

Step-by-Step

Creating a Slideshow With QuickTime Pro

This Step-by-Step Card describes how to create a slideshow in QuickTime Pro. This is also called image sequencing, a process that entails importing a set of images numbered in a sequence that creates a video track. You can also add an audio track to your video track to create your slideshow.

To do this activity, you need a folder that contains image files along with a QuickTime sound file or files. If you do not know how to open a sound within into QuickTime, refer to the “Using QuickTime 4 Pro” Step-by-Step Card.

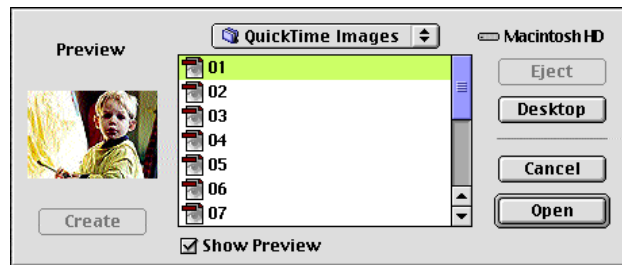
Getting started with QuickTime

- 1 All of the images must be located in a single folder and numbered in order without any other name associated with the files. For example, if you have 20 images in a single folder, the image file names should follow a sequence such as 01, 02, 03, 04, 05, and so on. It is very important that you add the zero before the number for all images under 10 so that all of the images will be added to the QuickTime document in order.



- 2 Open the QuickTime Player application.
- 3 Choose Open Image Sequence from the File menu.

- 4 Navigate to the folder containing all of your images. You should see the list of the images correctly numbered in sequence. Click Open.



- 5 For this example only, in the dialog box that appears, choose “5 seconds per frame” from the Frame rate pop-up menu. This means each image will show for 5 seconds before moving to the next image. Click OK.

Tip: You cannot go back and adjust the frames per second after you have selected the frame rate. The number of images and how long each image will remain on the screen are two factors that should correspond with the sound track.

- 6 The first image in the sequence is displayed as a QuickTime movie. If you click the Play button in QuickTime Player, all of your images will play in five-second intervals.

Adding an audio overlay

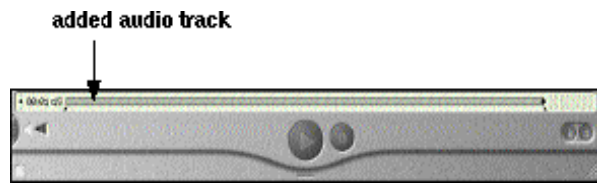
- 1 Check to see that the open QuickTime video file has the triangles and timeline set to 00:00. While keeping the picture sequence open in QuickTime, open your audio file.

Note: You need to convert your sound or audio file to a QuickTime audio file prior to this step. Refer to the “Using QuickTime 4 Pro” Step-by-Step Card for more information.



- 2 With the audio file open, choose Select all from the Edit menu to select the entire audio track. You can also hold down the Shift key and select only a portion of the audio but for this activity, you will select the entire track. Once the track is selected, choose Copy from the Edit menu to copy the entire track.
- 3 Select the image sequence again. Hold down the Option key and choose Add from the Edit menu. When the Option key is held down, the Add option takes the place of Paste on the Edit menu. The difference between the two is simple. If you choose Paste, you would replace the image sequence. By choosing Add, you add an additional track to the image sequence.

- 4 When you click the Play button, your slideshow switches images at five seconds and the audio file plays at the same time.



Saving a video clip

- 1 Now that the audio track is over the image sequence, save the file. When doing so, you need to decide whether you want the file to be self-contained (meaning all files, audio and images are embedded into one file).

If it is a file that is saved “normally,” it will require dependencies, meaning it will look for the files stored in other folders or archives that are assembled to play. The file size is smaller but other files must be present. This can be a problem when transferring or moving the final video/audio clip.

- 2 Next, consider your medium. If you are considering playback for the Web, you need to use compression. Not too many people want to download a 19 MB file. QuickTime has a large number of codecs built-in that allow you to compress the file to a decent Web size. One of the most powerful video compressors is Sorensen compression. This takes a while to compress but the file size will decrease dramatically. It is suggested that you try different compression settings to match what you would like your final output to be.