

Steps To Create Maps With Movement Between Locations,

1. First step is to acquire maps, either by scanning them into the computer or finding them on a web site. I added text to the map in a photo editor to make the place names stand out more than they did on the map I had scanned.
2. Next step is to acquire some kind of an icon which you will move across the map to show travel between locations. My demonstration used an RV icon which I'd obtained from "Clip Art" from a Microsoft web site.
3. The video tracks exist in layers, with Track 1 on the bottom, Track 2 above it etc. Therefore, in my demonstration, Track 1 contained the travel video clip, Track 2 contained the Map clip and Track 3 contained the RV icon.
4. Next the movement and other properties of the RV icon are created.
 - a. Move the cursor to the very first frame of the RV clip and select the RV clip by clicking on it.
 - b. Change the size of the RV icon (or whatever you are using) by selecting "Uniform Scale" and then adjusting the size of the icon in the "Scale" property.
 - c. In the following steps, make this a "key frame" in the "Effect Controls" window in Prim Elem 1 or the "Properties" Window in Prim Elem 2. (Note that in Prim Elem 2, the "Properties Window" appears automatically when a clip is selected.) When you first select any of these properties, by clicking on the circular icon to the left of the property, you automatically create a key frame diamond in the time scale. (The tip tool says "Toggle Animation".) You have to click on the double arrow in the top right hand corner of the "Effect Controls" window for the time scale to appear which will show your key frames with diamonds.
 - d. Under the "Motion" heading, move the RV icon to the starting point you want to use by using the north-south and east-west properties.
 - e. Add any other properties you want to use by dragging them from the video or preset effects window onto the clip you are creating or by dragging them onto the "Effect Controls" or "Properties" window. In my demonstration I used "Rotation" and "Strobe" effects, but there are many more available. As an example, "Strobe" is found under "Stylize" in the "Video Effects" window. "Rotation" appears automatically in the "Effect Controls" or "Properties" Window. It is important to ensure the appropriate clip is highlighted when changing any of the properties. On occasion, I've found that the arrows to move the cursor between key frames are no longer active. If that occurs, highlight another clip and then return to highlight the clip you are working on.
 - f. Next move the cursor to the very last frame of the clip you are working on. Probably you will not want to change the scale of something like the RV icon, but I have used the "Scale" property to zoom in on a map. (But that's another clip!) If a property like "Scale" does not change during the clip, it's only necessary to adjust it once. But for a property like "Position" in the example I used, you will now have to create another key frame by clicking on the diamond between the two arrows. You also remove key frames by clicking on that same diamond. You

will probably want to have more than one key frame for the “Position” property, so you can set additional key frames by trial and error or by estimating the time each is required after the start of the clip.

5. A similar approach can be used to adjust the volume of your audio. Click on the audio track clip, and you can ramp the volume up and down in a similar controls window. The key frames for audio will show in the audio track on the timeline.
6. Keep in mind that the properties can be adjusted in three different ways – by holding down the left mouse key and dragging to a different value, by highlighting the value and typing in a value directly, or by expanding the property and working on a finer adjustment bar.