EXTRA TIPS AND BELLS AND WHISTLES

1. **Captions/callouts**--these add another dimension to machinimas, especially for any of your students who are visual learners and, therefore, benefit from seeing text along with audio input. Captioning can be done for:

   A. An entire dialog

   B. Only the emotion words or prepositions or passive voice, etc.

2. **Films within a film** (aka pictures within a picture or watermarks)—to increase the mystery or cinemagraphic beauty of your machinima or to have inserts that explain or illustrate some of your points or indicate a flashblack, consider making films within your film.

   A. Add second lines of video and audio tracks above the tracks you already have.

   B. Change the size and position of these add-ins in your previewing screen so they only take up a portion of the screen.

   C. Edit the content of these tracks like you edited your other tracks.

3. **Sets**--in Second Life, you can create your own sets by making a hollow cube from 4-6 enlarged and flattened cubes.

   A. You can't just use a hollowed out cube from the building menu because it will not allow you to place different textures on each of your interior walls.

   B. Put pictures/textures of appropriate scenery on the interior and exterior sides of your cube's walls and ceiling and floor if you've added them.
   C. Make one exterior side of the cube and the ceiling transparent so onlookers and camera people can see what's happening inside without disturbing the actors.

   D. Make all sides of the cube phantom so actors can easily enter and exit.

   E. Place appropriate objects from your inventory inside your cube to enhance its 3-D quality.

   F. Finally, pick everything up as a single object so your set becomes similar to a holodeck in that it can be quickly rezzed.

4. **Costumes**—for each of your costumed character, create an alt that you buy or make the costume for so students can access this costumed character and neither you nor your students have to make multiple purchases of the same item.