

Using the Kodak Zi6 Camera at CSUSM

Chuck Allen – Academic Tech Services – April, 2009

Introduction

The Kodak Zi6 is a very small video camera that records in High-Definition (HD) on small memory cards. Once you shoot your video, the camera attaches to a computer via a built-in USB connector so you can download your video for editing and distribution.

The goal of this document is to help you shoot video and use the Zi6 in the context of the computer labs at Cal State U. – San Marcos.

Shooting in the Field

Instructions for using the camera itself are available from Checkout Desk personnel when you pick the camera up. There are also printed instructions in the camera kit, and you can access more online at:

<http://www.kodak.com/global/en/service/products/ekn035874.jhtml?pq-path=13243>.

The camera kit comes with a small flexible tripod so you can mount the cam and stick it in a variety of places aimed at what you want to record.



The Kodak Zi6 with Gorillapod tripod.

To attach the camera to the tripod, simply screw it onto the threads at the top of the tripod.



Attaching the cam to the tripod.



The camera on the tripod.

Note that the gorillapod is flexible and has rubber feet, so you can stick in in odd places and hang it in odd places if necessary.



Cam hanging from pipe.



Cam in a classroom.

If you are working alone and don't have someone to point the camera for you. Position it in a secure spot covering the area you plan to be in while recording.

Important note: the Zi6 camera relies on its internal microphone to capture what you are saying. It is very important to get the camera as close to the person speaking as possible.

Getting the Video Off the Camera and Onto the Computer (iMac)

Once you have shot your video, proceed to one of the Macintosh computers available on campus provided for media post-production. This includes those in:

- The open lab (Kellogg Library 2000)
- Edit rooms (checkout keys from help desk – Kellogg Library 2nd floor)
- ACD211
- UH271

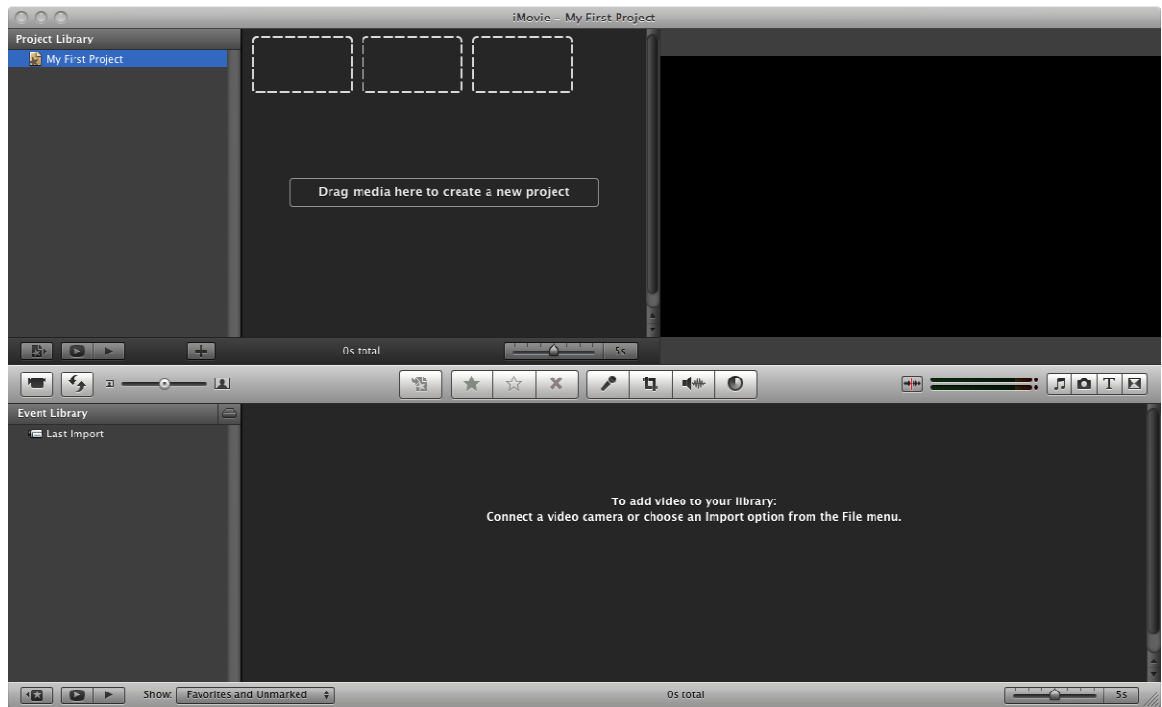
1. Login to the computer

2. Launch iMovie '08

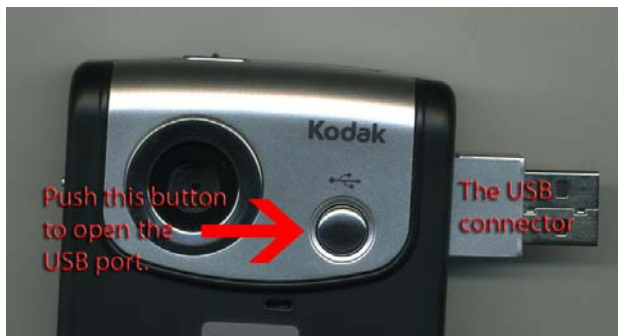


The iMovie HD (version 6) icon is on the left, the iMovie '08 (version 7) icon is on the right, in the Dock at the bottom of the screen.

This is the iMovie interface.



3. Open the USB connector on the camera by pushing the silver button on the front.



4. Connect the extender cable to the USB connector.



The USB extender cable.



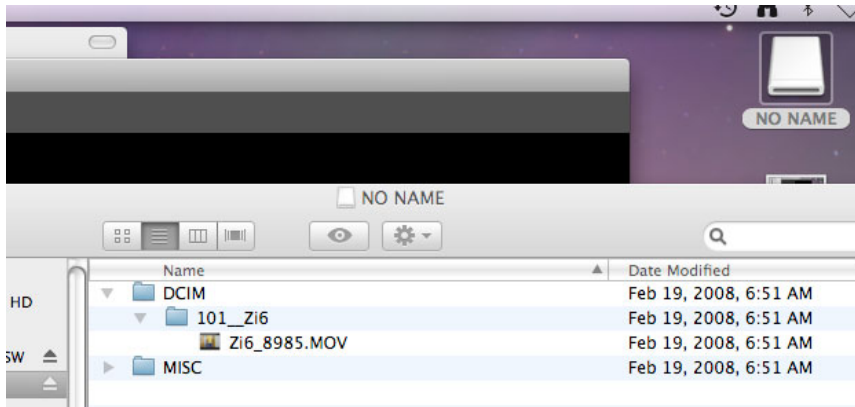
The cable connected to the camera.

5. Connect the other end of the cable to a USB port on the back of the iMac computer.

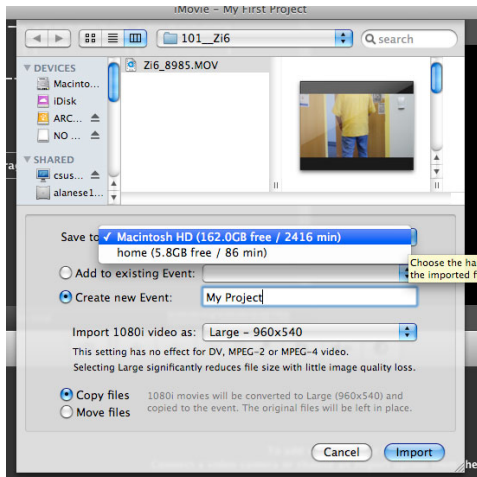


Connecting the cable to a USB port on the back of the computer.

6. Turn the camera on. You should hear a little chime sound. The iPhoto application will launch. Quit the application. A disk icon will appear on the desktop with No Name underneath it.



7. In iMovie, pull down the File menu and choose Import Movies.
8. When the dialog box opens, navigate to the camera (NO NAME), into the DCIM folder, into the movie folder, for instance above called 101_Zi6. What this folder is called will depend on how many movies you've shot with the camera. Choose the movie file (above the one called Zi6_8985.MOV. All of the movies will have .MOV at the end of the filename).



The import movie dialog box.

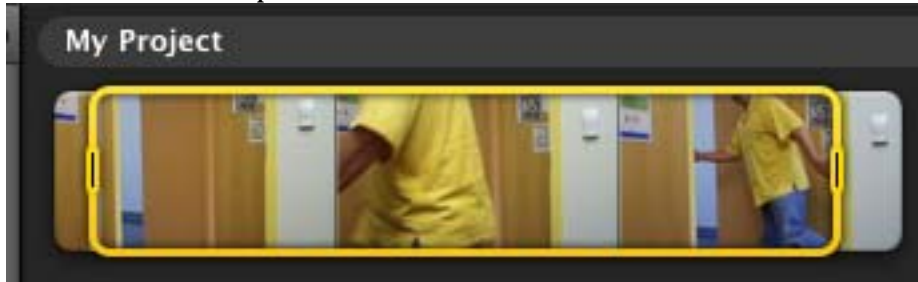
Choose what volume to save the file to. Choose Create new Event and give it a name (My Project above). Next to Import 1080i video as: choose Large 960x540. If you choose Copy Files it will leave the files on the camera. If you choose Move files, it will delete them after it moves them to the computer. When you click on Import, the file will be imported into iMovie and will appear in the Project pane at the bottom of the screen.



The imported movie in the project pane.

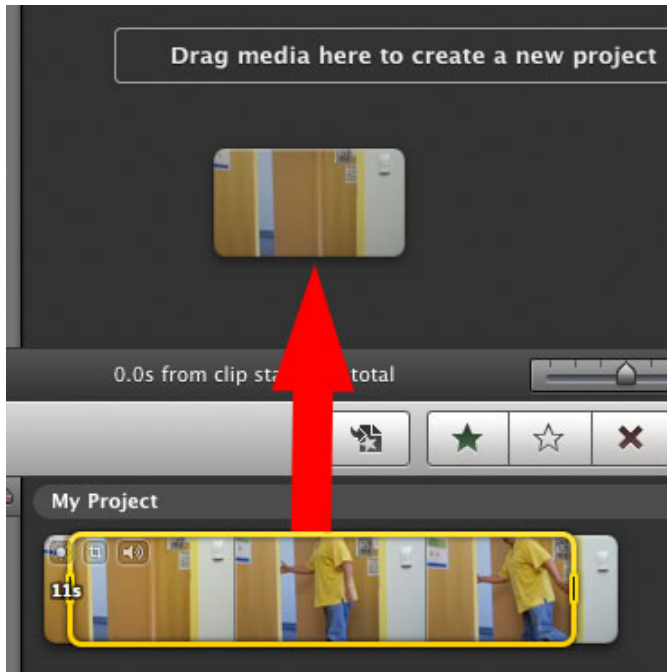
Editing Your Movie in iMovie

9. Drag your mouse across the video to scrub through it while you watch. If you hold down the mouse button while you drag, you can select the part you want to keep and trim off the ends.



A part of the movie is selected.

10. Once you have selected the part of the movie you want to upload, the part that has the yellow bar around it, you can click and drag that part up and into the area above where it says, "Drag media here to create a new project."

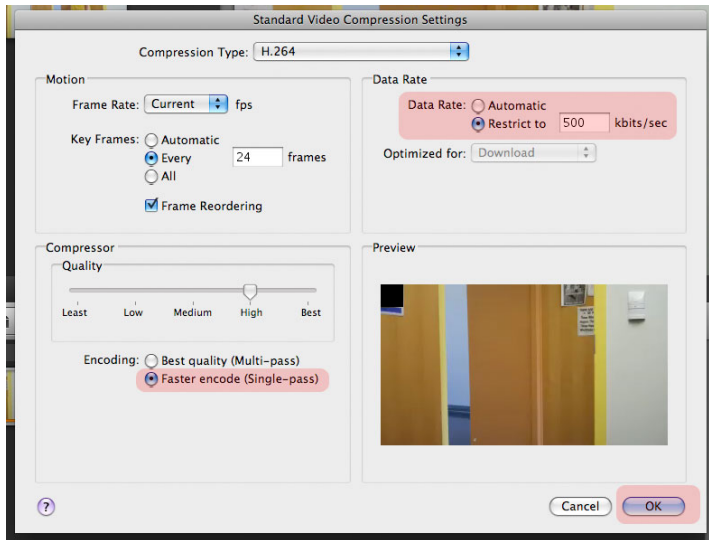


The part of the movie you selected will appear above in the project window. This is what will be exported as your final project. If you don't like what you have chosen, click on it and press the Delete key to get rid of it and start over.

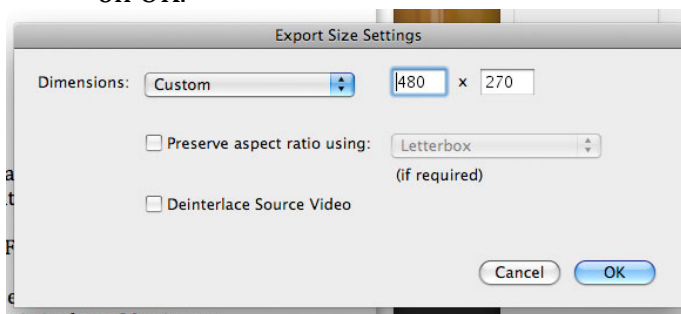
11. Once you have what you want in the top window, you are ready to export for uploading to TaskStream. Taskstream has a limit on how large a file you can upload, so the file has to be created in a specific fashion.

Exporting the Finished File

12. Choose Share > Export using Quicktime.
13. When the dialog opens, give the movie a name and choose where you would like to save it. Next to Export choose Movie to Quicktime Movie.
14. Next to Use, choose Broadband Medium preset.
15. Click on Options.
16. Click on Settings. Next to Data Rate: Restrict to, click on the little empty field and type in 500. At the bottom left click on Faster encode (Single-pass). Click on OK.



17. Click on Size. Next to Dimensions pop up the menu and choose Custom. Type 480, press tab and type 270, to set the movie resolution to 480 x 270. Click on OK.



18. Choose Prepare for Internet Streaming and choose Fast Start from the menu underneath. Click on OK.

19. Click on Save and wait for your movie to be processed. This will take about the same time as the length of the movie. If your movie is about 20 minutes long, you will be waiting for about 20 minutes.

Uploading to TaskStream

1. Login to TaskStream
2. Go to Web Folio Builder
3. Edit content
4. Upload video
5. Test playback
6. Publish