

Digitizing 8mm and Super 8 Films using Wolverine Film2Digital Movie Maker

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I. Materials

For your digitization project, you will need to borrow:

- Wolverine 8mm and Super 8 Moviemaker
- Wolverine Accessories

II. Prepare Your Film

- Make sure that your 8 mm or Super 8 film is mounted on the proper reel (up to 5" in diameter).
- Make sure your film is in good condition. If it is broken, bent, glued, etc., consider using a professional digitization service instead. Otherwise, you may accidentally damage or jam the device, or damage your film.

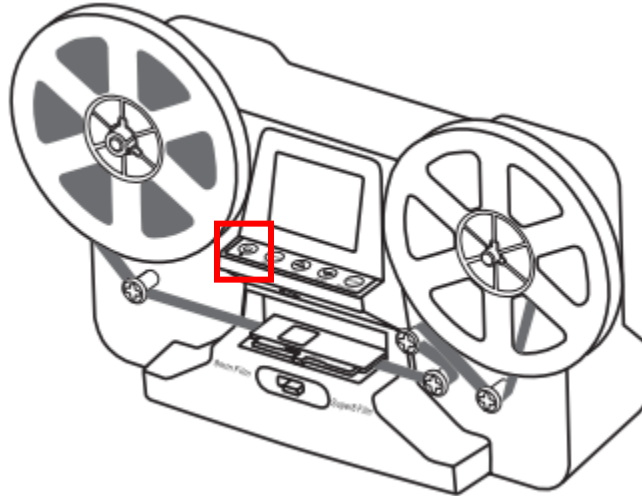
III. Digitize Your Film

1. Insert your SD card (maximum 32 GB) in the slot in the back of the Wolverine Film2Digital Movie Maker:

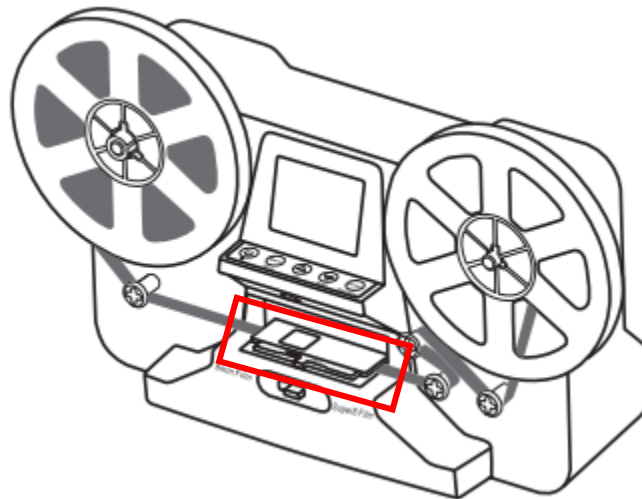


Note: If you've forgotten your SD card, you can borrow one from the Community Computing Center (CCC) desk.

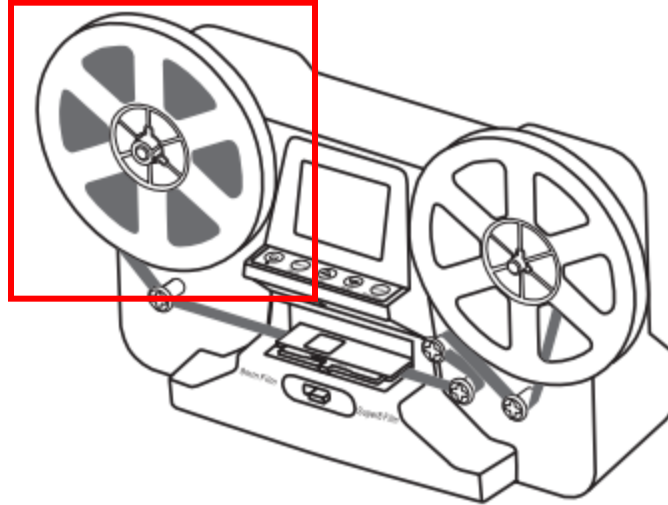
2. Press **Power** to turn the device on:



3. Use the air brush to swipe off the light table



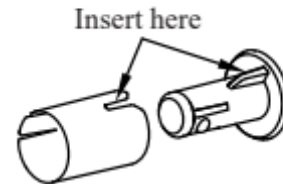
4. Mount your film:
 - a. 8 mm reels can mount directly to the left shaft;



- b. Super 8 film reels use the adapter. Use the 13 to 8 mm adapter if your film reel mounting hole is 13 mm. If adapters are needed, always place the red adaptor on the left side; and grey adaptor on the right side.)



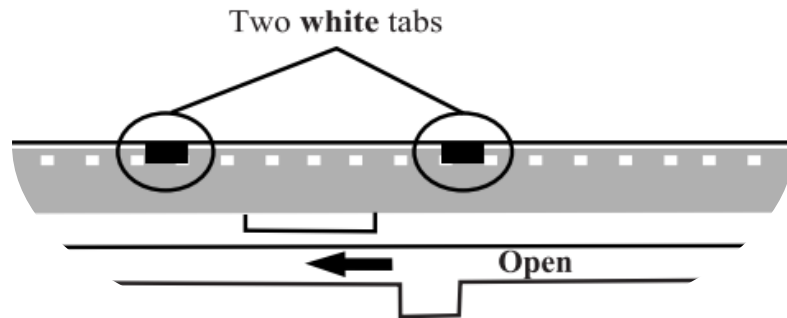
Left Reel Adapter (Red/No-Fin)



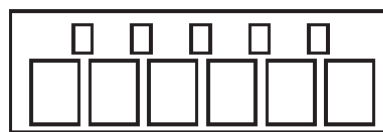
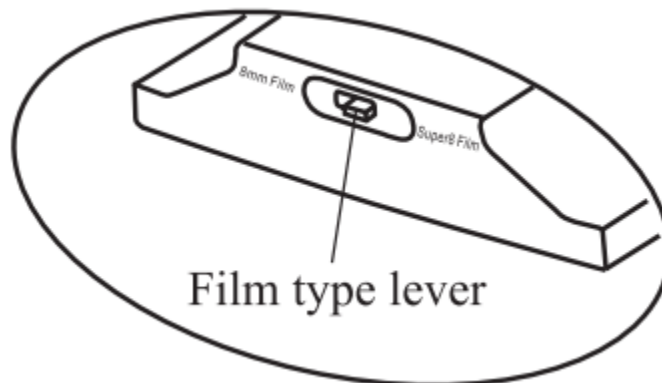
Right Reel Adapter Grey/Finned)

- 5. Mount an empty reel on the right shaft (the MovieMaker takes up to 5" reels)
- 6. Follow the scheme printed on the face of the MovieMaker to thread to the take-up reel. Insert the film into the empty reel counterclockwise. Use your fingers to lift the film and wind it through the rollers if necessary.

7. Flip open the cover to the light table and insert film with perforations up and under the two white tabs:



8. Close the flap door to secure the film in place.
9. Slide the switch below the flap door to select either 8 mm or Super 8 film.



8 mm



Super 8

10. Use the menu buttons to highlight the menu selection and then press **Enter**. Adjust **Exposure**, **Sharpness**, and **Frame Adjustment/Movie Register** before recording.

Record Playback Rewind (More ▼)	Exposure Sharpness USB (More ▼)	Frame ADJ Language Format (More ▼)	Default Setting Version (More ▼)
1st page	2nd page	3rd page	4th page

11. Once you are happy with the adjustments press **Enter** to begin the recording process
12. Information on the screen will show your selection; press **Enter** button again to start recording. The MovieMaker will start recording after 2 seconds. The MovieMaker will automatically stop when the left film is empty, but to stop the recording at any time press **Enter**.
13. To view all options, press **Menu**. Select **Playback** and press **Enter** to view the playback on the device's screen.
14. To rewind the film, select **Rewind** from the menu and the press **Enter**. Instructions will be displayed on the screen:
 - a. Open the flap door and release the film.
 - b. Remove both reels, (and take out the adapter).
 - c. Swap the reels into the shaft and close the catcher.
 - d. Insert the adapter if needed on the right shaft and then insert the reel you want to rewind.
 - e. Place the film on the first and second roller and press **Enter** button to rewind the film.

IV. Transfer Your Film to a Computer

1. Plug the USB cable into the MovieMaker and your computer to upload your files.



2. The SD card is read as an External Drive, called NO-NAME drive(G)*. The stored files are located in the directory FilmScanner/MOVIE.

3. To move the files from FilmScanner/Movie, copy the desired files (right click, copy or highlight and CTRL/Command C) and paste (right click, paste or CTRL/Command V)

*The name of your SD card may vary from computer to computer