

# Photo Serge Quick Start Tutorial

## Getting started

What you have downloaded is zip files, to unzip them on Mac or Windows just double click on it.

1. If the files don't unzip properly or you get an error message, that means that they were corrupted during the download, in which case write me at [sergeramelli@gmail.com](mailto:sergeramelli@gmail.com) with the email used for your purchase and I will re issue new links. These courses are lots of data so that can happen on some Internet connection. I have several servers as needed to deliver the files, so they should go through.

2. In the unzip files you have two types of files :

**Videos :** .mov or mp4 or m4v files. These should be able to play with the Windows Media Center.

If that doesn't work you can always download VLC <http://www.videolan.org/vlc/> or Quicktime <http://www.apple.com/quicktime/download/>

In any case to ensure that a player is launched when you click on file, right click on the video file and choose "Open in windows media center, or VLC or Quicktime", based on what you installed on your Windows Computer.

**Sometime the zip function doesn't work well with windows, and most of the time this has been solved by installing this free software to unzip the files <http://www.7-zip.org/>.**

For mac Quicktime is always installed by default so right click and choose "Open in Quicktime".

**Source files:** You also have the possibility to download the source files used in this training videos. These files are compressed in zip format.

3. To open the source files:

Double click them, or right click on them and "Open with [appropriate application]".

How to install videos on an iPad or iPhone:

1. Connect your Iphone or iPad to your Mac or PC. iTunes should start.

2. Drag and drop the videos that you bought to the iTunes Icon.

3. Select your iPad in iTunes, go to the video tab and mark the videos that should now appear to be synch.

4. Synch your iPad and the videos are on your device ready to be seen with the video app that is there.