

Audio Slideshows & SOUNDSLIDES

Download soundslides at www.soundslides.com

Images

- Images should be in jpg format.
- Be sure to do your optimizing in Photoshop before you bring them into Soundslides (adjust levels if needed for publication quality, crop, sharpen, etc.)
- Photos for the Web should have a resolution of 72 dots per inch and should use the RGB (red, green, blue) color format.

Audio

- Audio should be edited in a sound editing program, such as Garage Band or Audacity, before you bring it in to Soundslides.
- Soundslides Plus requires your audio to be in MP3 format.
- **GOOD QUALITY AUDIO IS CRITICAL** for your audio slideshow.
- Remember that your audio length determines the length of your slideshow. Slideshows that are too long should be broken into segments. A good audio slideshow length is determined first and foremost by content, but 2-3 minutes is something to shoot for.

Soundslides Plus allows you to create photo slideshows with no audio, utilize transitions, and more.

Click on "Template" to change the look of your slideshow. Don't use crazy colors. Keep it simple so you don't detract from the photographs.

Click on "Audio" to re-import audio if needed.

Click on "Slide Info" to type in your captions. Be sure captions are complete (5Ws).

Click on "Project Info" to type in your headline and credits.

The screenshot shows the Soundslides Plus web application interface. At the top, there's a navigation bar with the text "SOUNDSLIDES plus" and "THIS APPLICATION IS NOT REGISTERED". Below the navigation bar are five tabs: "SLIDES", "SLIDE INFO", "TEMPLATE", "PROJECT INFO", and "AUDIO". The "SLIDES" tab is active, showing a grid of image thumbnails. A large image of a group of people sitting at a table is displayed in the main preview area. Below the grid is a "+ ADD IMAGE" button and a note "Drag thumbnails (above) to re-order.". At the bottom, there's a timeline with a playhead and a "0:00.0" display. A "Drag to adjust timing" callout points to the timeline. On the right side, there's an "OUT" folder icon and a callout "Click and drag images to the 'Out' folder to delete them from your slideshow.". At the bottom right, there are "SAVE", "TEST", and "EXPORT" buttons. A callout "When you are finished with your slideshow, click the 'Export' button and Soundslides will generate the files you need (including flash files, etc.) to post your audio slideshow on the Web." points to the "EXPORT" button. A callout "* You have unsaved changes." is also visible.

Rewinds slideshow to the beginning

Plays your slideshow

This is your timeline. This shows your audio time in minutes and seconds, as well as the order your pictures will appear in your slideshow.

As you can see, you can click and drag between images to adjust timing.

You can click, drag and drop the images here to change the order of the images in your slideshow

When you are finished with your slideshow, click the "Export" button and Soundslides will generate the files you need (including flash files, etc.) to post your audio slideshow on the Web.

Audio Slideshow TIP SHEET

Your goal

- Tell stories.
- Capture the mind and heart.

How do I know whether to use video or stills/audio?

- Video

Video is the best medium to depict action, to take a reader to a place central to the story, or to hear and see a person central to the story.

- Photos

Still photos are the best medium for emphasizing a strong emotion, for staying with an important point in a story, or to create a particular mood.

Good audio is essential!!!

- Bad audio makes your slideshow seem worse than it is and detracts from the drama of still photos.
- Good audio makes still photos and video seem more intense and real.
- Get close. Audio is an intimate medium.
- Don't insert natural sound that is not from the scene.
- Don't set your slideshow to music.

Keep it simple

- Don't tell me. Show me.
- Observe, analyze, listen and feel.
- Make your listeners feel like they're wherever you are, not reading a postcard you have sent.
- INCLUDE "NATURAL SOUND"
- Paint a picture with sounds as well as words, by including what you hear on location.

Things to remember

- LISTEN

Develop your ear. Listen to your subjects, listen to your environment, listen to good radio, listen to yourself.

- BE PREPARED

Learn about the issue.

Prepare thoughtful questions

Fieldwork: Interview tips

- Take good notes
- Stop Talking.
- Ask warm up questions. Test your audio.

- Don't say uh-huh, or yeah, or anything encouraging. Use non-verbal feedback.
- Let people complete their sentences. And don't be afraid of silence.
- Record ambience.
- Ask people to restate the question when they are answering or tell them to rephrase as a complete thought.
- Don't let people hold the mic.
- Use an external microphone.
- Always monitor your sound with headphones -- just watching the meter doesn't count. A lot of things go wrong with audio that aren't obvious from the meter. Make sure there isn't a lot going on in the background.
- Make sure your gear is in order.
- Get close to your subject.

Story Organization

Main parts:

- the interview
- natural sound
- voice over
- ambience

Elements of the story

- You may write a script if you are including narration.
- Narrow the focus of your piece. Keep it short.
- Test your script by reading aloud
- Match photos with audio
- Read the script a few times before recording.
- Keep audio slideshows short.

Images

- Look at angles.
- Don't be afraid to stop an interview or move to a new position to get a better picture.
- Working in teams might be a good way to start when doing audio slideshows.
- Fill your card

Be a reporter: Tell stories

It's important for you to decide the parts of a story, the flow of a story, and what's most important in each section of your story. Concept: "Sense-making journalism" (providing information along with the context needed for users to understand it).