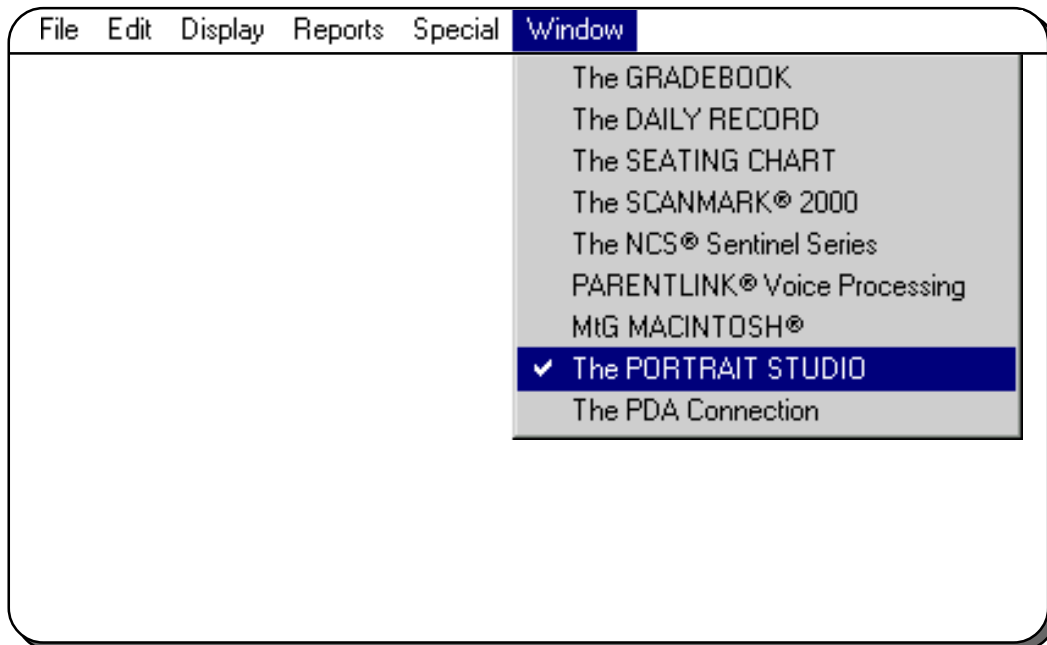


Taking Student Pictures



Sir Max Beerbohm once observed, “It seems to be a law of nature that no man ever is loth to sit for his portrait.” Such is certainly true within *Making the Grade*, for students have the power in the **MtG Portrait Studio** to take their own pictures and perfect at their leisure their electronic likenesses, perhaps for the first time ever! (Haven’t we *all* taken more than one bad school picture?) And once students finally approve of their portraits—even if imported from the school’s CD-ROM—they’re ready for placement in **seating charts** (for you and for your substitutes), in take-home **student progress reports** (just think of parents’ reactions), in **Select-A-Student** activity windows, and much more. All it takes to bring this magic to your classroom is one of the electronic gizmos below (or pictures already taken elsewhere).

■ Portrait Studio Hardware

The best news for students about to take electronic pictures is that “do-overs” are not only tolerated . . . they’re expected! “Film” is exceedingly cheap for devices like these, the prices of which range from under \$100 to thousands of dollars for professional models. The HandyCam™ (below left) and QuickCam™ (below right)



capture pictures “on-line,” enabling students to see and manipulate their images in real time. The Mavica™ (previous page, center left) and JamCam™ (previous page, center right) can take pictures “off-line,” transferring their images to PCs via floppy diskettes and 9-pin cable connections, respectively. No matter which of these fine tools you choose, all you really have to do is bring students’ pictures to your modem port, printer port, floppy or hard drive and attach them to the *MtG* student database via the **Portrait Studio** module. We’ll handle the rest, as you will see in the sections to follow.

■ Portrait Studio Software

If you elect to generate student pictures “on-line,” be advised there is one additional piece of software your PC must possess. Worry not, however, for it’s free of any charge and comes pre-installed on virtually every PC sold today: Apple Computer’s **QuickTime™ 3** (or later), a miraculous multimedia package adopted in recent years by the “Wintel” world as well. This software component enables the **Portrait Studio** to accept almost every picture format ever devised for personal computers, including **bmp, gif, jpeg/jfif, macpaint, pict, tiff**, and more too numerous to mention.



Check your Windows > System folder first to see if you have **QuickTime 3** already installed there. If so, you should find most or all of the icons below, all of which come with the 3.0.2 (or later) edition.



If these elements are not present anywhere within your System folder, you must obtain the **QuickTime 3** package from Apple Computer before proceeding with on-line capture of student pictures. Fortunately, **QT3** is only a modem connection away on the Apple Computer website at <http://www.apple.com>.

http://www.apple.com/quicktime/download/index.html



http://www.apple.com/cgi-bin/qt_loc_reg.pl

■ Capturing Student Images

Capturing student pictures with camera or camcorder attached directly to a CPU is the way we prefer to work with the Portrait Studio . . . as it is for most students. It's almost impossible to match the instantaneous feedback they receive examining pictures freshly snapped of themselves. Your only responsibilities at this point are to attach your video instrument to the appropriate **port** on your PC (**parallel or serial**, depending upon the camera), install the **software and drivers** that came with the device, and then reboot your computer. So what can possibly go wrong with such a simple process? Very little, but do keep in mind a few "caveats" here. If it's necessary for you to share PC ports between multiple devices, such as printers or modems, make sure that your port switch is operational and properly configured before activating the Portrait Studio. Also, practice using your camera first with its own software and drivers to make sure everything is functional before capturing student images within *Making the Grade*. If your camera isn't working there, it probably won't work in the Portrait Studio either.

Once your imaging device has been properly set up, capturing students' pictures is a simple matter of utilizing the dozen (or so) active buttons below.

Click this bar to **display the class roster** and select a student for "portraiture."

Click here to **delete one student's picture**, in this case Dennis E. Archer's.

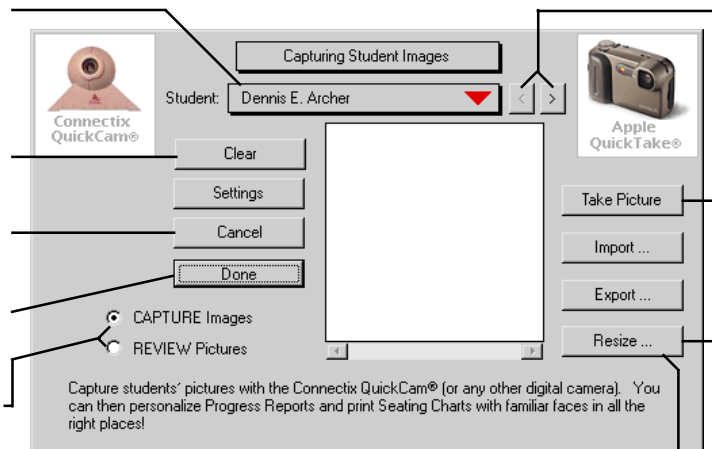
Click here to **back out**, leaving everything unchanged.

Click here to **accept all pictures taken or modified**.

Click these two buttons to (1) **open the connection to your camera**, (2) **take a picture**, and then (3) **review any and all student pictures taken**.

NOTE:

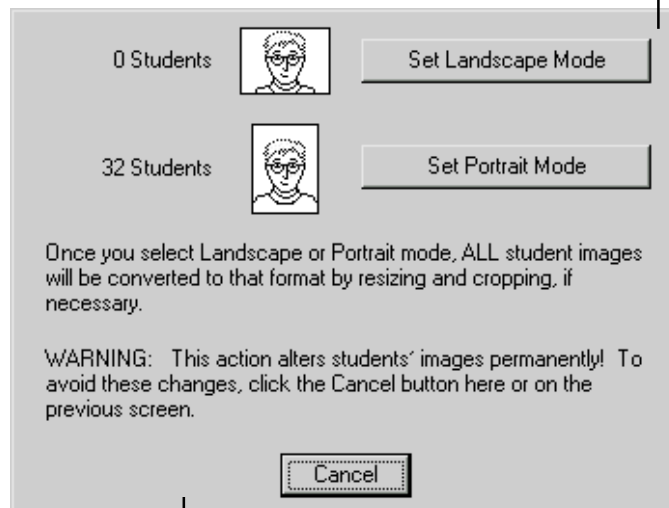
The **Take Picture** and **CAPTURE** buttons will not be active unless and until an on-line device is detected by *MtG*. Again, this means that the camera must be properly connected to your PC, the port must be free of encumbrances by other software/hardware, and QuickTime 3.0.2 (or later) must be present and active within the Windows > System folder. If these buttons are active, **but no picture appears within the portrait rectangle**, your imaging device is still not properly connected.



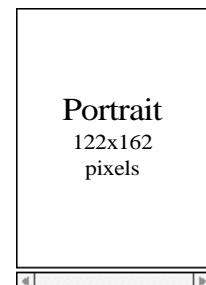
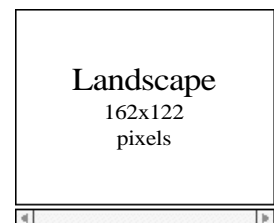
Click these arrows to move through the class roster **one student at a time**.

Click this button when the picture in the rectangle is **just right!**

Making the Grade supports two modes of taking and displaying student pictures: **Landscape** and **Portrait**. The former describes an aspect ratio that is wider than it is tall; the latter, one that is taller than it is wide (left and below). The **Resize** button switches between these two modes.



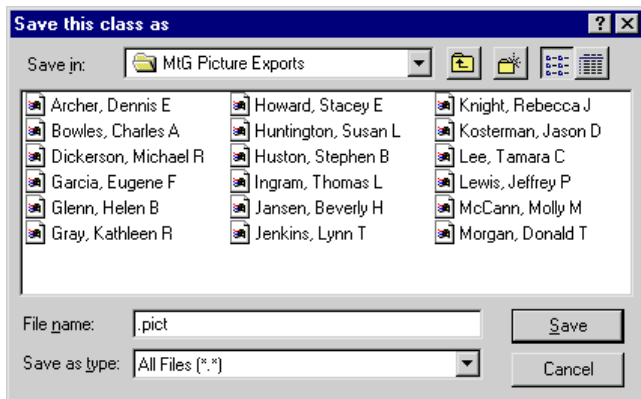
Clicking the **Resize** button displays the screen above, detailing how many pictures have been taken thus far and in what modes. If you've rotated your camera and **mixed** the two aspect ratios, you may "reunify" them—permanently—into a single mode by clicking either of the two main buttons above.



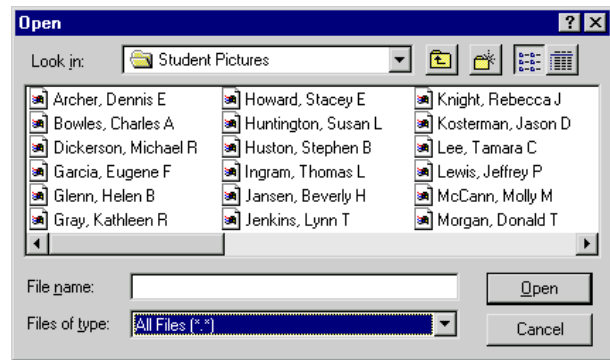
Three buttons from the main Portrait Studio screen remain to be investigated: **Settings**, **Import**, and **Export**.



The first of these buttons is available only when QuickTime is active and an imaging device is attached to your PC. Clicking **Settings** reveals a series of control panels (in this case for the Logitech QuickCam) which modify the image displayed in the portrait rectangle. These controls include **Compression**, **Image**, and **Source** for the QuickCam, but we recommend that you consult your camera's documentation for additional information.



It's clear that the primary purpose of the *MtG* Portrait Studio is to get student pictures **into** the program's database, so why the export function here? The answer originated with a young man in a midwest high school who was among the earliest users of the Portrait Studio. He proclaimed to anyone who would listen that he had never taken a decent school picture in his life, but thanks to the many "do-overs" available with *MtG*, he finally did . . . and he begged us for a copy for his personal records. Who could say no to such an earnest, enthusiastic, and—finally—satisfied customer?



The **Import** button is active only when the Portrait Studio is in **REVIEW Pictures** mode. It is designed for teachers who either don't have access to an imaging device or who prefer to use pictures taken by someone else (perhaps the official school photographer). Remember, *Making the Grade* will import any picture format recognized and supported by Apple's QuickTime 3.0 . . . and that's virtually all of them!

Points To Remember

1. *Making the Grade* stores student pictures outside each gradebook file in a separate (but related) document with the QuickTime icon and the appendage **.pict**.



Sample.pict

We externalize student images to make backing up your files as easy as possible (so please do so regularly). To keep your pictures properly "attached," however, keep them in the same directory as their parent file and do not alter their title. **NOTE:** If it is your practice to create a new class file when grading periods change, amend the name of the old picture file to reflect the new title + **.pict**, of course, and voila! Student pictures appear in the new class's Portrait Studio as well.

2. All *MtG* class files can be read on Mac and Windows platforms, regardless of where they were created. The same can be said of the student picture file, for it too is independent of these two operating systems. Just keep it in the same directory as the original class file, and all will be well.

■ Portrait Studio Softcopy

Once you've collected all of your students' pictures, you'll find they play a variety of roles within *Making the Grade*, both on screen and on paper. On screen, portraits are displayed most prominently in the Seating Chart, a powerful vehicle for learning new students' names quickly *and* for arming substitutes with the information they most urgently need!



Select-A-Student windows display students' likenesses instead of their names *if* a picture is available within the .pict file. On-screen seating charts like the one at right are also displayed by selecting **Display > With Student PICTURES** from the main menu bar. **A TIP:** Student **names** for each of the faces in the chart may be revealed—and **daily attendance** taken—simply by mouse-clicking on the pictures in the chart. (We imported 32 celebrity sketches here, rather than using real students' pictures. Aren't you glad these folks won't be in your class?)



■ Portrait Studio Hardcopy

We examined the **Cover Sheet** option in detail on page 58 of "Printing Gradebook Reports," so little more needs to be said here. The only practical tip we have at this point is to print these cover sheets in **color** on a laser or ink-jet printer in **best** mode (*if* the pictures were taken in color, of course). The extra time and effort are well worth it.

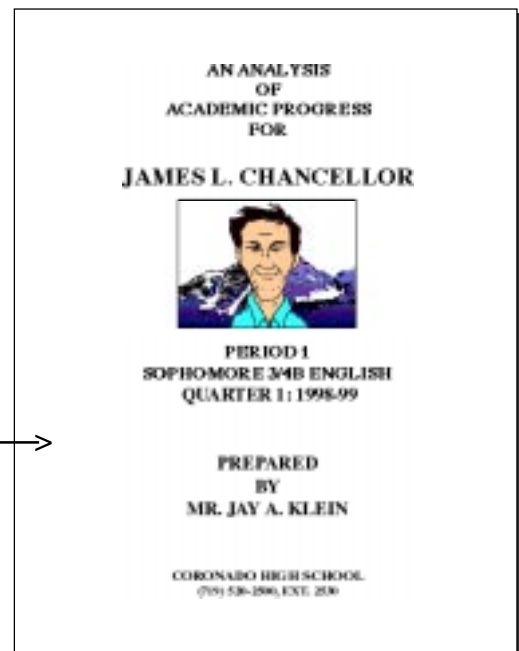
STUDENT REPORTS WITH ALL ASSIGNMENTS

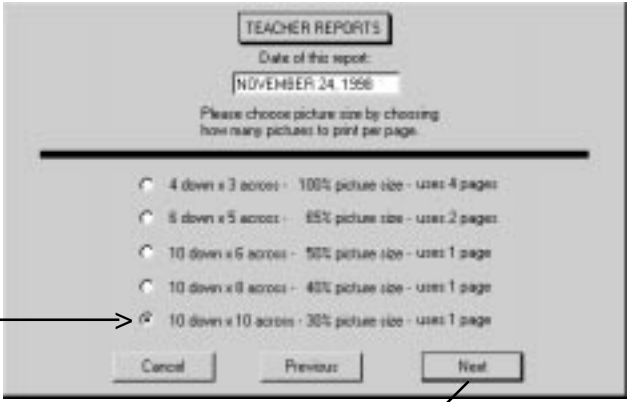
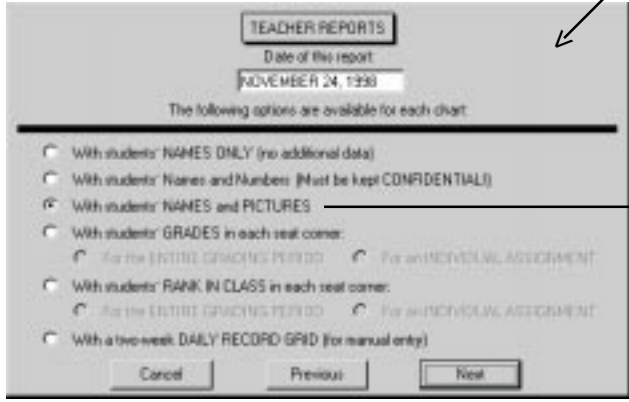
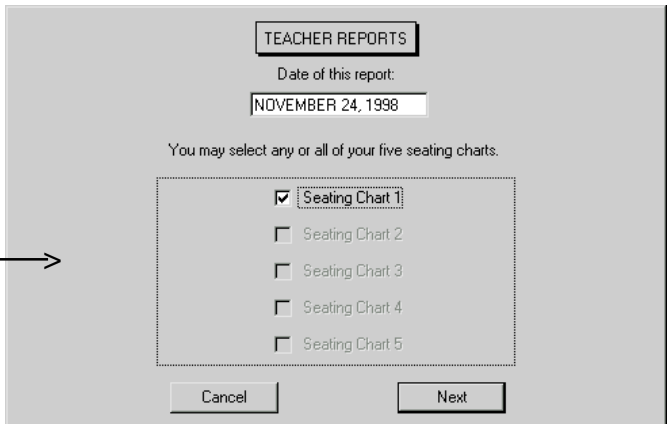
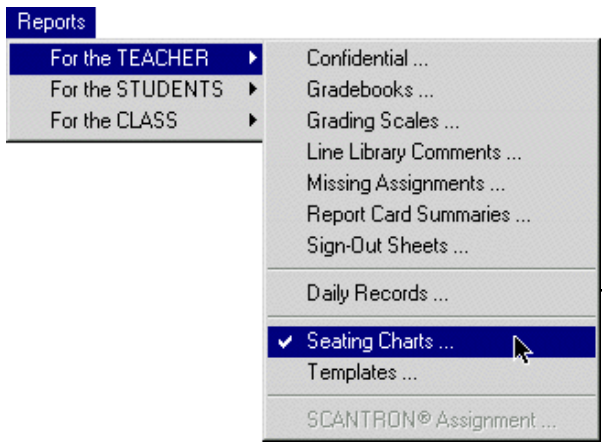
Date of this report:
NOVEMBER 24, 1998

Please select the TYPES of reports you wish to print.

- "THE WORKS!" (ALL of the report options shown below!)
- A personalized COVER SHEET (with class, school, and teacher information)
 - WITH student's picture (from the Portrait Studio module)
 - WITHOUT student's picture
- Each student's individualized GRADING SCALE
- A CHRONOLOGICAL listing of all assignments thus far
- A CATEGORICAL listing of all assignments (if applicable)

Cancel Next





The rough flowchart sequence above shows the pathway from the Seating Chart menu bar to the document at right. You've seen most of these screens before in the "Printing Seating Charts" section of the documentation. However, a new element is introduced here: the "choose picture size" window shown above right. Depending upon the exact placement of the chairs in your classroom, this window's options can change markedly. The five shown here match the 10 x 10 seating grid used for Room 101 at Coronado High. You may print this seating chart as large (4 pages) or as small (1 page) as you wish . . . but don't forget to turn OFF the printing of empty spaces (in **MtG Preferences**, below) if you prefer the open look at right.

