

8mm (or Super 8) Film to USB Drive







#1

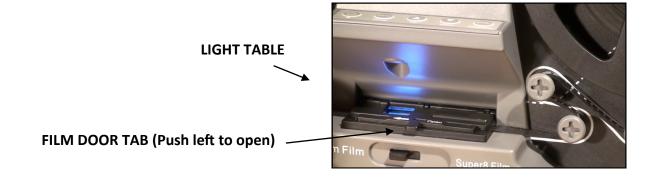
Prepare the MovieMaker scanner

1. Turn on the Wolverine Film2Digital MovieMaker scanner.

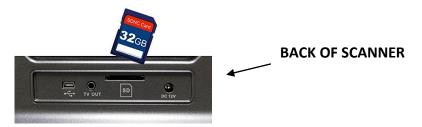




2. Clean the Light Table. Push the **film door tab left** to flip open the door. Use film cleaning brush to gently clean the light table.



3. The scanner will record your captured video to an SD/SDHC memory card (up to 32 GB.) Ensure a memory card is inserted into the back of the scanner.

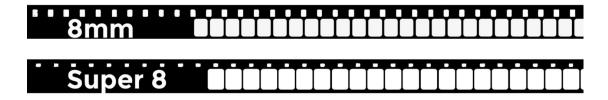


NOTE: An SD memory card **must** be inserted for the scan to take place. The library has provided a card for temporary use in transferring to a computer. It is recommended you bring your own. The captured video can be burned to a DVD or transferred to USB drive at a later time.



Mount the reels and film

1. Determine if your film is 8mm or Super 8 mm.

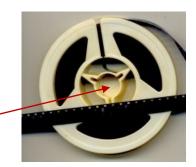


2. If your film reel has an 8 mm (small) mounting hole, mount the reel directly to the left shaft of the scanner, otherwise use the provided RED color reel adapter.



8mm (small mounting hole)

Super 8mm (large mounting hole requiring adapter)



NOTE: If adapters are needed, always place **RED** color adapter on the LEFT side and/or the **GREY** color adapter on the RIGHT side.



Left Reel Adapter (RED)

- 3. Mount the included (empty) 5" reel on to the right shaft.
- **4.** Route your film to the take-up reel. Follow the Film Routing Diagram printed on the face of MovieMaker—follow the solid white line. The dotted white line is for rewinding.
- 5. Push open the film flap door, place film perforation holes at top, but under the two white tabs



- **6.** Close the film flap door after the film is properly placed.
- 7. Select film type by pushing the film type lever to either left or right.

#3 Record

NOTE: Film digitization **DOES NOT** take place in real time. A 3-inch reel (approx. 15-20 minutes of film) will take roughly 40 minutes to record. A 5-inch reel (60-80 minutes of film) will take approx. 2 hours.

 Press START/STOP to start recording. While recording is in process, a red dot in upper left corner of screen will blink.

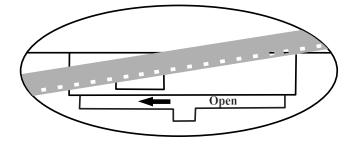


2. To stop recording, press the **STOP/START** button again. The scanner will now write the movie to the memory card into MPEG4 (MP4) digital movie files at 720p / 30 fps.



Rewind

- **1.** Open the film flap door and remove film, then close the flap door. Check and confirm the flap door is closed and not in the way of rewinding process to prevent film from being scratched.
- 2. Swap reels. Place an empty reel on the right side shaft. The film perforation holes will now be on the outside (as shown). If any reel adapter is needed, always place grey adapter on the right side reel.



- **3.** Follow the film routing diagram printed on the MovieMaker (the dotted line is for rewinding) and follow the instructions on the screen.
- **4.** Press **Enter** button to Start and Stop the rewinding process.



Eject memory card and transfer file(s)

1. To eject the SD memory card, push the card in, then release (instead of just pulling it out.) The MovieMaker scanner will power off when the memory card is removed.

2. Now insert the memory card into the computer.



3. Once the computer has read the card, you should see your movie file(s). From here you should transfer the files from the library's SD memory card to your personal USB drive or other portable storage device, or burn them to DVD.

IMPORTANT NOTE: The digital file captured by the MovieMaker scanner contain all the information from your original tape. However, the software records the film at a frame rate faster (30 frames per second) than the film was originally recorded (16 frames per second for 8mm, 18 fps for Super 8.) The result is that when you play your raw file, it will appear speeded up—as if it were being slightly fast-forwarded.

#3

Last Steps

- **1.** Be sure to collect all your personal belongings.
- **2.** Let a librarian know you have finished.
- **3.** Have a great day.

*** To burn your movie to a playable DVD, please see the "Convert 8mm Film to DVD" guide.