



Kinetophone Version 0.2.0 Tutorial

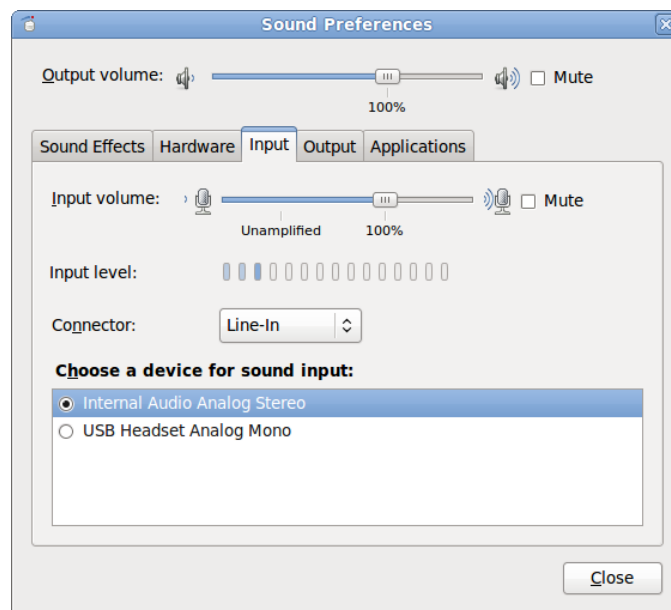
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Prepare Source Material

- Create a directory with 8 to 10 images (in a format such as JPEG, PNG, etc.). The program will display the images in alphanumeric order, so use an appropriate naming method (e.g. image1.jpg, image2.jpg, image3.jpg) to get the desired order.

Setup Sound and Check Input Level

- Start your system's sound preferences application.
- Locate the input sound device you want to use for Kinetophone.



- Position your microphone where you expect to use it during recording.
- Speak a few test phrases, while checking and adjusting the input level.

Start Kinetophone narrator

- In a terminal window enter:

```
kinetophone_narrator -l
```

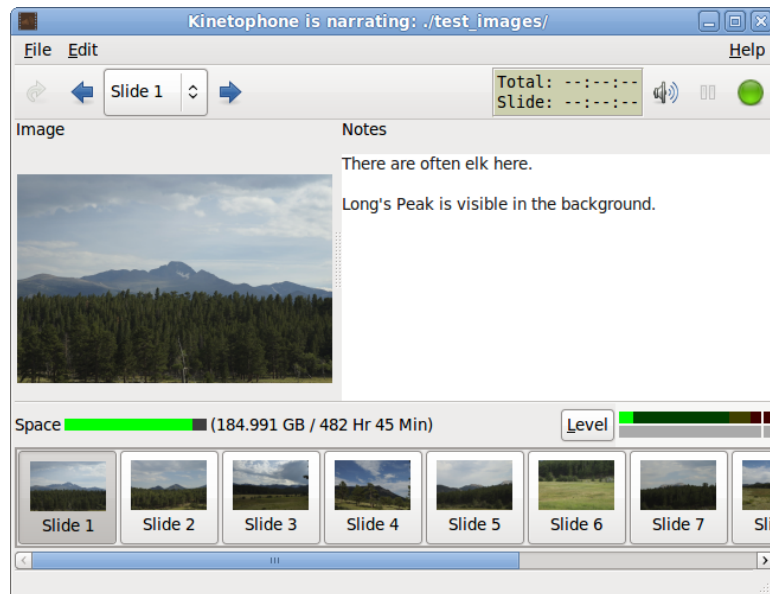
From the list of input devices this generates, find the number of your input sound device. Devices marked with an “[X]” are not usable for input.

Then enter in the terminal window:

```
kinetophone_narrator -d <device_number> -D <image_directory>
```

where the device number parameter is replaced with the input sound device you need and the image directory parameter is replaced with the path to the directory containing images you previously created. If you do not supply `-d <device_number>`, Kinetophone narrator will use your system’s default sound input device.

- The Kinetophone narrator main window should appear.
- Clicking on a thumbnail on the bottom of the window will change the currently displayed slide. You can also use the arrow buttons at the top of the window to change slides. When recording, the Retake button in the upper left will keep the same slide, but mark subsequent recording for the slide as a retake.
- You can enter notes in the Notes field for each slide. Click the Done button above the upper right corner of the field to accept the notes. You can save the notes for later use by exporting the session, even if you don’t have a recording. When you restart the narrator, use the `-n` or `--import-notes-from-file` command line option to specify the session file with your notes.

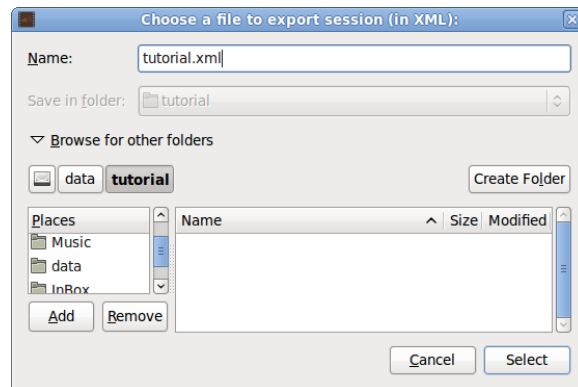


Recording the Session

- Make sure the first slide you want to see is in the image viewer. At this point you can make your recording.
- Click the green Record button in the upper right corner when you are ready. The button will turn red to indicate that you are recording.
- Change slides as described in the previous section as you are recording.
- Click the Record button to stop recording after you are done.

Exporting the Session

- After recording, choose File > Export > Session from the main menu.
- When the “Choose file to export...” dialog appears, enter a name such as tutorial.xml in Name field. Press the Select button to save the session file. The timing of each slide, the name of the sound recording, and any notes you entered are saved in the session file.



- Choose File > Quit from the main menu to quit the program.

Building the Movie

- Enter the following command in a terminal window:

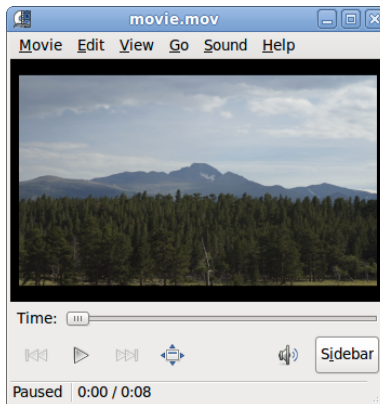
```
kinetophone_builder <session_file>
```

replacing the session file parameter with the path to the session file you saved above. This will run Kinetophone builder and output a movie in the current directory called “movie.mov”.

```
Terminal
File Edit View Terminal Help
kinetophone@shark64:tutorial$ kinetophone_builder ./session.xml
Starting build
Processing segment: 1 of 4
**      (build 24.3% completed)
Processing segment: 2 of 4
****    (build 45.3% completed)
Processing segment: 3 of 4
*****  (build 67.9% completed)
Processing segment: 4 of 4
*****  (build 100.0% completed)
Finishing
-----
Build completed
-----
kinetophone@shark64:tutorial$ ls
movie.mov  session.xml
kinetophone@shark64:tutorial$ totem movie.mov
```

View the Movie

- You can now use the resulting movie in projects with tools such as video editors and viewers. As a test, try opening the movie in your system's movie viewer.



- Note that the sound recording you made is by default stored in a temporary directory, which is usually cleaned out after you restart your computer. Copy the file to a more permanent directory if you wish to retain it. The command line option `-f <sound_file>` to Kinetophone narrator allows you to set a specific output sound file for narration.