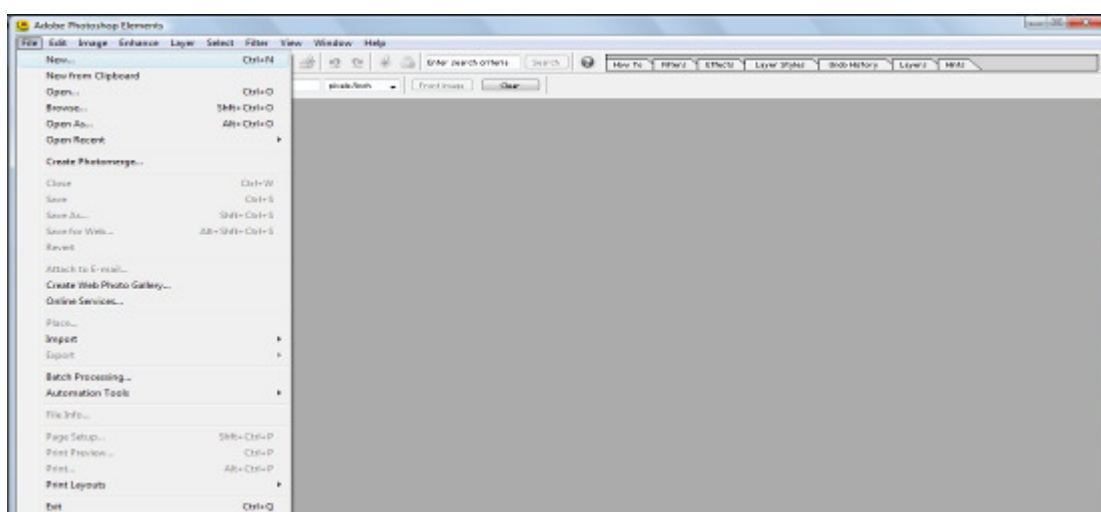


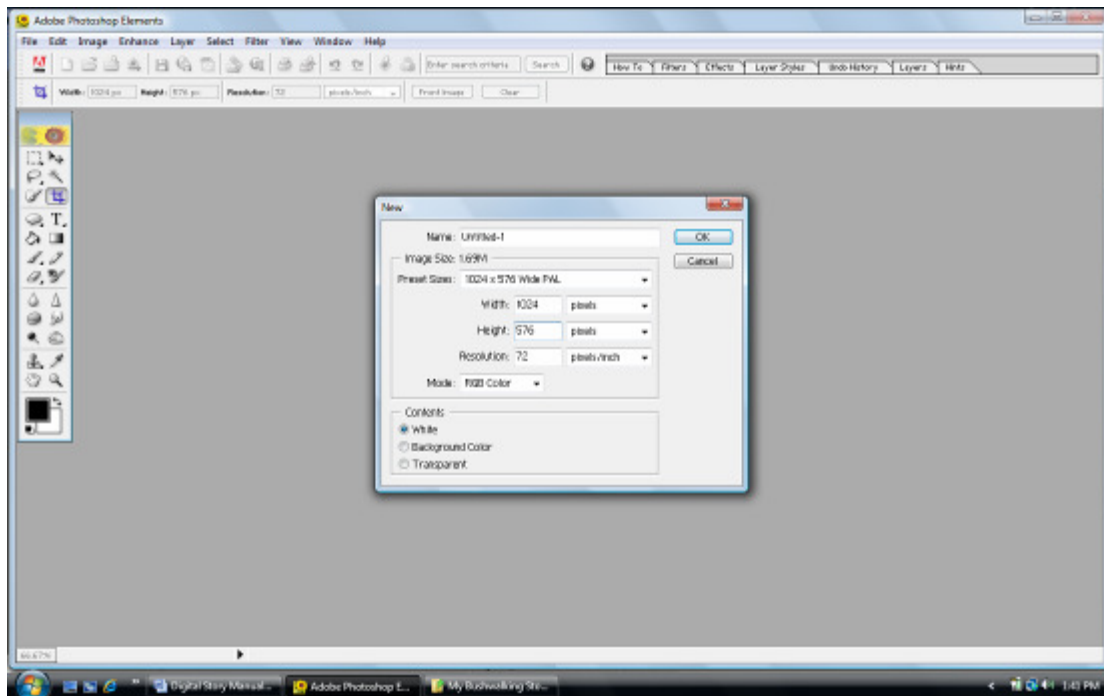
## Creating a black slug

A black slug is used to create some black space at the very start and end of your movie (before the opening titles, and after the closing credits). This allows for a couple of seconds of black screen when you first start playing your movie, and after your movie ends. This is very important for stories you make with Windows Movie Maker, because you cannot have unfilled spaces between images. You can have spaces in Premiere Elements, so a black slug is not as necessary.

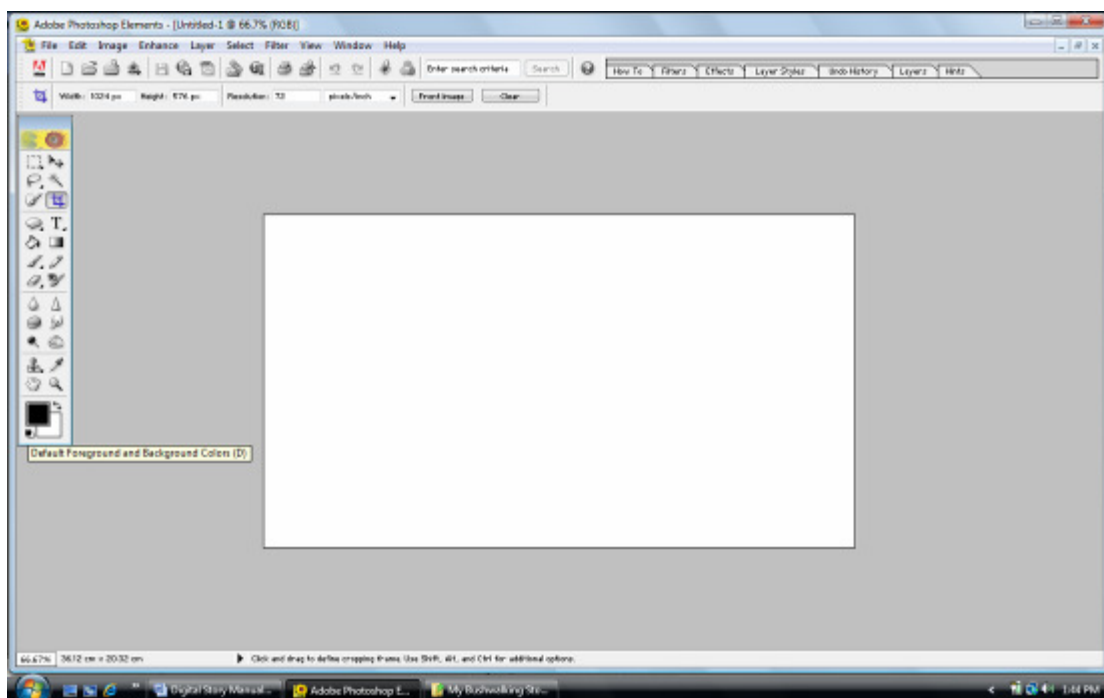
1. Open Adobe Photoshop Elements. (If Photoshop is already open, close all images so that you have a blank grey screen on which to work).
2. Go to **File** and click on **New**.



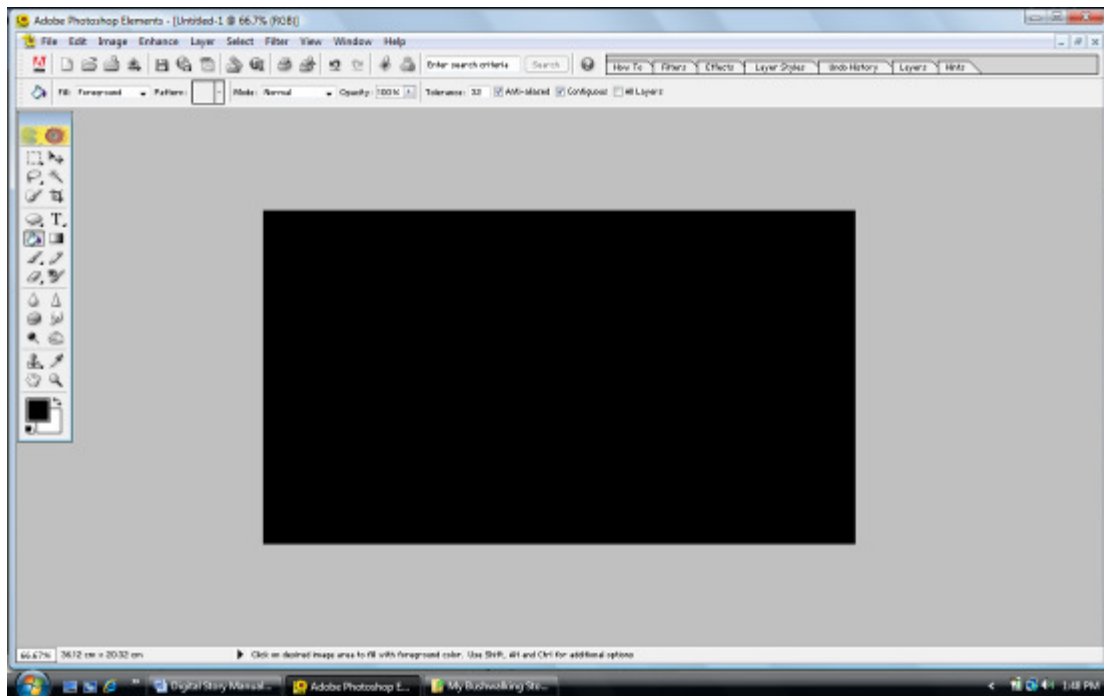
3. Enter the width, height and resolution and click on OK. The dimensions you enter will depend on whether your movie is to be in standard TV ratio or widescreen ratio. I have entered the dimensions for widescreen in the example shown below.



4. You now have a white page in the ratio of standard TV or widescreen. Click on the very small square at the very bottom of your left hand horizontal toolbar (**Default Foreground and Background Colours**).



5. Click on **Paint Bucket** tool, then click on the white page you just created. The page should now be black.



6. Go to **File** and do a **Save As** (as shown in steps 9 – 11), saving the black slug to the edited photos subfolder (i.e. Photos ready to use).

## ***Putting the Sound and the Pictures together***

All digital video editing programs work in a similar way. You create a PROJECT file (give it the name of your story), which is simply a file which puts all the sound and pictures together on a TIMELINE which sorts them into a playing order.

**Important Note:** The files are not actually copied into the project as they are too big. The project simply remembers where the files are on the hard disc. This is why it is so important to have your files all tidy and in the correct place, i.e., your folder and subfolders.

Once you have imported your sounds and images into the project (see the Program help file), just drag them into the timeline in any order you like and start assembling your movie.

### ***Don't forget to save regularly***

It is common to put the sound file/s onto the timeline and then match the pictures and video to it, but you can do the images first if you prefer.

If using Windows Movie Maker beware that once you have a long timeline worked out, making changes to earlier parts of the project will move all the files around following the change. (Adobe Premiere doesn't do this).

With Windows Movie Maker work from left to right – get the beginning right first.

With Adobe Premiere just start wherever you like – you can jump around within the timeline.

At this stage you can add effects like dissolves which make pictures blend into one another. Experiment with the effects but be careful that they don't spoil your movie by becoming a distraction. Dissolves are pretty safe to use but if you use any other effects at all, use them very sparingly.

When you think you are happy with the way everything looks, you can add titles at the beginning of the timeline and credits at the end. Now it's time to **render** your first draft of the movie.