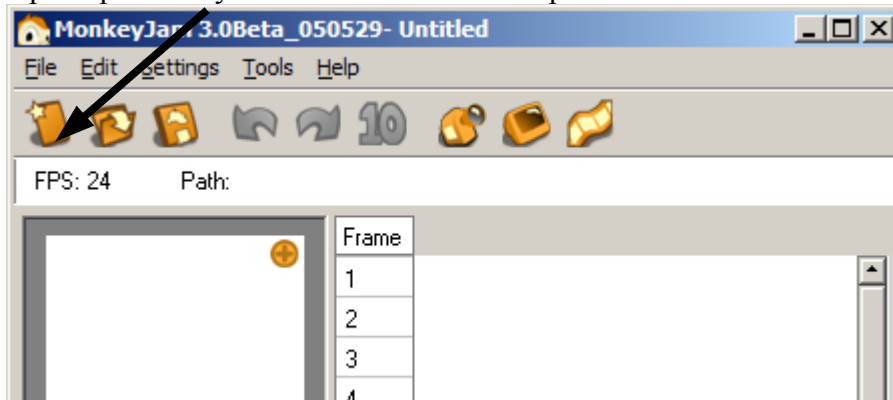# MonkeyJam Tutorial

Here is a step-by-step guide on how to use MonkeyJam to make stop-motion animations. I will try to be as detailed and specific as possible. MonkeyJam is a free stop-motion capture software by David Perry. You can get MonkeyJam at http://www.giantscreamingrobotmonkeys.com/monkeyjam MonkeyJam is popular for brickfilming but some have troubles nowing just how to make it work. Because I do know how to use it I decided to make a tutoral. Hopefully It will help you understand better.
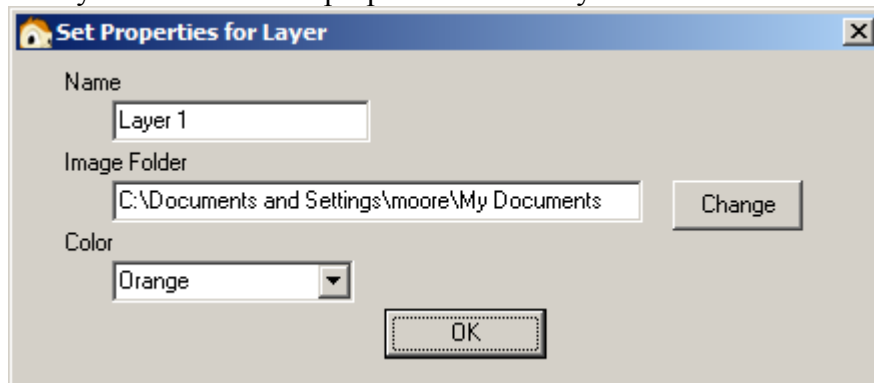
Part One: Capturing

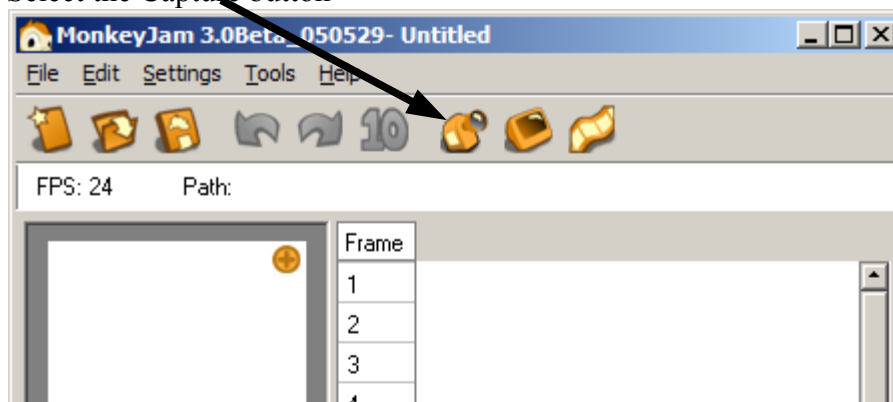If you are importing photos you have already taken, skip this part.

1. Open up MonkeyJam and Create a new exposure sheet.

2. Now you need to set the properties for the layer. The name doesn't matter so Layer 1 is fine.

3. Image Folder is where the individual images are stored. Click "Change" to browse for a folder of your choice. I create a new folder for each project. Once you have your folder hit OK
4. The color of the layer doesn't matter at all.
5. Click OK. A new layer should show up. This is just where the frames are listed.
6. If it it isn't already, plug in your webcam or video camera.
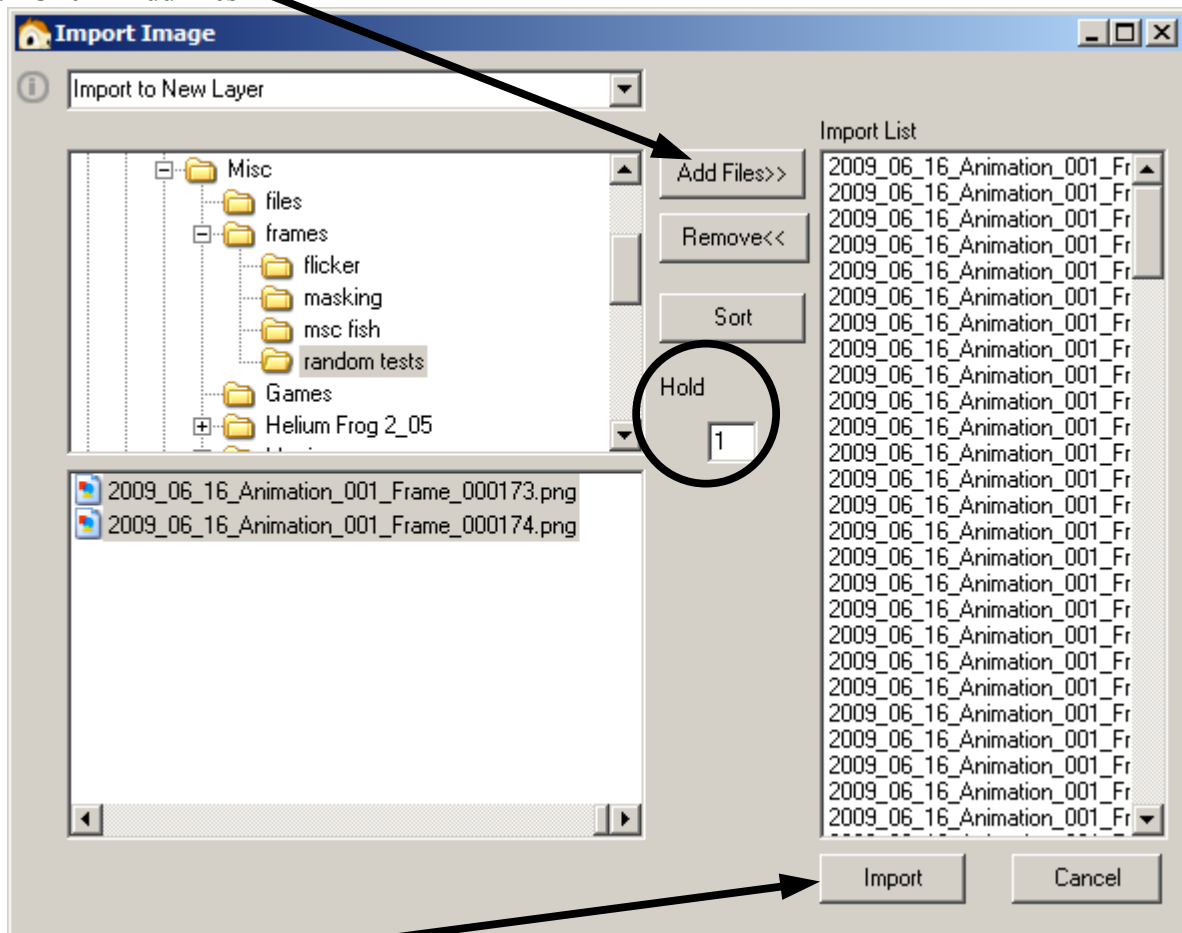7. Select the Capture button

8. A new window will pop up. Select "one" under image hold. This is very important!
9. Now you are ready to take your pictures. To take a picture, just click "capture". If you have never done stop-motion before, what you do is take a picture of whatever you want to animate, move it just a little, then take another picture. Continue this until you have what you want.
10. When you are done or want to preview what you have so far, just close the capture window.

Part Two: Importing

If you already did part one this part is not necessary.

1. Select "File" at the top.
2. Go down to "Import"
3. Select "Images
4. A window will pop up. In the top part, select the folder in which you have your images.
5. Once you have selected a folder with images in it, the images will appear in the bottom part.
6. Select the images you want (an easy way to do this is clicking on the first picture, holding down shift, then clicking on the last picture.)
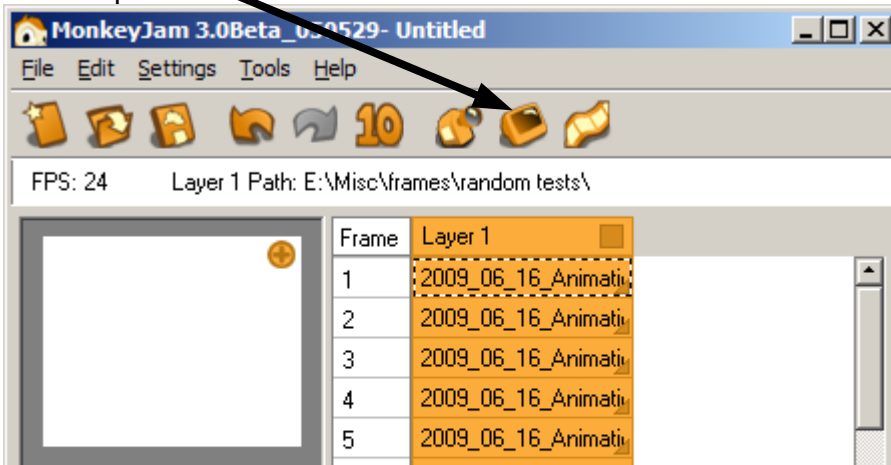7. Change image hold to 1
8. Click "Add files"

9. Click "Import"
10. If all goes well, the images should show up in a new layer. If this doesn't work then the images may not be compatable.
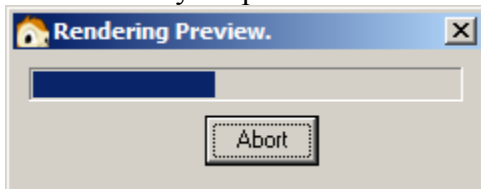
Part Three: Previewing

After capturing, or importing your pictures, you are ready to preview your film

1. Click on settings (at the top, on the file bar) and hover over FPS. Select what FPS you filmed your movie at. If you don't know, just try different ones until it looks good.
2. Click on preview.

3. It will render your preview. The more images, the longer it takes.

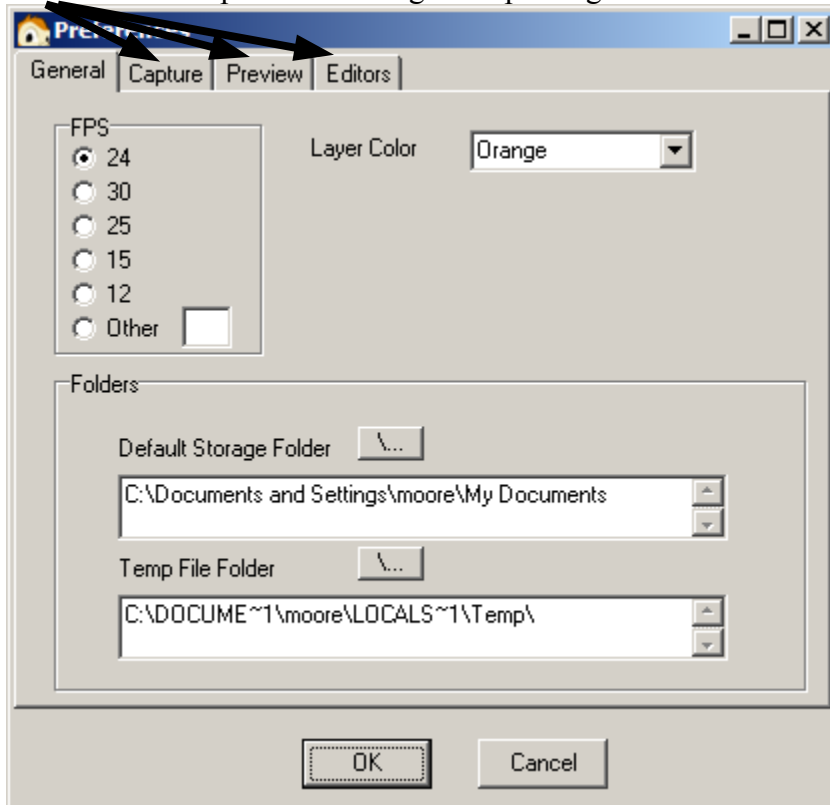4. To watch your animation click the right arrow

5. You can also preview different movie sizes , different segments of the animation, and use the scroller to see individual frames. You can go back and forth between the capture window and the preview window too.
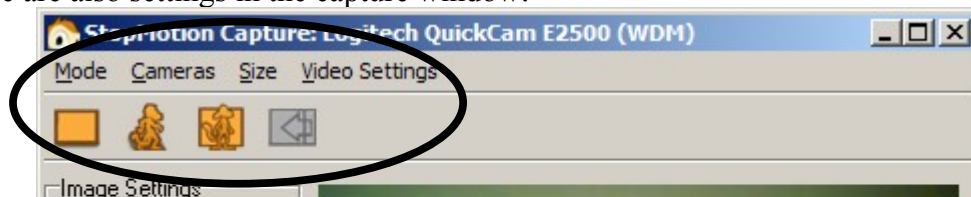
Part Four: Settings

I'm not being too detailed here so just ask me if you need to know more.

1. Go to settings (at the top, on the file bar) and click "Preferences"
2. Here you can Change the FPS, folders, and layer color.
3. There are more option tabs along the top though

4. Under capture, you can change the capture mode (I'm not entirely sure what that is), Capture color, image hold (you always want 1!!!), numbering (I'm not entirely sure what this is either.), and image format.(this is for what format the image is saved as if you are capturing your images)
5. Under preview, you can choose the render color and whether to auto render. You don't have to change anything here.
6. Under editors, you can choose a program to use with your pictures. Just choose your favorite photo editing software. (or just pick one or if you don't edit your pictures, don't bother.)
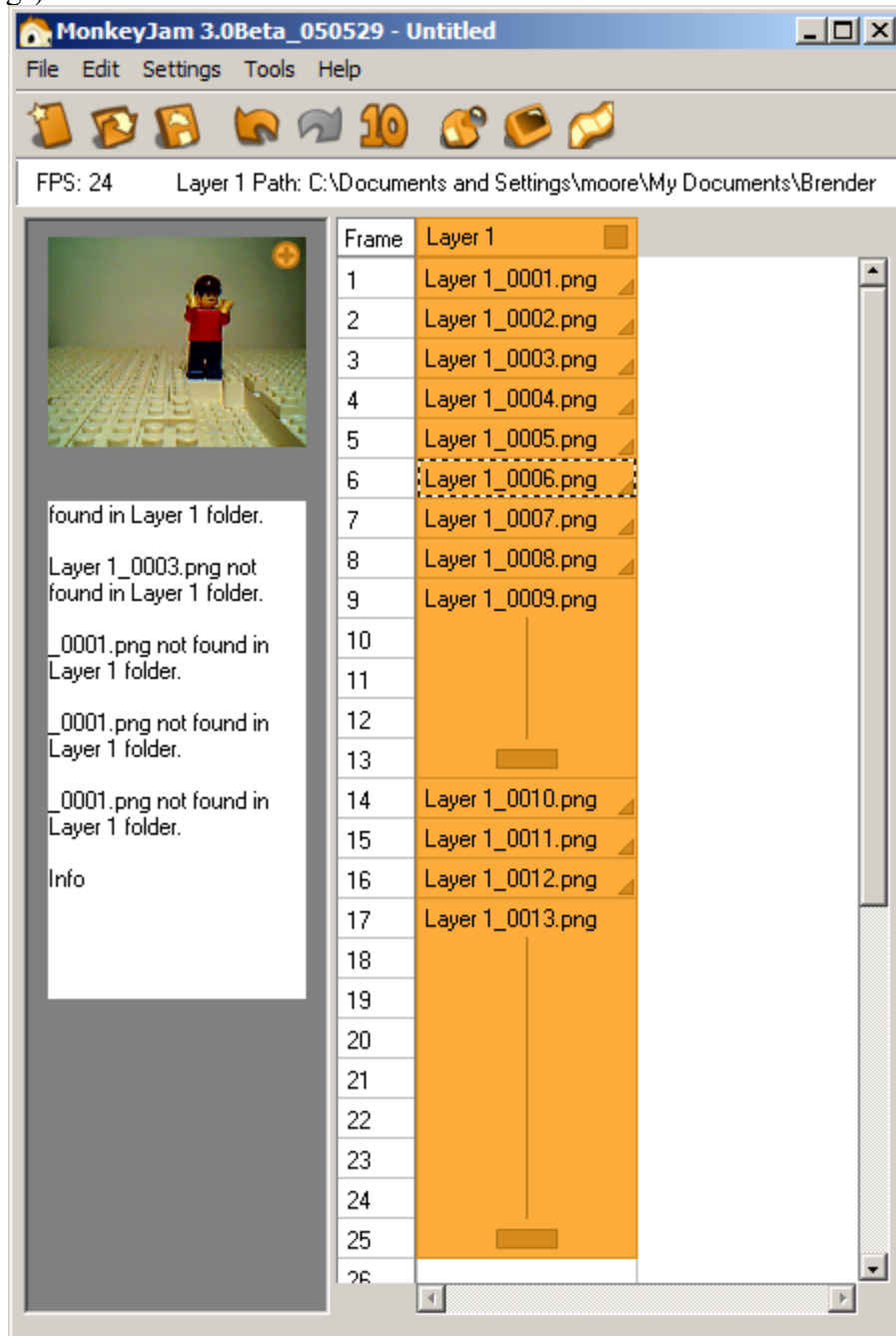7. There are also settings in the capture window:

These are just another way to change the same settings. Use the menus on the top and the icons below them. Hover your curser over them to see what they are.

Part Five: Editing

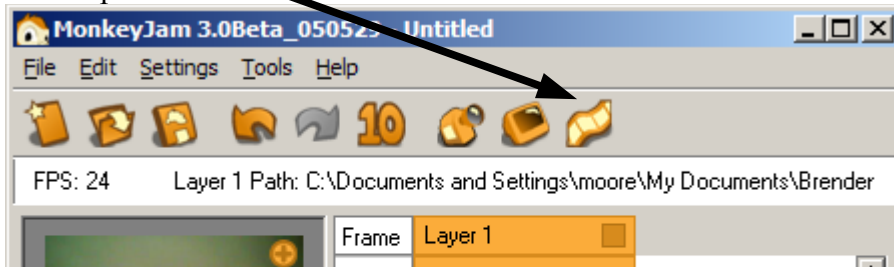This is for editing individual frames, moving frames, and changing frame lengths.

1. You can click and drag individual frames and also select several to move at once.(an easy way to do this is by clicking on the first frame you want, holding down shift, then clicking on the last frame you want.) You can only move frames to empty, white spaces.
2. By clicking on the little triangle in the corner of a frame and dragging, you can change the length of the frame. There, again, has to be empty spaces below the frame in order to do this. After the frame is longer than 1, you can change it using a rectangle at the bottom of the frame.
3. Right-click a frame and click "edit image" you now can use the program you selected earlier (in the settings) to edit that frame.
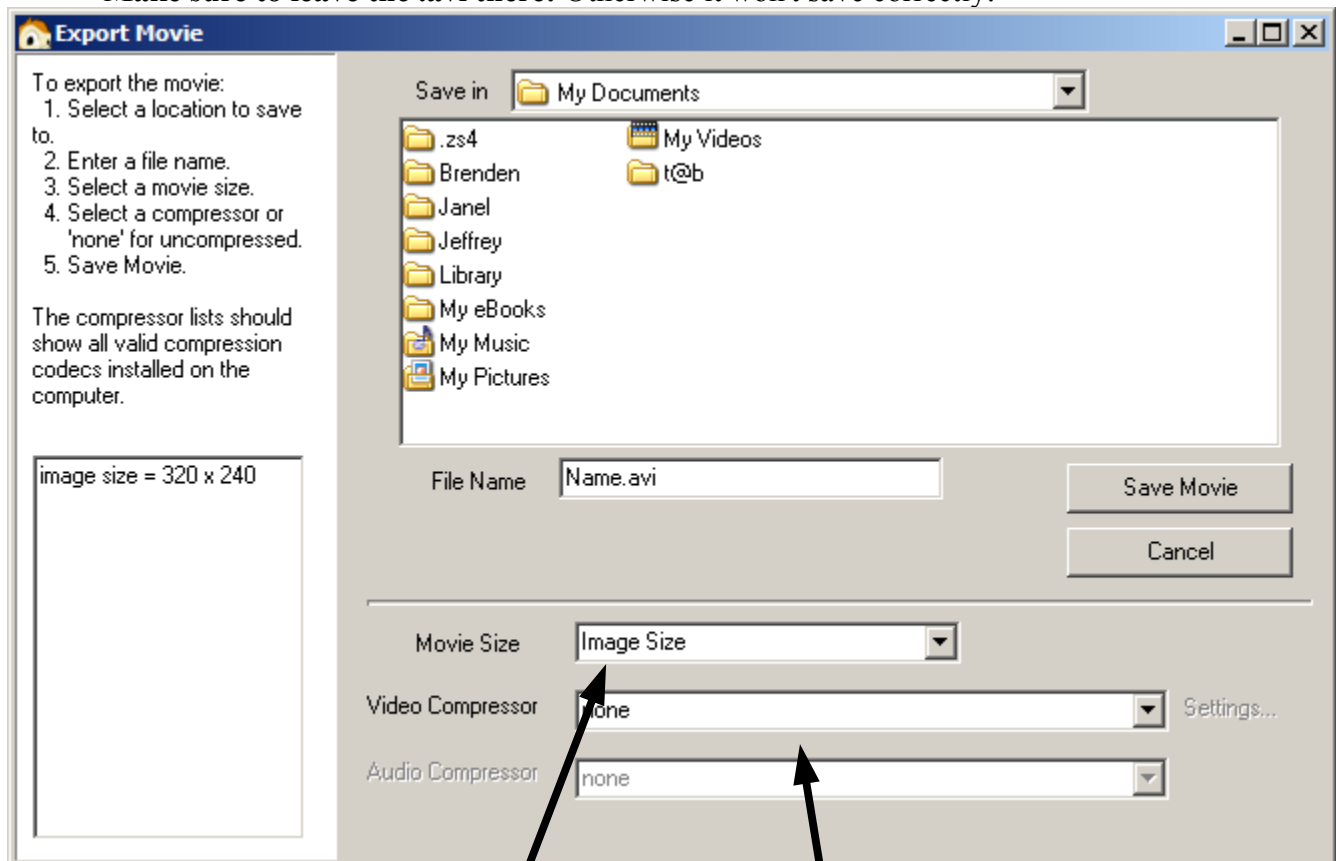
Part Six: Exporting

You should now be ready to export your animation. It can only be exported to avi.

1. Click on the "Export" button.

2. You can now choose where you would like to save the animation. When naming the movie file, **Make sure to leave the .avi there!** Otherwise it won't save correctly!

3. You can also choose the movie size here and the video compressor.
4. Press Save movie. Hopefully it will work. : D

Questions? Comments? Something I left out that you would like to know? PM me at Brickfilms.com or Bricksinmotion.com. My username for both of them is brenden17. You can also contact the creator of MonkeyJam. At his site. I'm sure he can answer your questions as well. Thank you for reading this and I hope it helped!

Have fun animating!
~Brenden