A practical guide for ages 11 to 14 (in the form of a file named [name of the mod].addon) so that they can be installed on the computer you are transferring your movie to.

If you have made the mods yourself, you need to go to the modders workshop, and log in with the publishers licence, and select the addon(s) with your mods, and select the 'pack' option. This makes the [name of the mod].addon file, which can be used on the computer you are transferring your movie to.

N.B. On your original computer, make sure to turn on all the addons on the settings menu, again, or you will find yourself lacking your mods.

On the target computer, the user will need to install the mods:

- on the launcher, click 'Get more content' then 'Install addon file' and select all the mod files ([name of mod].addon) to install them.

The movie should then open on the target computer.

Video Tutorials

There are many video tutorials available to introduce Moviestorm functionality and film making techniques, and this guide will reference some of them.

[Watch the Moviestorm Video Tutorials](#)

There is also a 10 minute personal introduction to Moviestorm by founder Matt Kelland

Download

[An Introduction To Moviestorm](#)

For inspiration, watch what our users make with Moviestorm.

Download

[Moviestorm User Showree!](#)

E-guides

There are a range of other e-guides available to download for free from our website, including guides for collaboration, storyboarding, pre-viz and how to improve your filmmaking skills.

[Making Better Movies with Moviestorm Vol 1: Basic Camerawork](#)

[Making Better Movies with Moviestorm Vol 2: Staging](#)

[Making Better Movies with Moviestorm Vol 3: Sound and light](#)

[Making Better Movies with Moviestorm Vol 4: Editing](#)

[The Moviestorm guide to previsualisation](#)

[Using Moviestorm to create storyboards](#)

[Collaborative movie-making with Moviestorm - A guide for schools](#)

[Using Animation in Schools - A practical handbook for teachers](#)